



# Application Development for Mobile and Ubiquitous Computing

## Seminar Task First Presentation

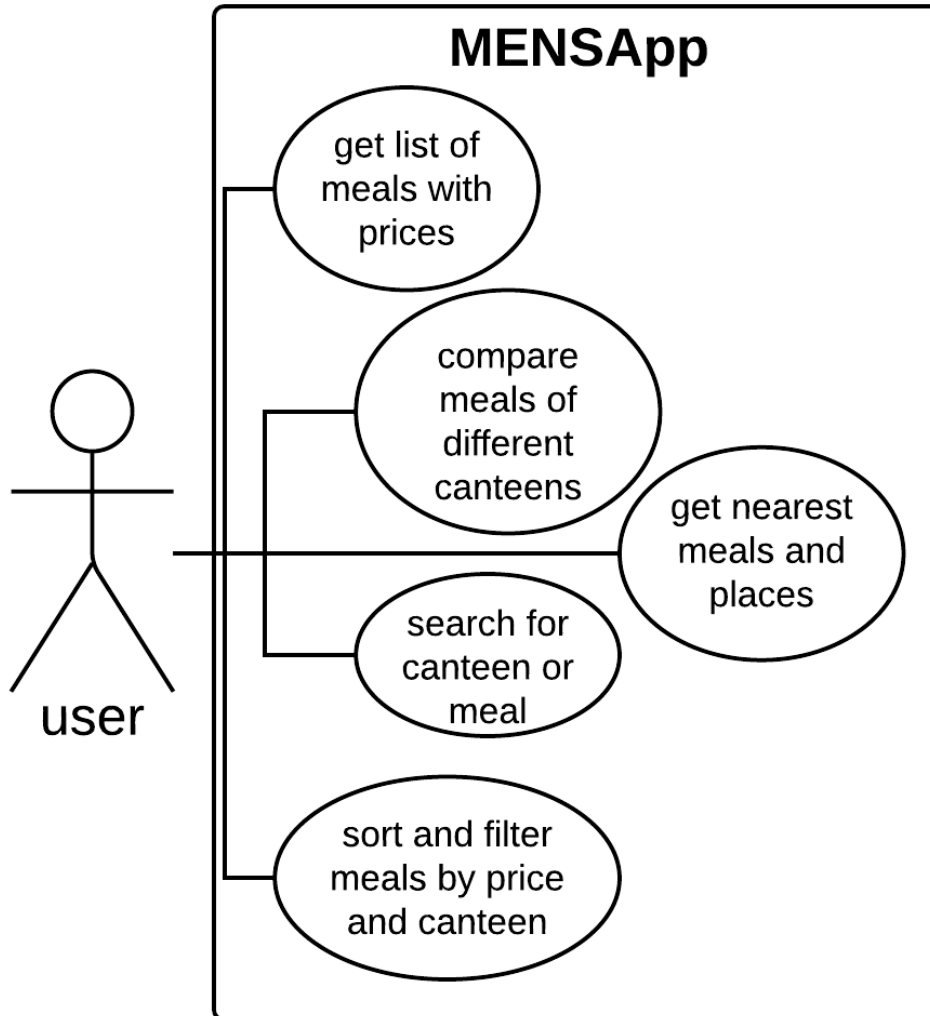
Group 17.

Team: Sharmin Khaleque & Philip Manja

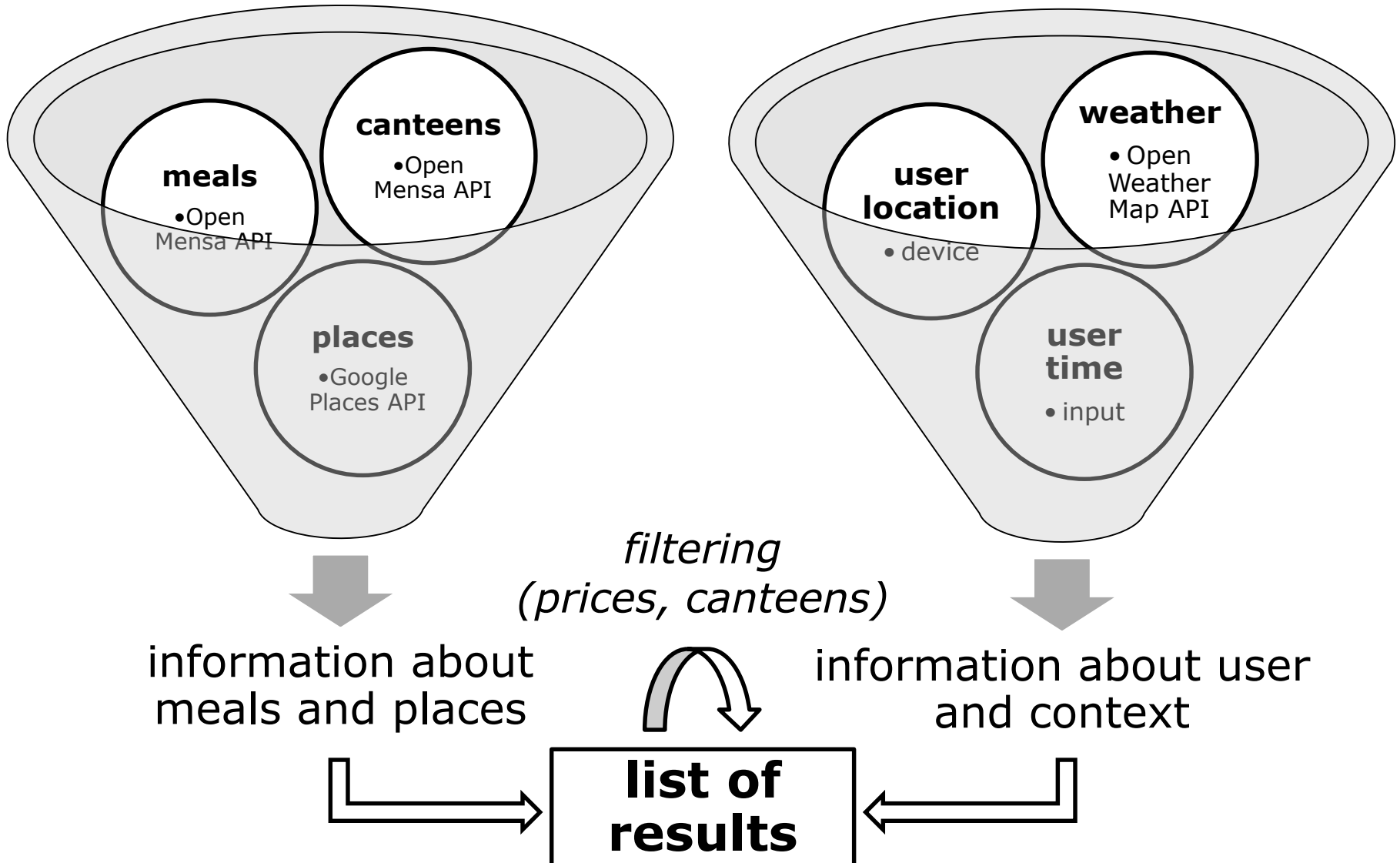
- Mensa Application
  - Gathering data of canteens, meals and other places
  
- Simple interface, fast interaction
  - Few buttons, no complex menus
  - Provide only information that the user wants
  
- User-centered, context-aware
  - Weather, user's time and location
  - Filtering data right away



[http://www.inspirefusion.com/media/2012/lisa\\_simpson\\_food\\_art.jpg](http://www.inspirefusion.com/media/2012/lisa_simpson_food_art.jpg)



- Client:
  - Android
  - GPS, WiFi and GSM for location tracking
  - (Google Play Services Location API)
  - Internet connection for data gathering
  
- Server:
  - OpenMensa API
  - OpenWeatherMap API
  - Google Places API
  
- Development:
  - Eclipse ADT with Android SDK



- Offline and connectivity challenge
  - Caching
  - Prefetching
  - Prioritizing of data
  
- Usability
  - User-friendly and common UI
  - Personalization of results
  
- Energy
  - Strategy for data gathering
  - Prioritizing of data

