

Department of Computer Science Institute for System Architecture, Chair for Computer Networks

Application Development for Mobile and Ubiquitous Computing

Seminar Task First Presentation

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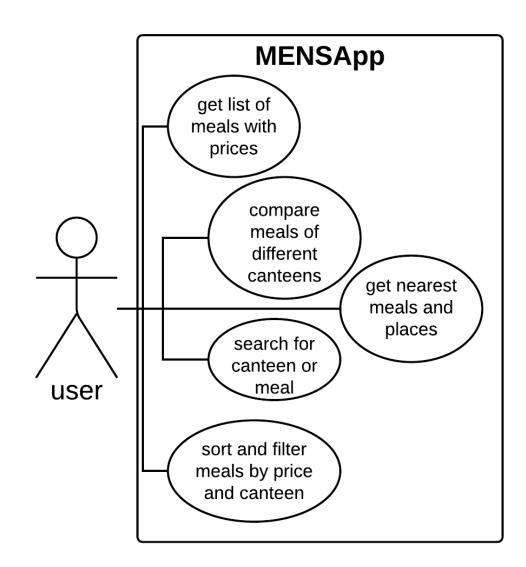


- Mensa Application
 - Gathering data of canteens, meals and other places
- Simple interface, fast interaction
 - Few buttons, no complex menus
 - Provide only information that the user wants
- User-centered, context-aware
 - Weather, user's time and location
 - Filtering data right away



http://www.inspirefusion.com/media/20 12/lisa simpson food art.jpg





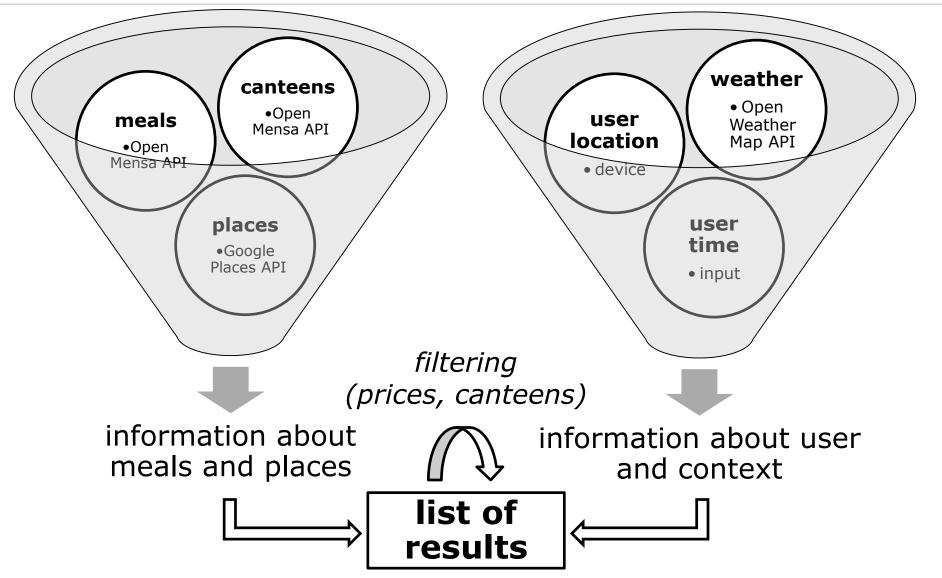
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GERICHTE (FREITAG, 07.11.2014)	
Böhmischer Sahnebraten mit Weinkra Semmelknödel oder Petersilienkartoff Alte Mensa (200 m 3 min)	
Südamerika: Gulaschtopf mit Kochbar und Djuvec-Reis Mensa Siedepunkt (900 m 111 min)	nane 2,55€
Schweinefleisch Masala mit Tomaten und Mais auf Vollkornspaghetti Alte Mensa (200 m 3 min)	würfeln <mark>2,20€</mark>
Pasta: Fruchtig-feurige Tomaten-Käse mit Hackfleisch Zeltschlösschen (600 m 8 min)	esoße 2,10€
Kohlroulade in deftiger Bratensoße, da Petersilienkartoffeln Mensa Siedepunkt (900 m 11 min)	azu 2,02€
()	1



- 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



Architecture





Challenges

- 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



Choosing task, preparing concept, setting up IDE (October)

Implementation of data gathering (November)

Implementation of data processing and mechanisms (November/December)

Design of user interface (December/January)

Finalization (January)