



TECHNISCHE
UNIVERSITÄT
DRESDEN



Application Development for Mobile and Ubiquitous Computing

PaYourShare Final presentation

Group No. 2
Team: EVRARD-PION

Dresden, 29 Jan 2016

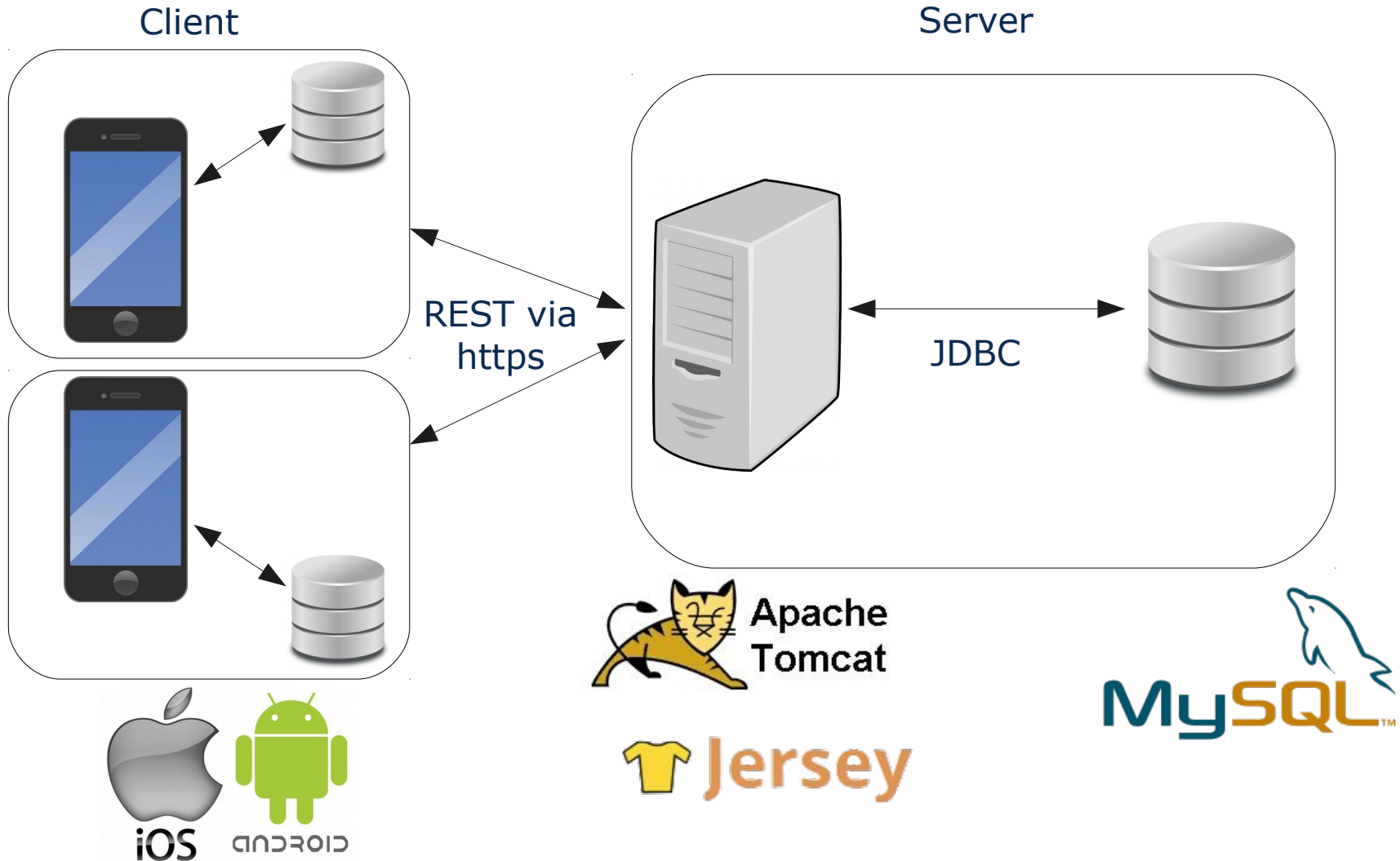
Holidays

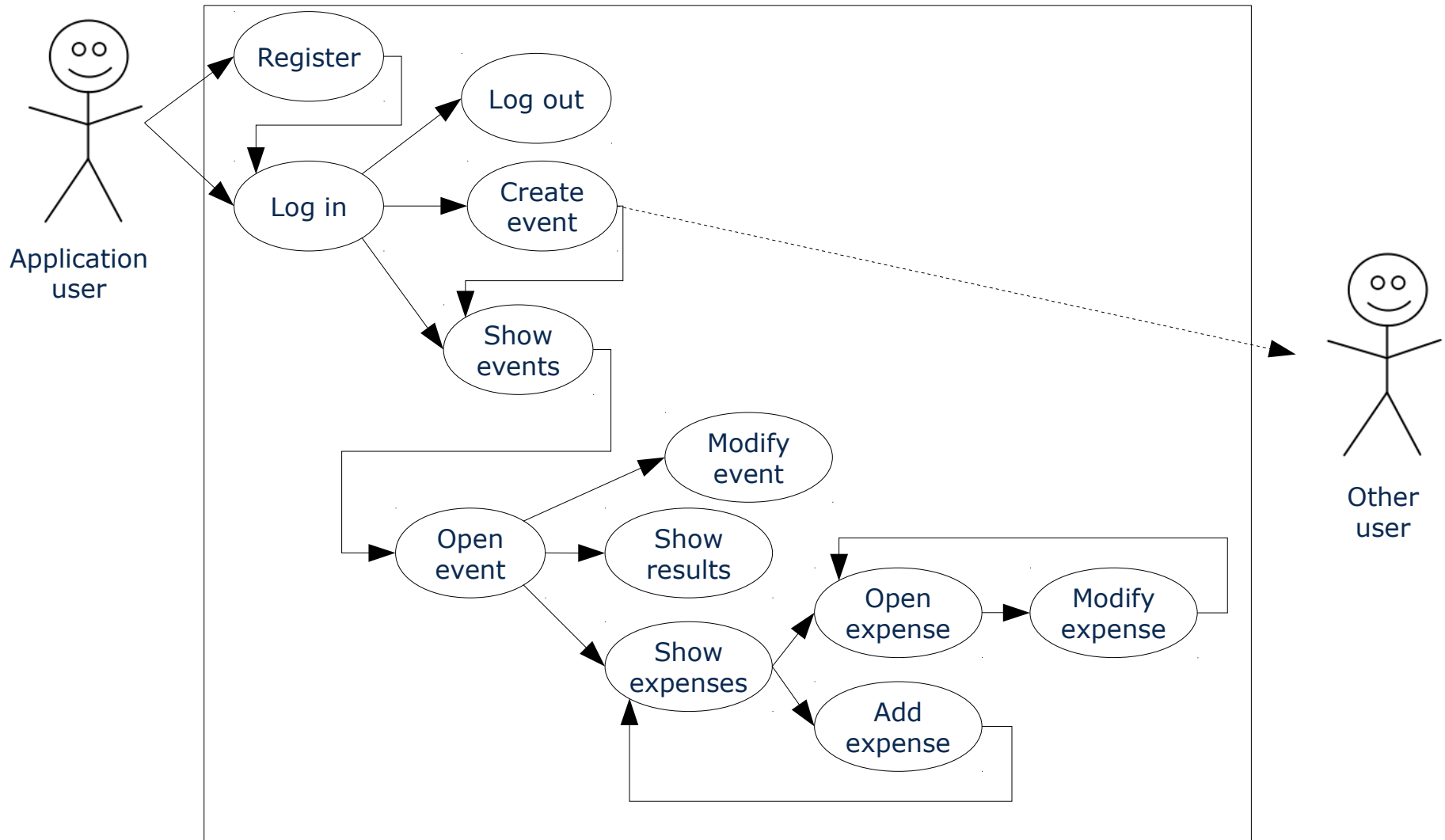


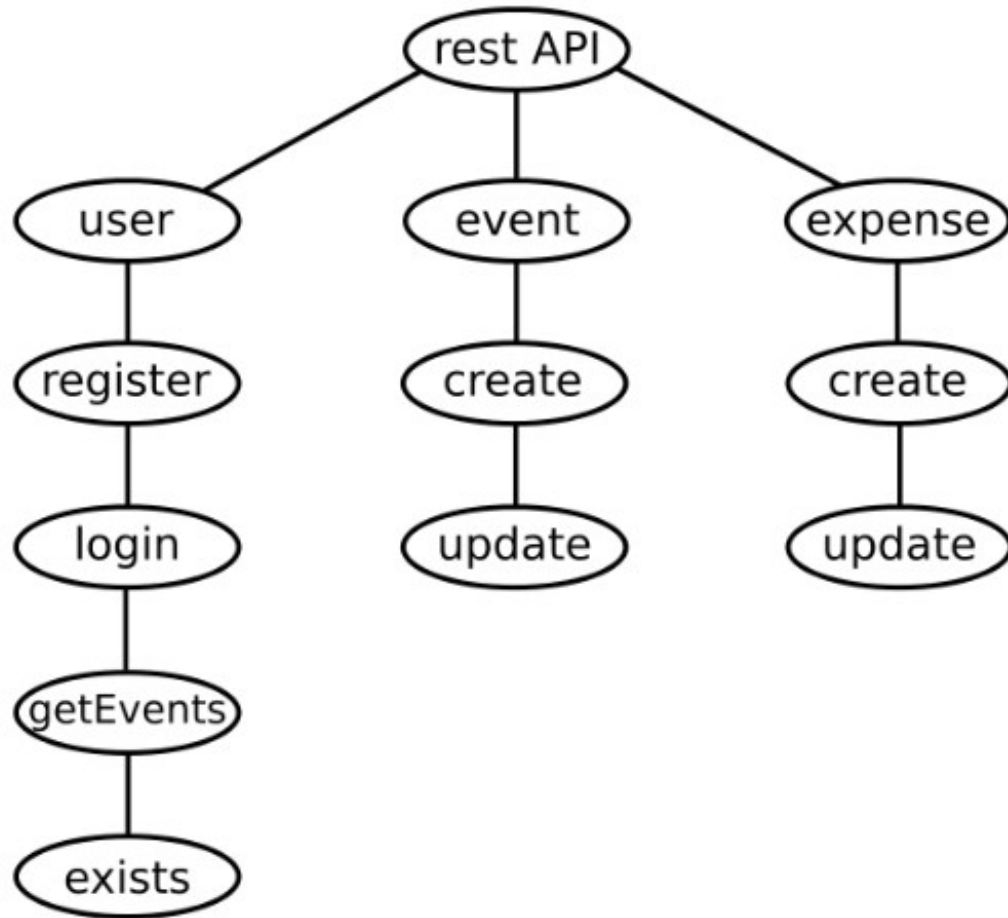
At the end

- who owes who ?
- how much ?

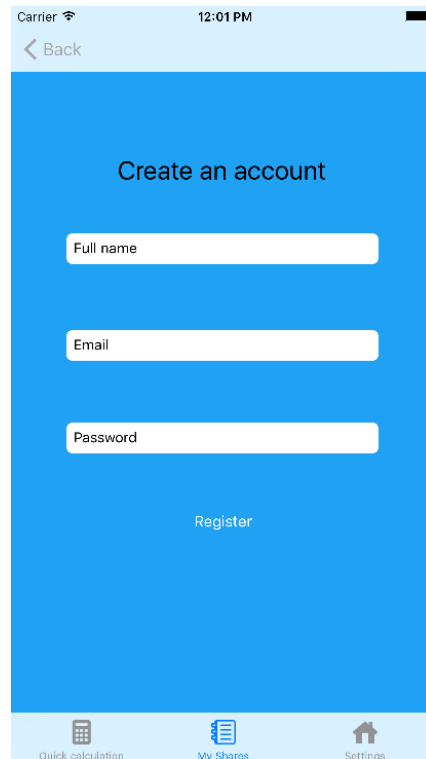
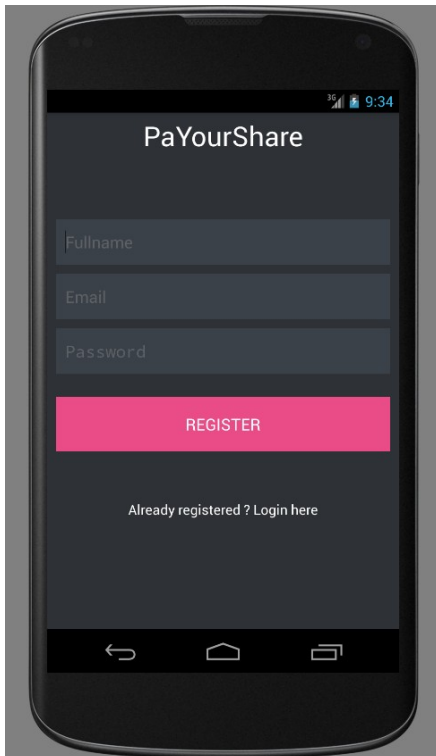




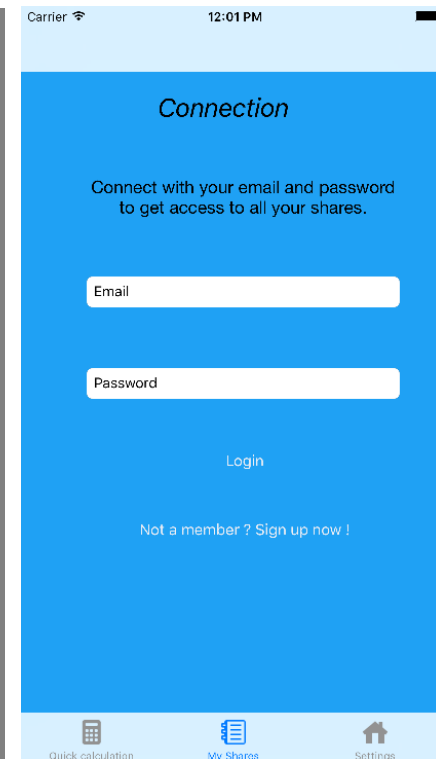
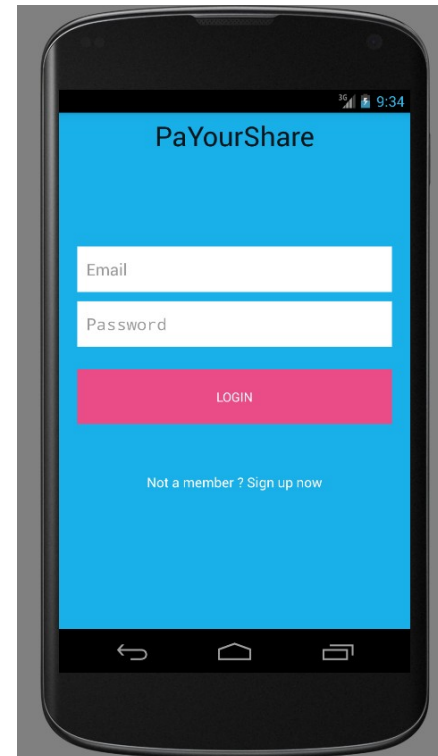




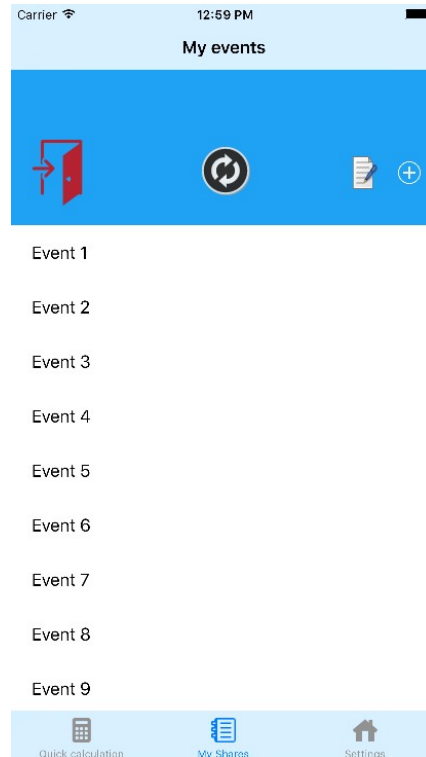
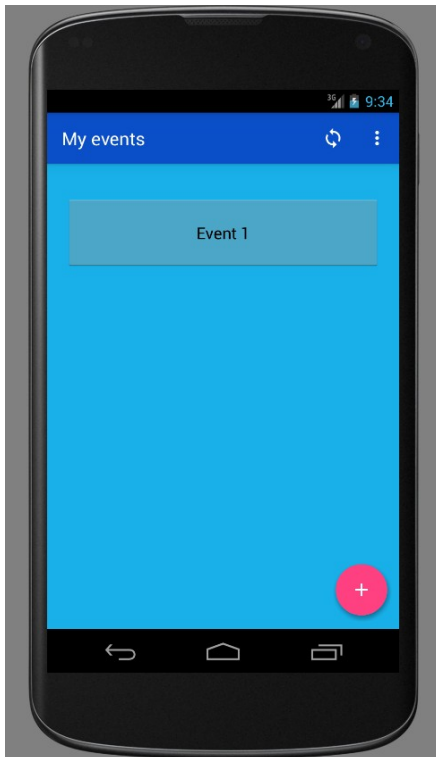
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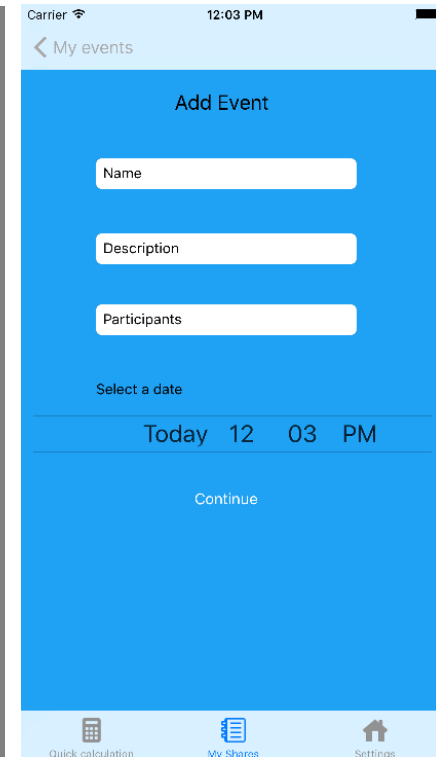
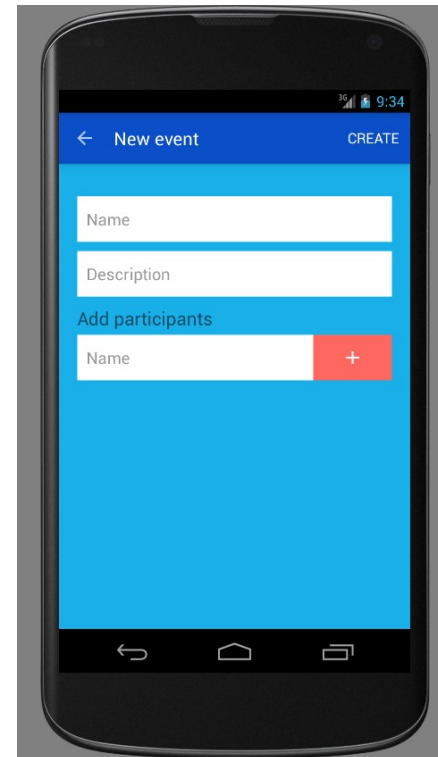
Login



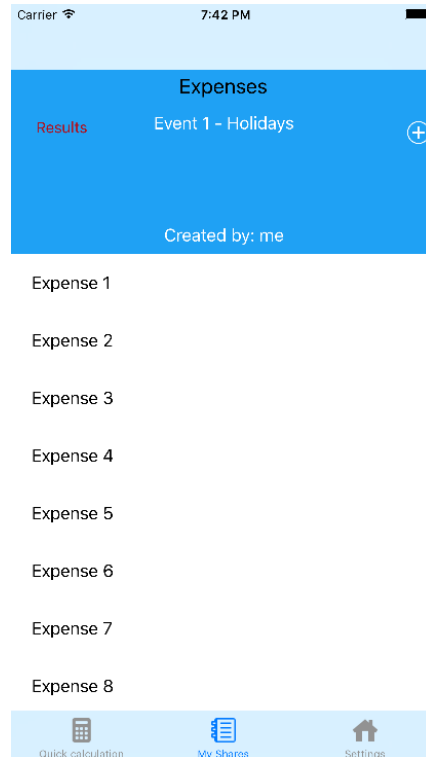
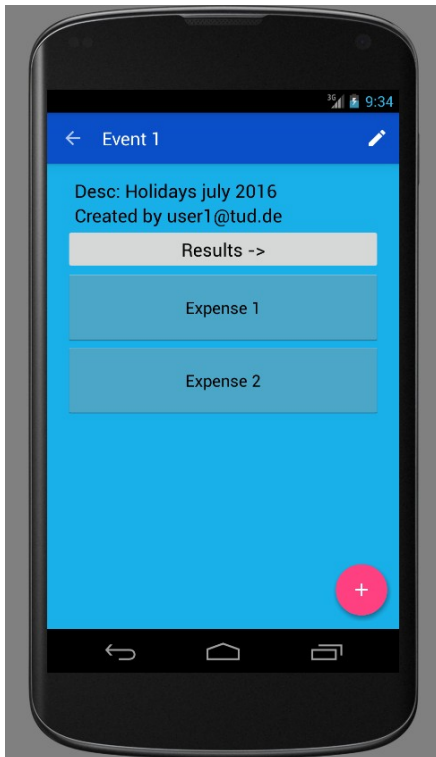
Show events



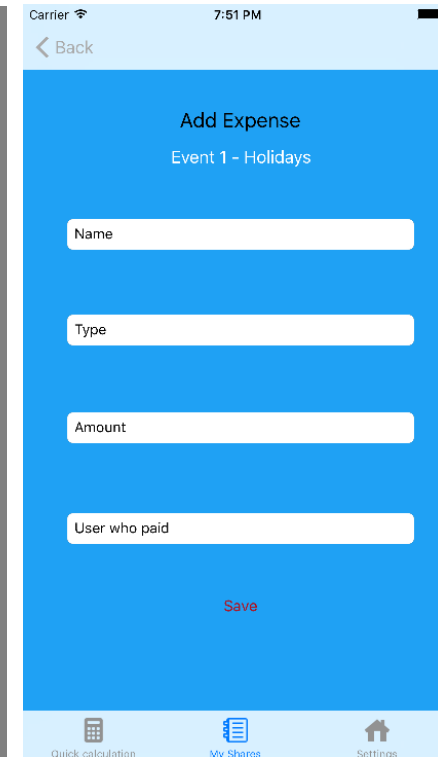
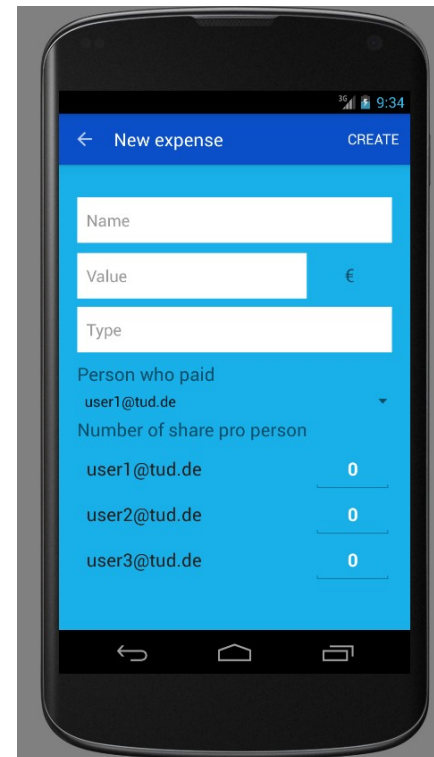
Create event



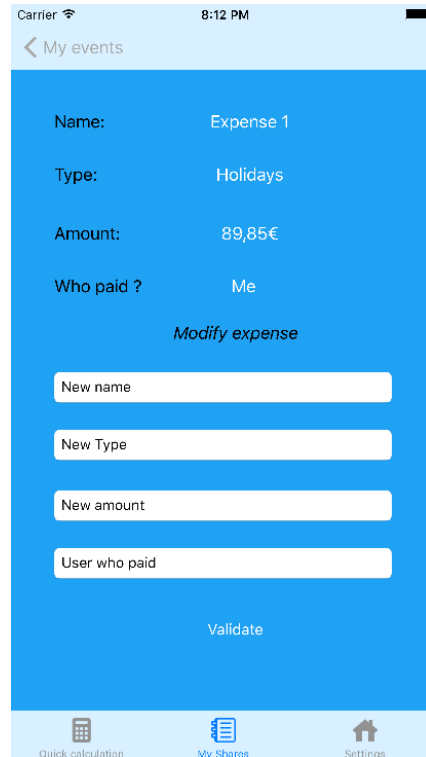
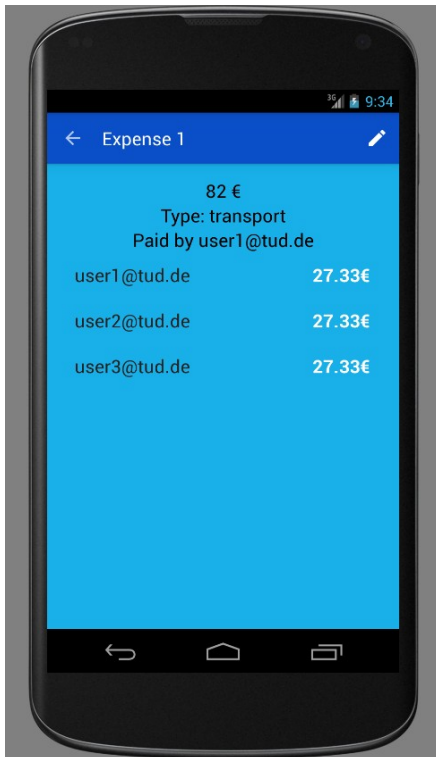
Open event



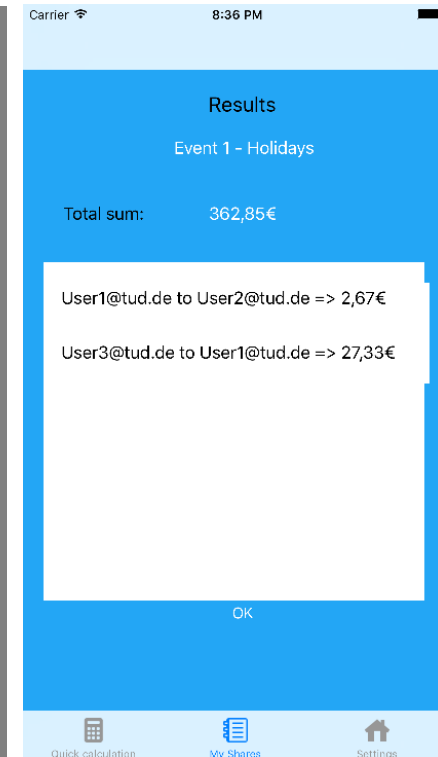
Create expense



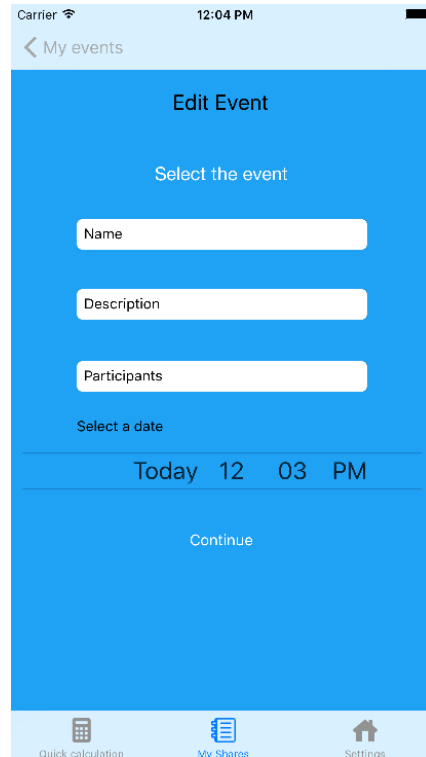
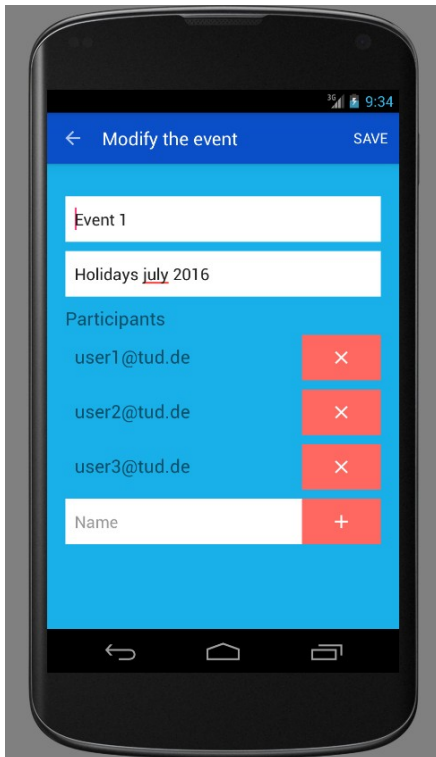
Open expense



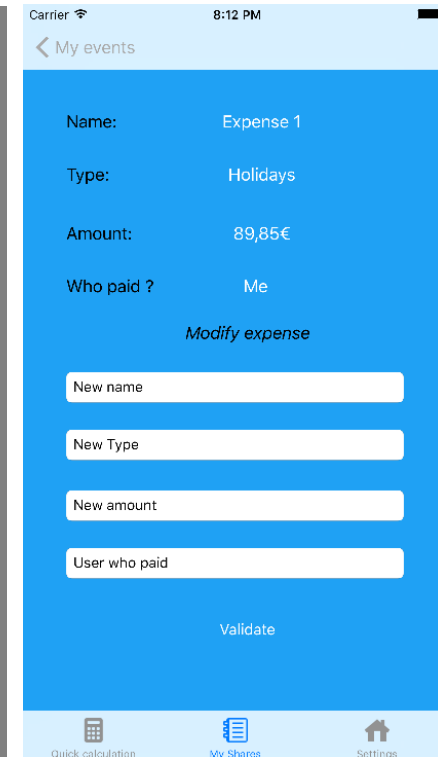
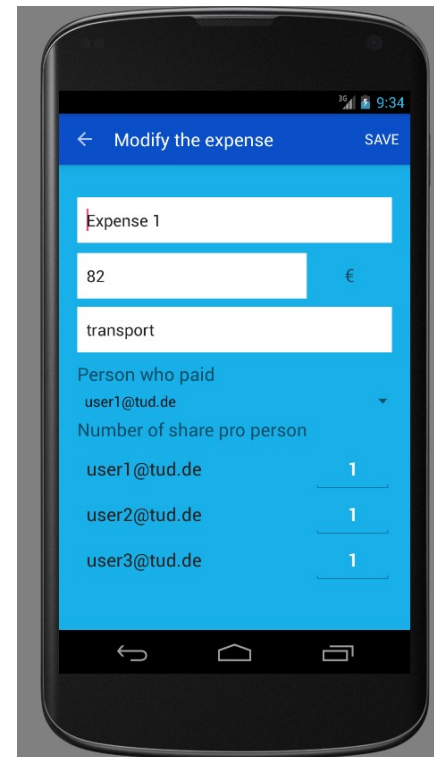
Show results



Edit event



Edit expense



Multiplatforms

- iOS
- Android

Offline challenge

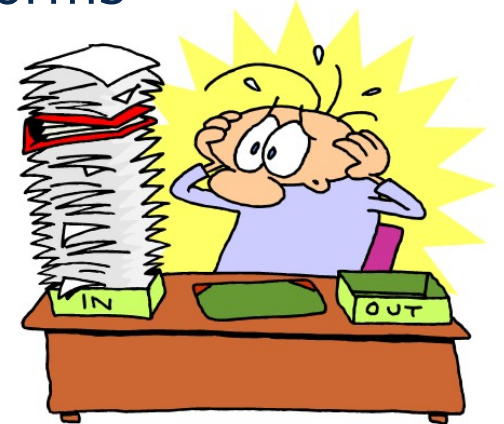
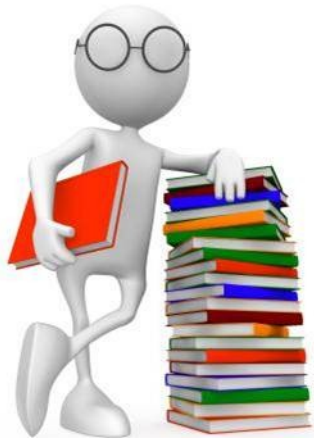
- Get the connectivity state of the phone
 - Reachability (iOS) or ConnectivityManager (Android)
- Disconnected operations allowed
 - Phone database

Usability challenge

- Minimize effort of the user
- Keep good interface by adapting the view to the screen
 - AutoLayout (iOS) or Density-independent pixel (Android)

Development on two different platforms

Experience



Still work to do

