

# Application Development for Mobile and Ubiquitous Computing

Seminar Task  
Final Presentation

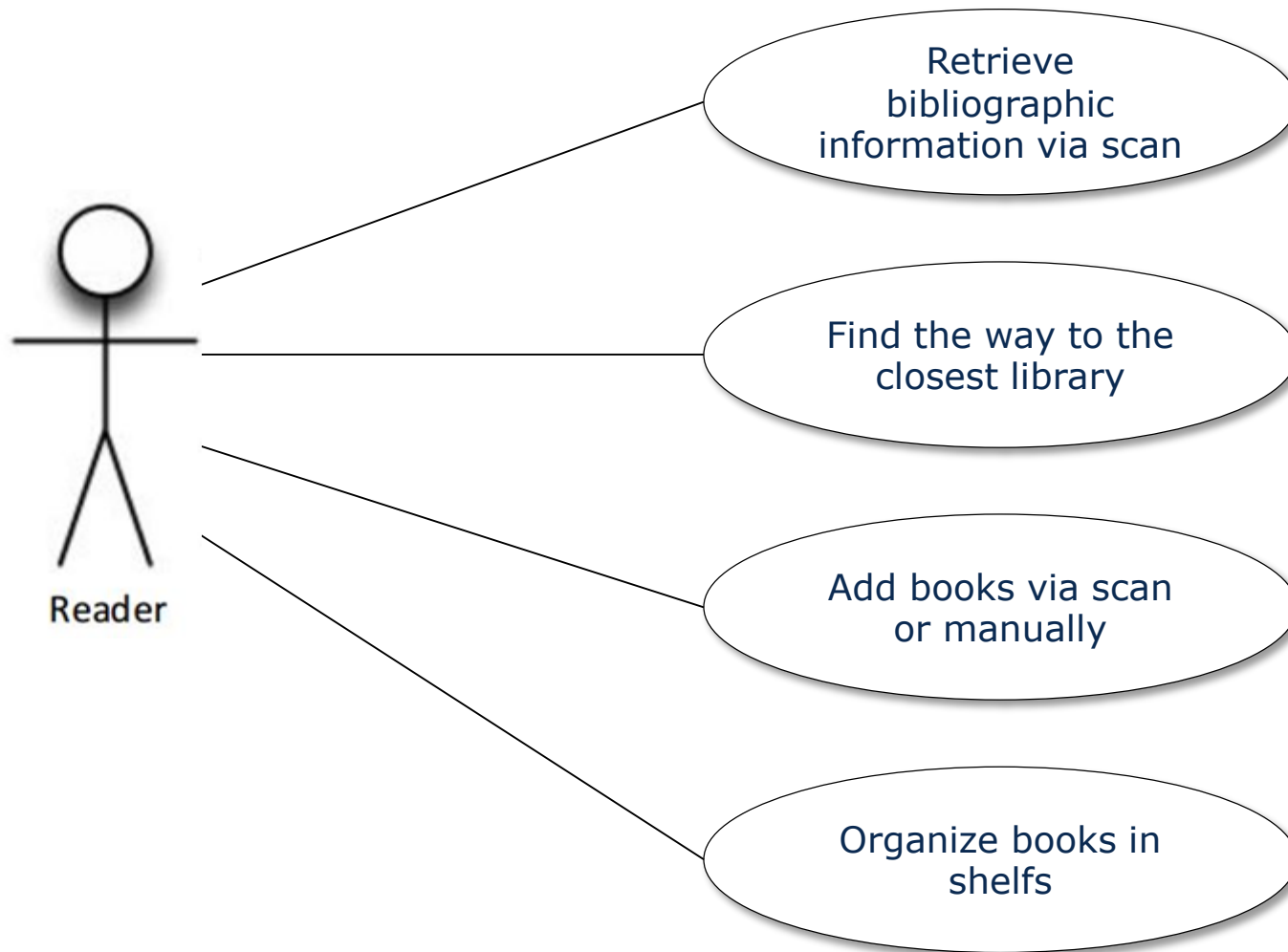
GroupNo. 8  
Team: Stefan Kretzschmar, Philipp Richter  
„SelfShelf“

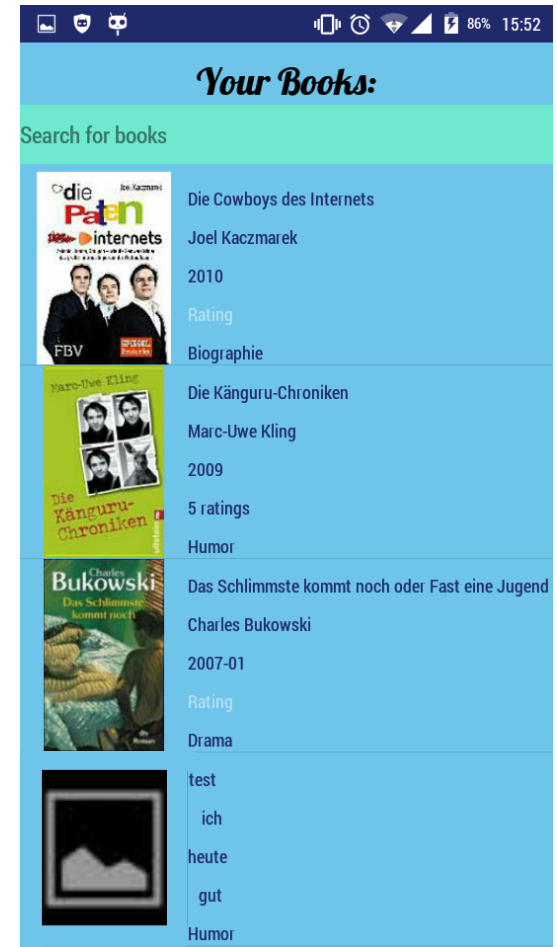
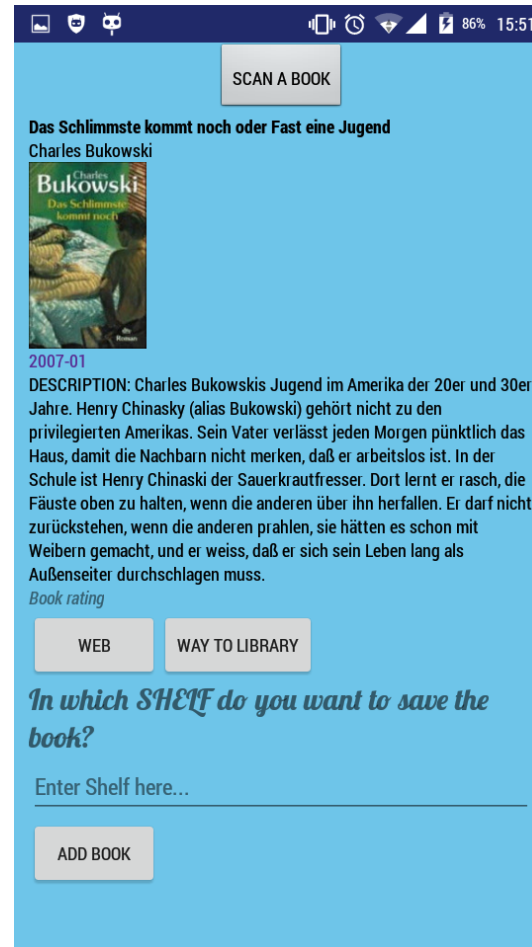
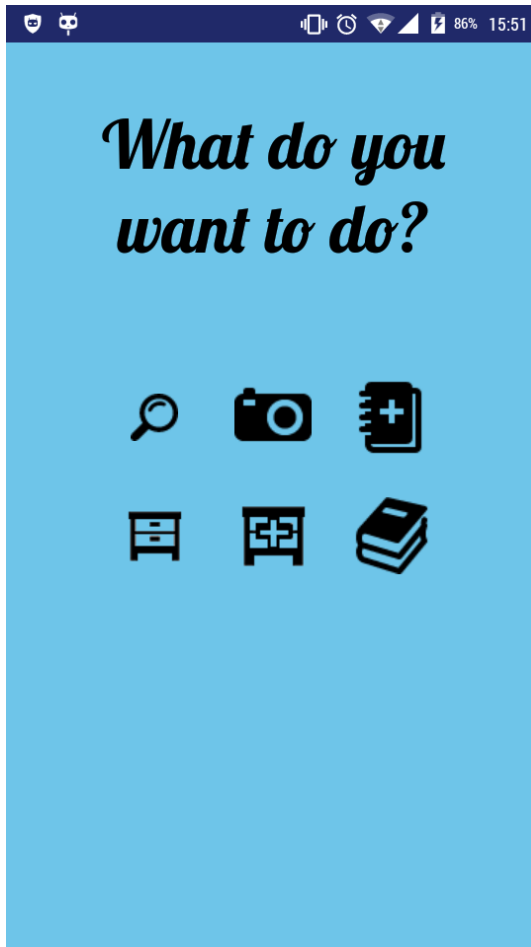
Dresden, 29.01.2016

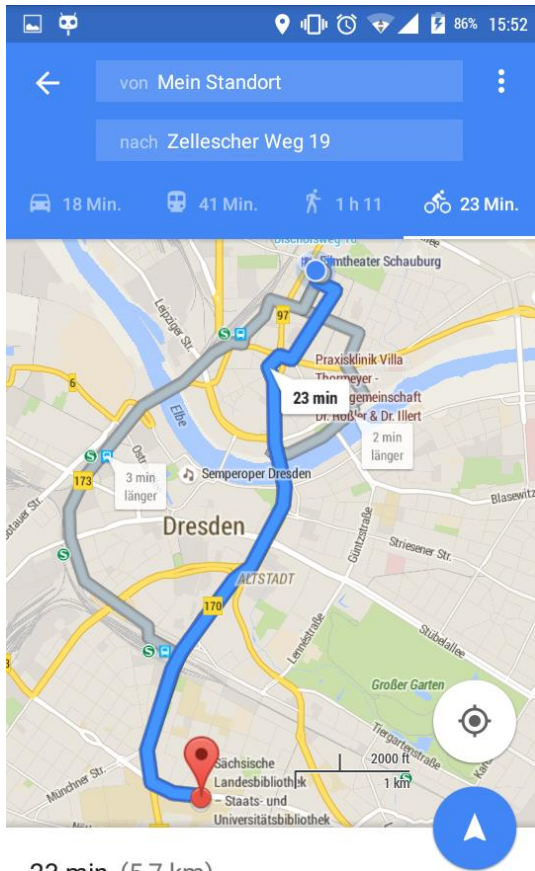


DRESDEN  
concept  
Exzellenz aus  
Wissenschaft  
und Kultur

- Use Cases
- Screenshots
- Tackled Challenges
- Open Issues
- Lessons Learned

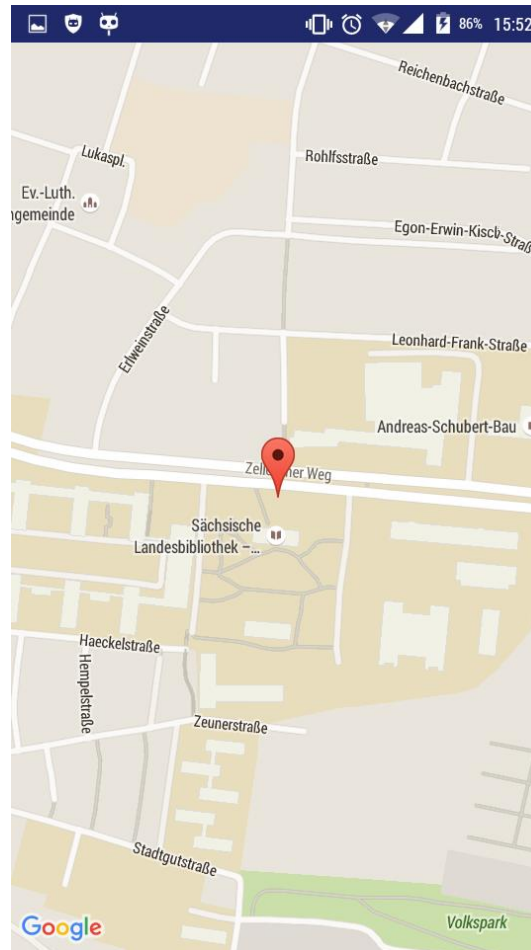




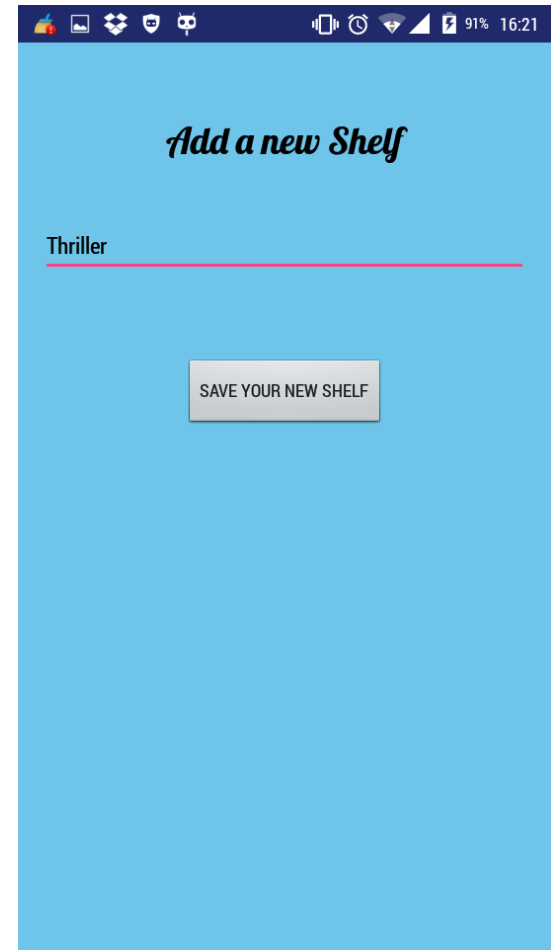


Überwiegend eben

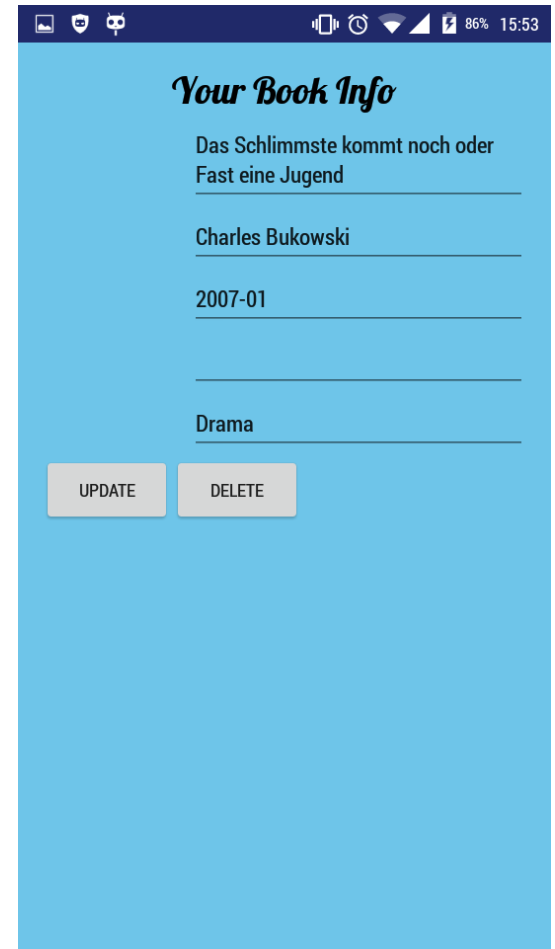
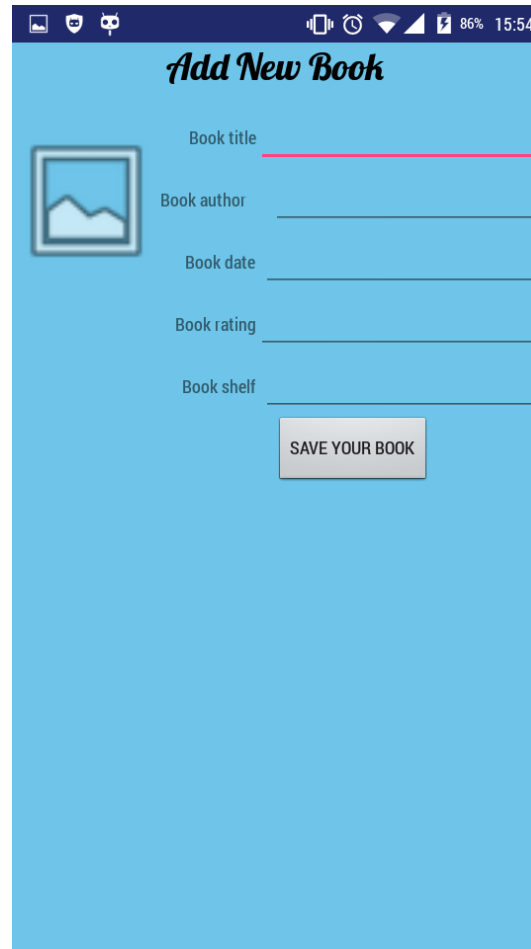
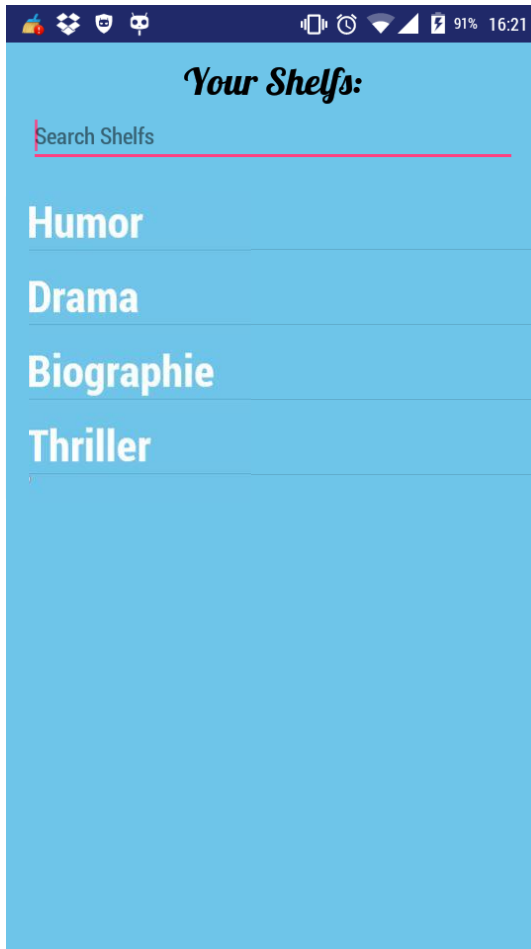
27.01.2016



Application SelfShelf



Slide 5



- **Connectivity Challenge**
  - Only ISBN will be sent and small JSON-Object received
  - compressed images
- **Energy Challenge**
  - GPS only active while on GoogleMaps
  - No permanent running processes
- **Usability Challenge**
  - Proper display of information (e.g. `match_parent`)
  - Only ISBN barcodes scannable
  - Input: as much as needed, as little as possible
- **Offline Challenge**
  - Organizing books completely offline
  - Storage on the device

- Slub Search Query
  - Is book lendable?
- Quality of life changes
  - “Save in” instead of typing in the shelf
  - Message Box for redundant entries
  - Improve “your book info”
- Filterable ListView
  - Dynamic filter/search for ListView



- **Generally**
  - How to develop an app
  - Stackoverflow.com and youtube are your best friends
  - Challenging first project
  - Small bugs can lead to big frustration
- **Software Engineering**
  - Working with Android Studio
  - Interaction with online services
- **Project structure**
  - Need of understanding for app development itself
  - It's getting hard, if you just start programming