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

Application Development for Mobile and Ubiquitous Computing

First Presentation: PaYourShare

Group No.2 Team: EVRARD & PION

PaYourShare, what is it ?
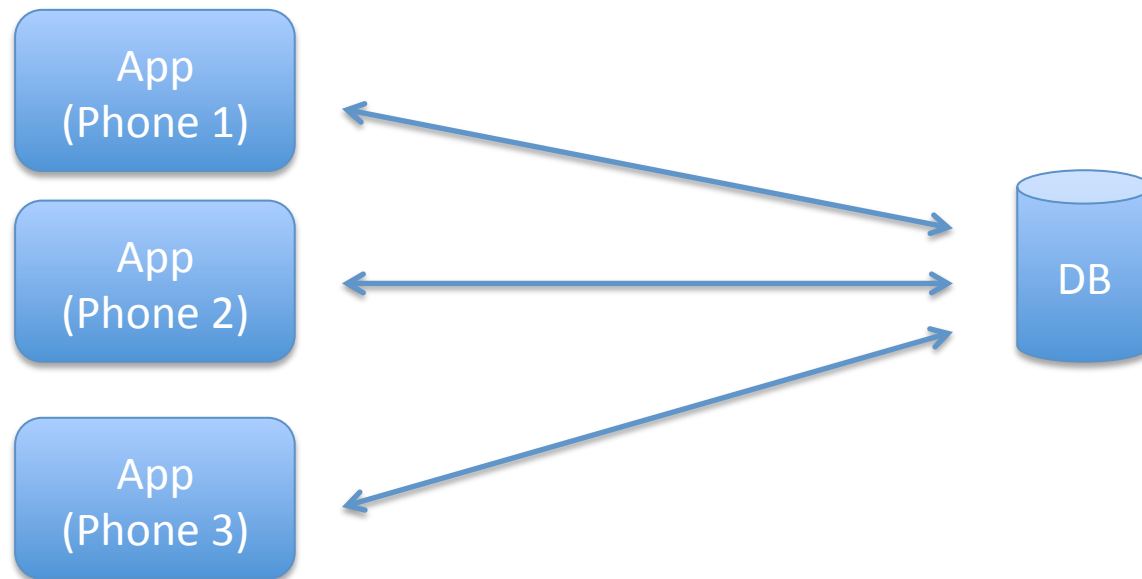
3 friends are on holidays for one week:

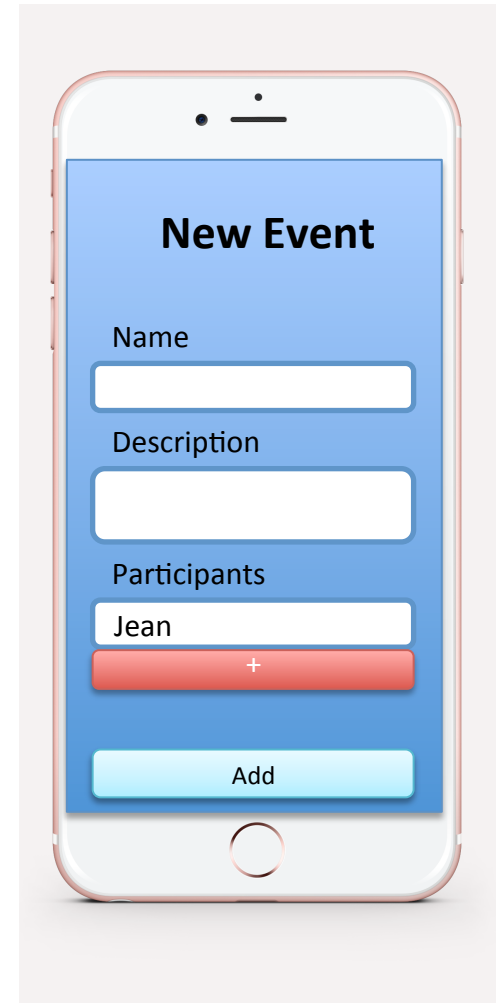|					
F1	!	!	!	!	
F2		!	!		
F3					!	!
Time	**Week**				**Week-end**
	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday Sunday

Pay day

- Difficulties to know who paid ? Who is in debt to whom ?
- Complex task and lose of time
  ⇒ « PaYourShare »

Application Scenario

- Local Use with local mode,
- Calculations on the phone,
- Updated Storage on the Cloud/Web,
- Events sharing with friends.

Application Scenario

PaYourShare

E 1   E 2

E 3   +

Quick calculation

E1 created by User1

- **User 1** for *Activity1* : 69,90€
- **User 2** for *Activity2* : 34,79€
- **User 1** for *Sport1*: 12,90€
- **User 4** for *Activity3* : 39,99€
- **User 2** for *Sport2*: 82,90€
- **User 3** for *Activity4* : 19,99€

<   +

New Event

Name

Description

Participants

Jean

+

Add

Technologies

- Client:
  - Android,
  - iOS,

- Data Base online:
  - Save data of an event,
  - Update data,

- Xamarin:
  - Developpment in C#,
  - Use of GitHub to share the code,

Challenges

- **Multiplatforms** :
    - App usable on iOS and Android,
    - Larger amount of users ,

- **Usability challenge** :
    - Minimize efforts for user,
    - Detect screen size and type of the device,
    - Keep good interface by adapting layout,

- **Offline challenge** :
    - Detect when the device is connected to the Web or not,
    - Use of cached or updated date depending on the current connection.

Work plan

- **23 Oct. 2015**: Idea + team organisation,

- **30 Oct. 2015**: First presentation of the app,

- **Oct. - Nov. 2015**: Making familiar with the tools/platform and start of developpment,

DataBase	Software
Interface	
⇒ Time ⇒	
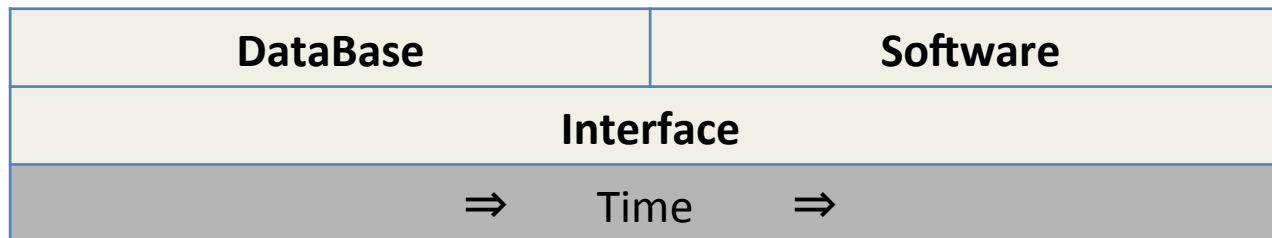
- **18 Dec. 2015**: First prototype and second presentation,

- **Jan. 2016**: Testing and bug fixing,

- **29 Jan. 2016**: Final deployment and presentation.