



Application Development for Mobile and Ubiquitous Computing

Seminar Task First Presentation

GroupNo7

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- Motivation
- Application Scenario
- Use cases
- Technologies
- Challenges
- Work plan

Who is it for?



What for?

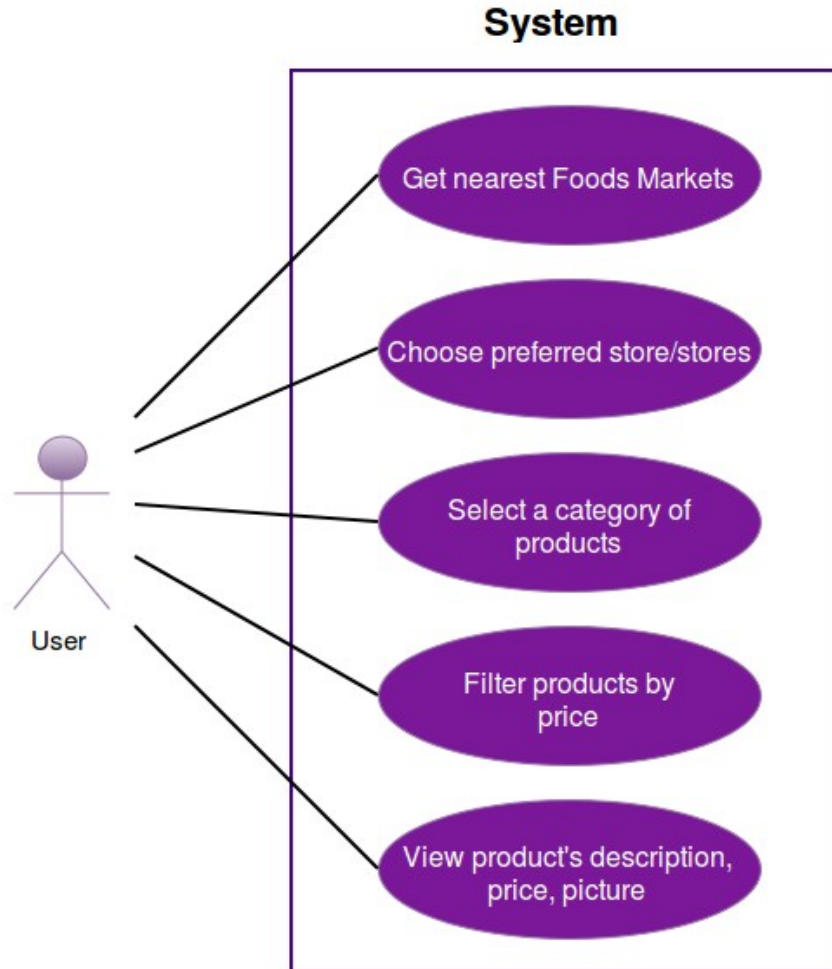
- ✓ Save your money
- ✓ Find the nearest market with discounts fast

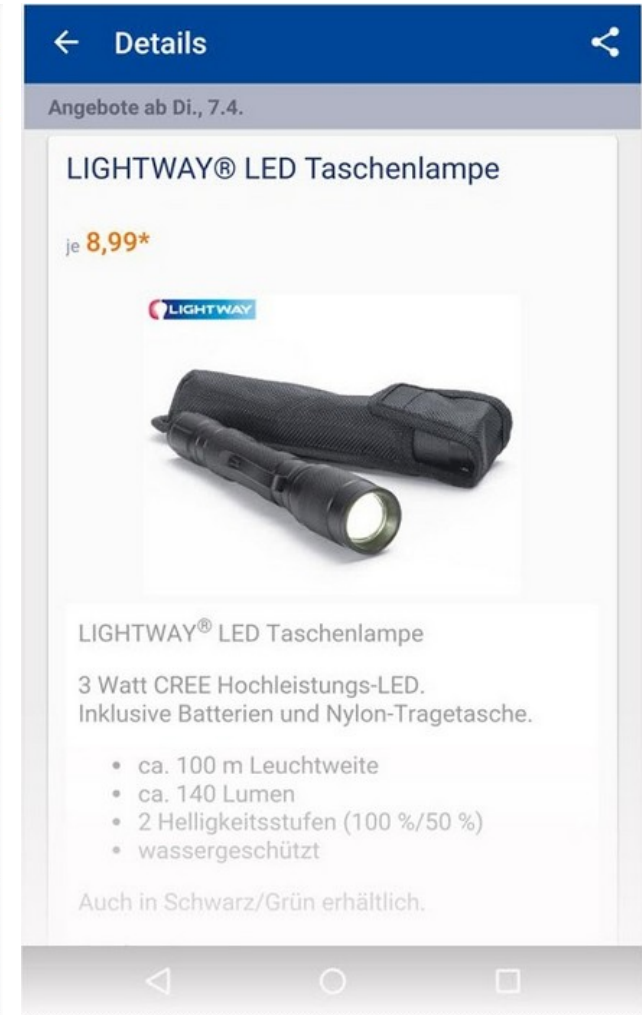
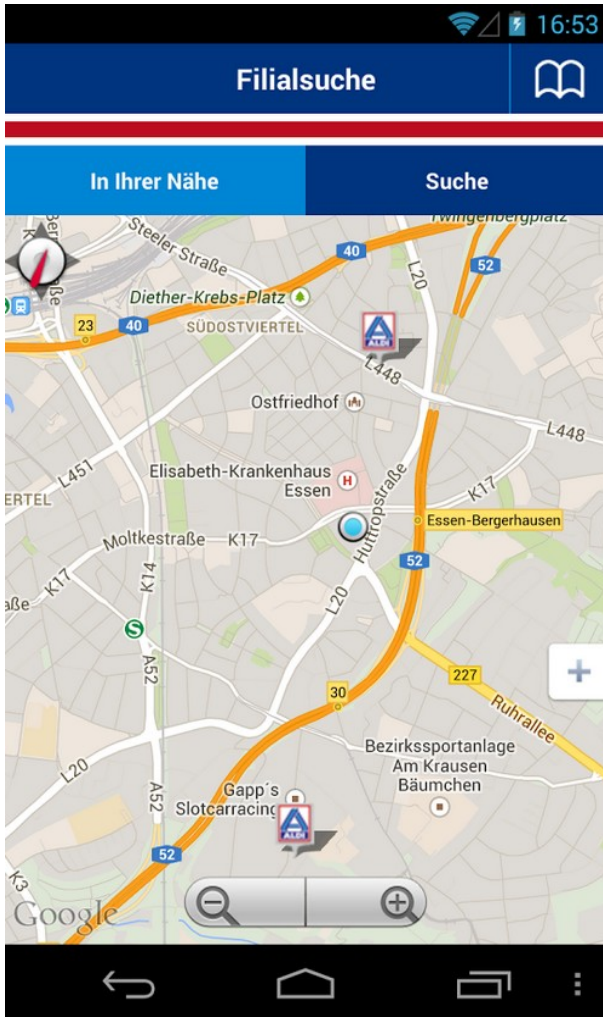
1) Android application for finding all available discounts in convenience stores

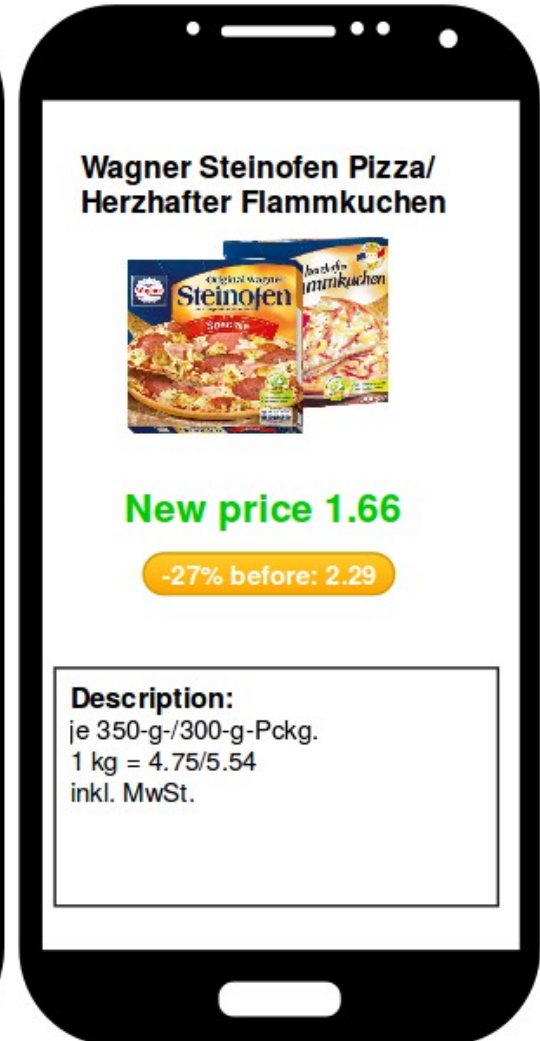
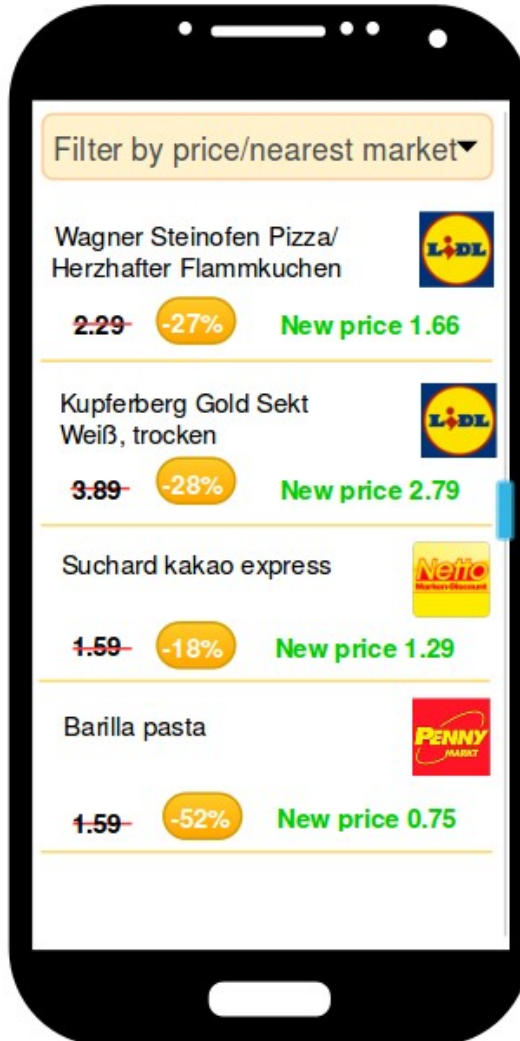
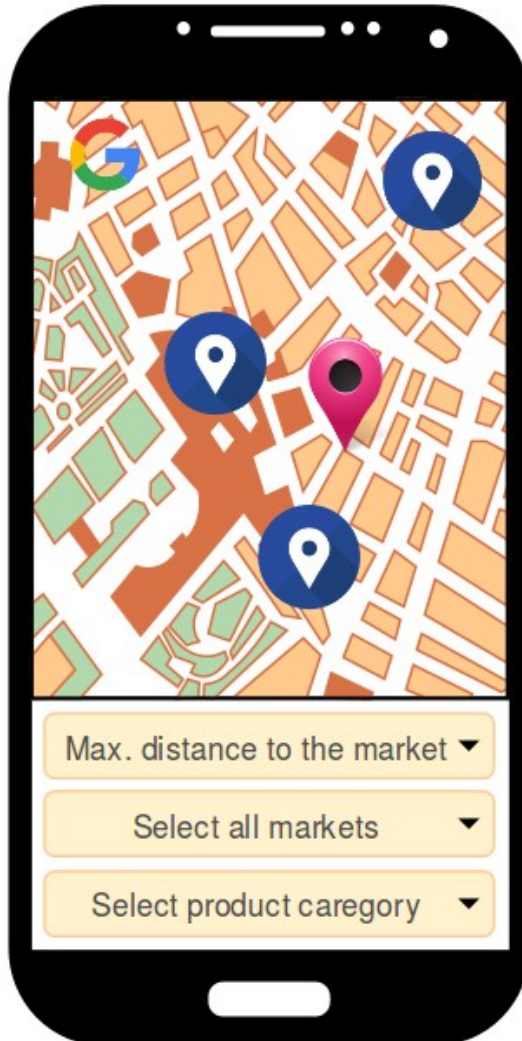
2) Location-based map with opportunity to find and choose nearest markets with discount

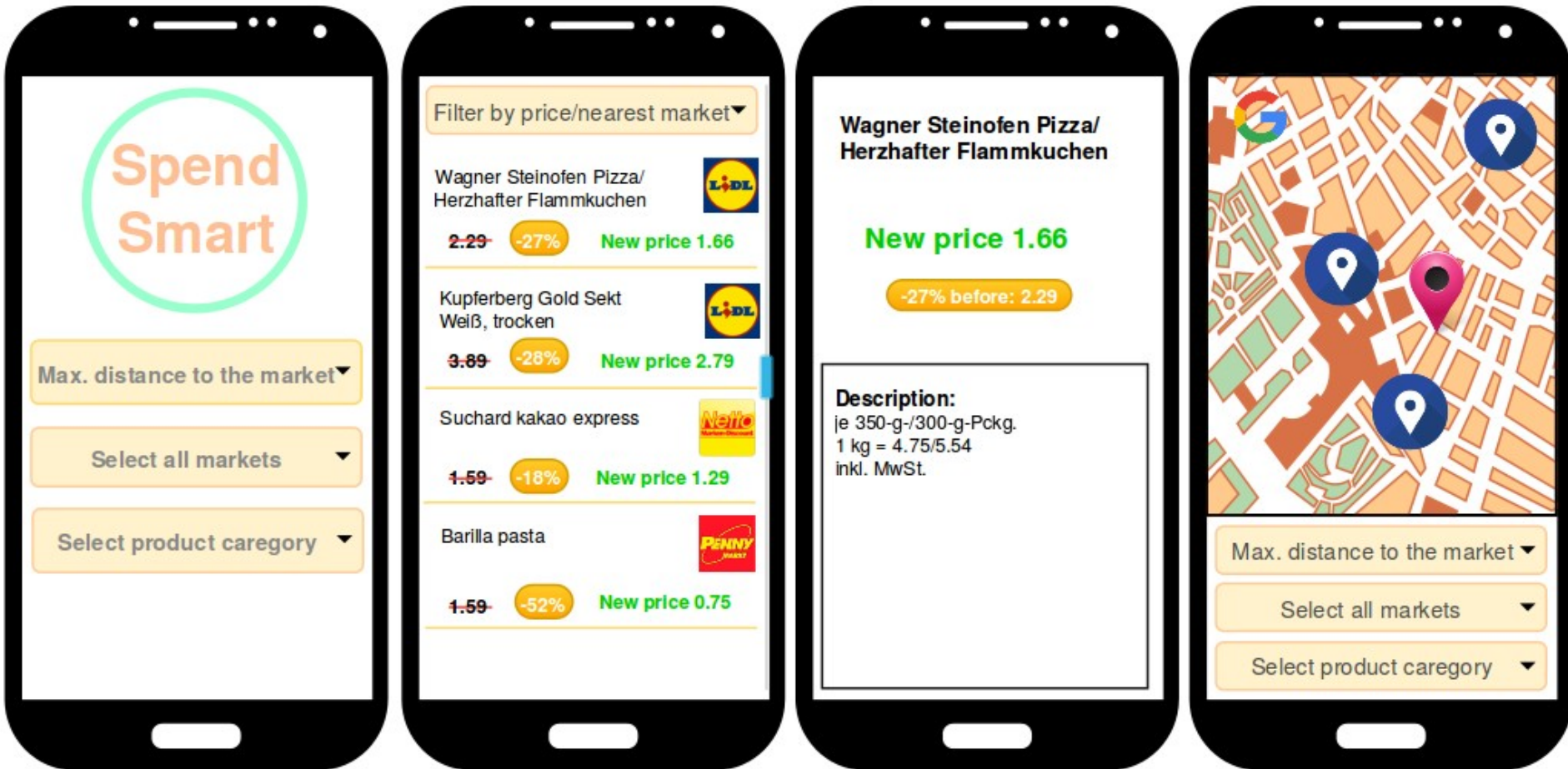
3) Adoption to client resources and connectivity











Development:

- Android SDK
- Java SE
- Android Studio IDE

For location tracking:

- GPS, WiFi, GSM(EDGE, GPRS)...
- Google maps



JSOUP Java library for parsing HTML data:

- <https://www.netto-online.de/Filial-Angebote.chtm>
- <http://www.lidl.de/>
- <http://www.aldi-nord.de/>
- <http://www.penny.de/startseite/>

Adaptation of Application Data:

- ✓ structure transformation - provide access to map-based location presentation as an option
- ✓ reduction of data volume - don't download product images

Web APIs are not open for use:

- ✓ parse data using JSOUP library

Supporting multiple screens:

- ✓ application should look the same on the different devices

Determine location:

- ✓ find nearby Foods Markets



Android learning, demos writing (weekly)

Formulating the purpose of the application and it's key features

Developing GUI

Parsing data using JSOUP library API

Connect Google maps

Implement adaptation strategies

Testing phase



