

Professur für Rechnernetze

MENSA BUDDY

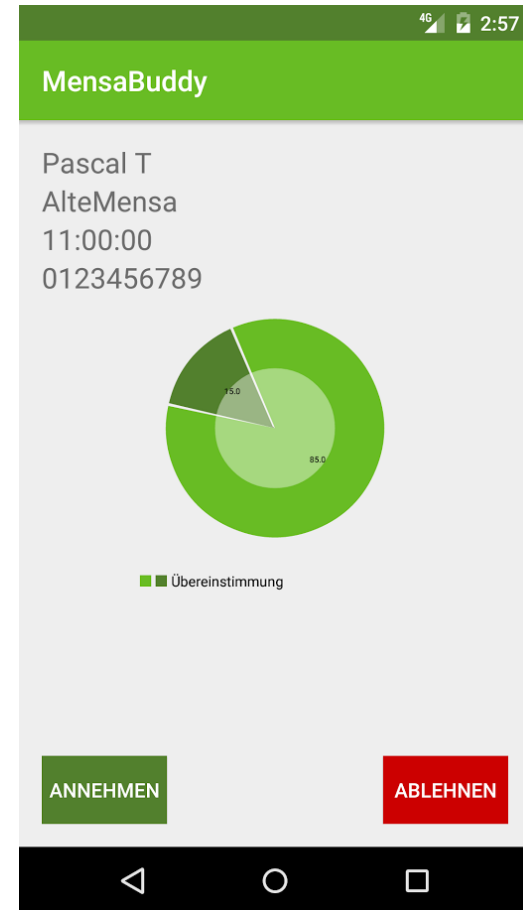
Christopher Utsch & Max Vorhauer
Dresden, 27 January 2016

Overview

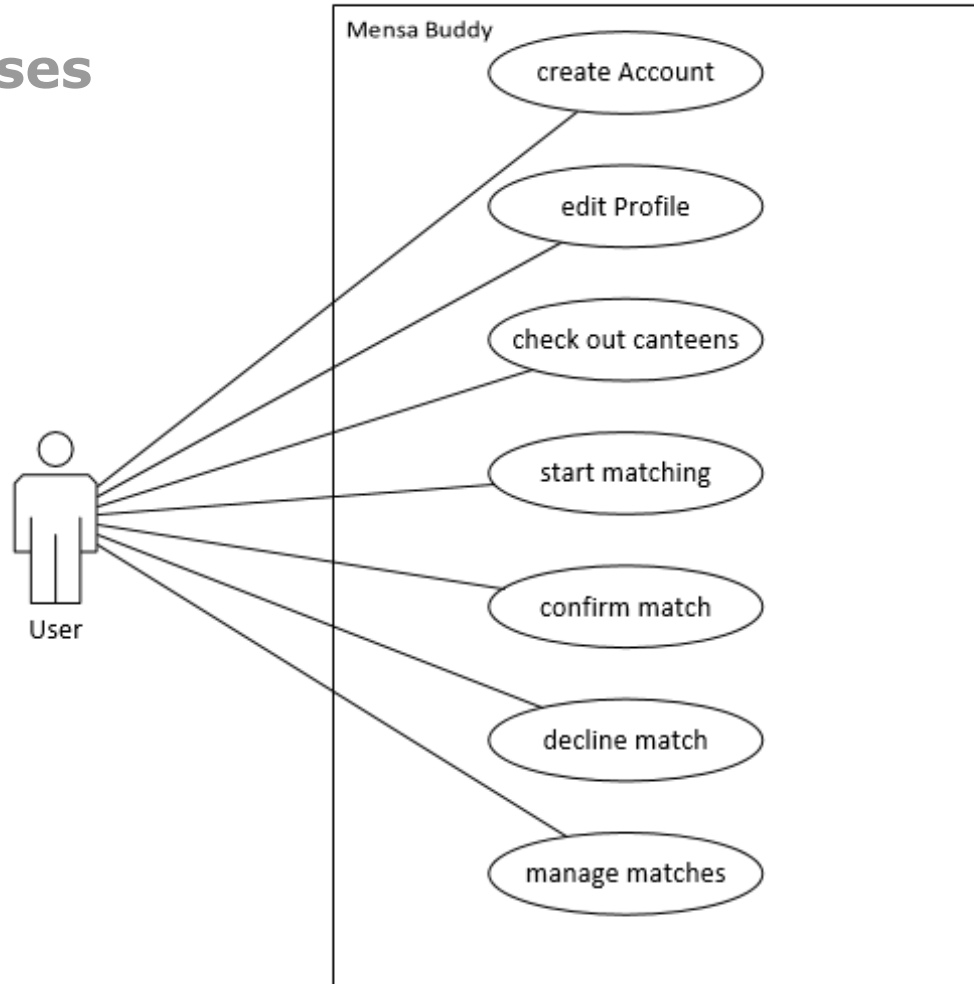
- Application Scenario
 - Use cases
 - Video
- Final architecture inc. components
 - Technologies for each component
- Challenges
 - Offline challenge
 - Technological challenge – location
- Open issues/lessons learned

Scenario

- Goal: Nobody should have to eat lunch alone
- Solution: Mensa Buddy matches people based on their interests to eat lunch together

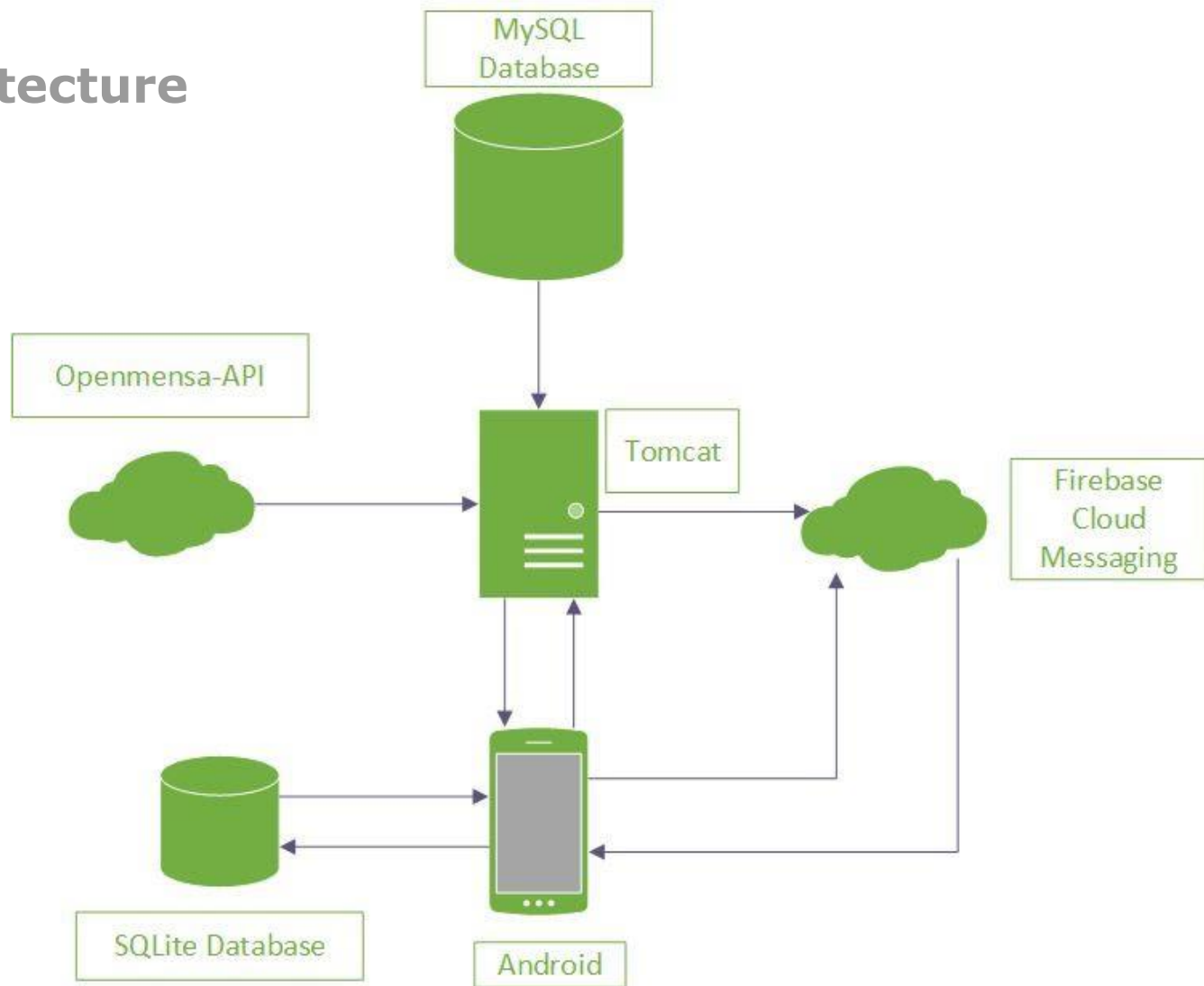


Use Cases



Video

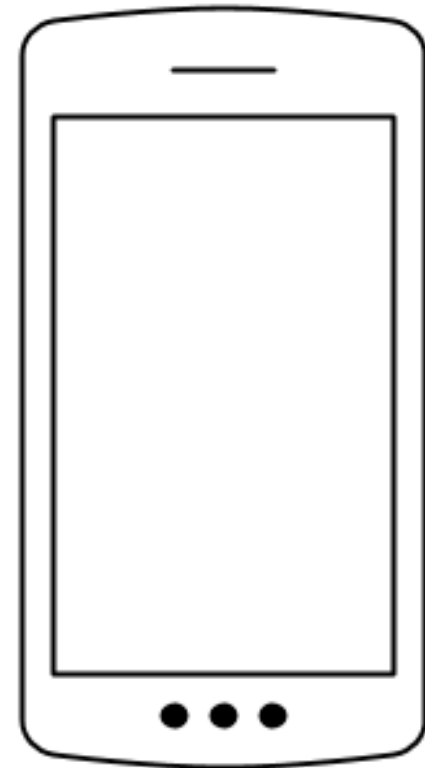
Architecture



Client

Android Application

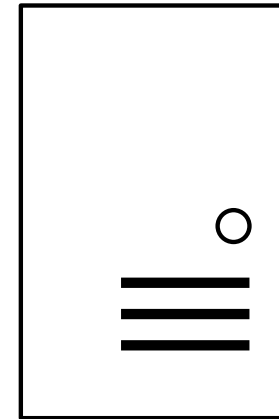
- Developed using Android Studio
- SQLite database
- Firebase Cloud Messaging Framework
- Google-Volley Framework



Middleware

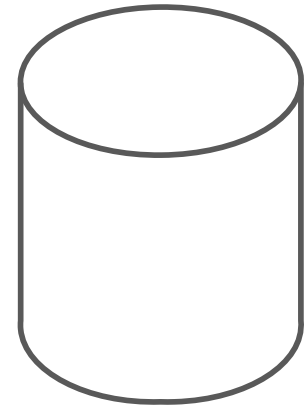
Tomcat Webserver

- Jax-Rs Webservice with Jersey
- Implication of openMensa API
- Triggerung of Firebase Cloud Messaging



Backend

MySQL-Server



Challenges

- Offline challenge
 - Basic functionality still available
- Technological Challenge – location
 - Different sorting algorithm for canteens

Open issues – lessons learned

- Direct communication between buddies
- More efficient matching algorithm
- Hosting (Firebase?)
- User interface – user experience