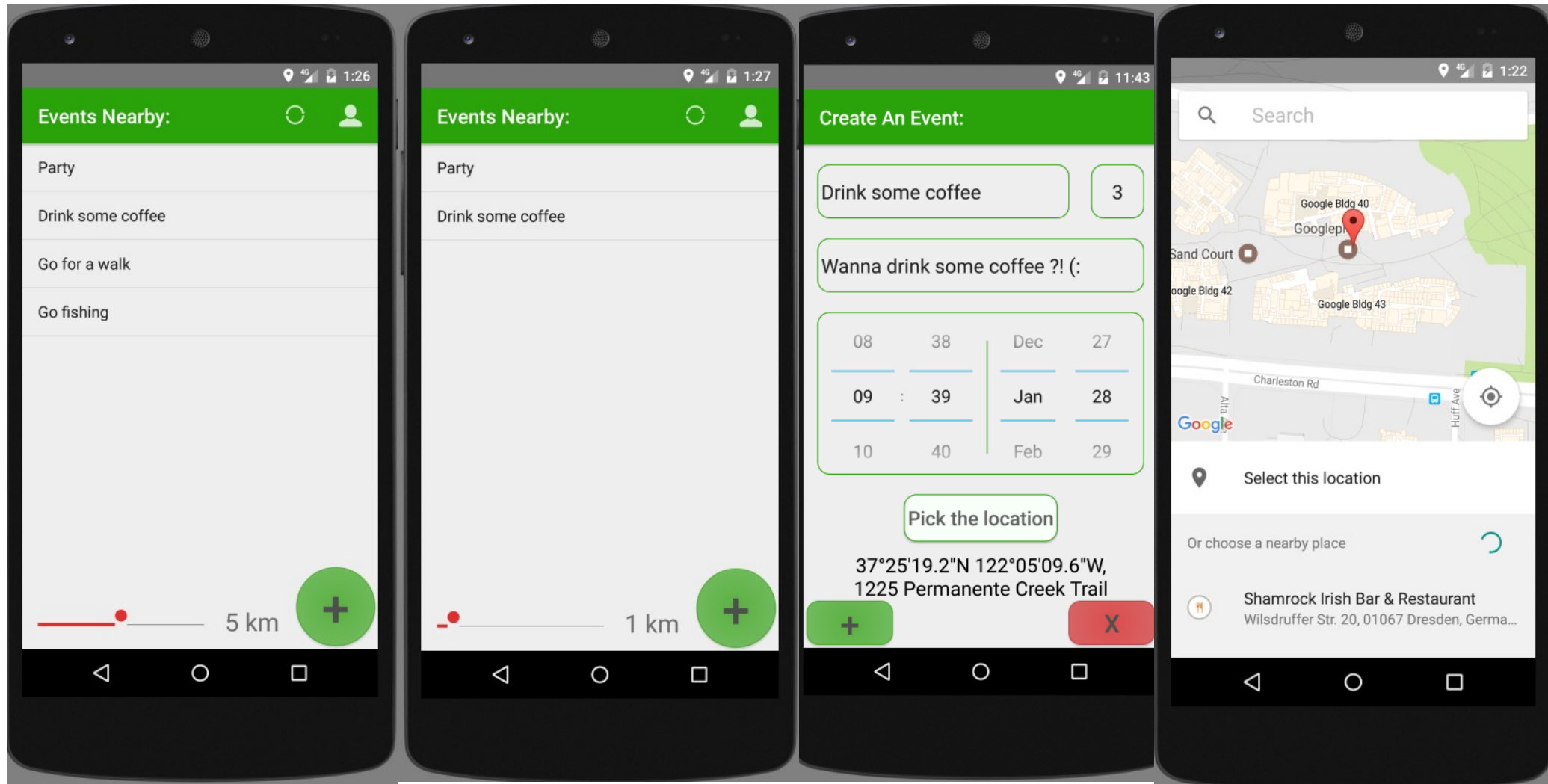


Application Development

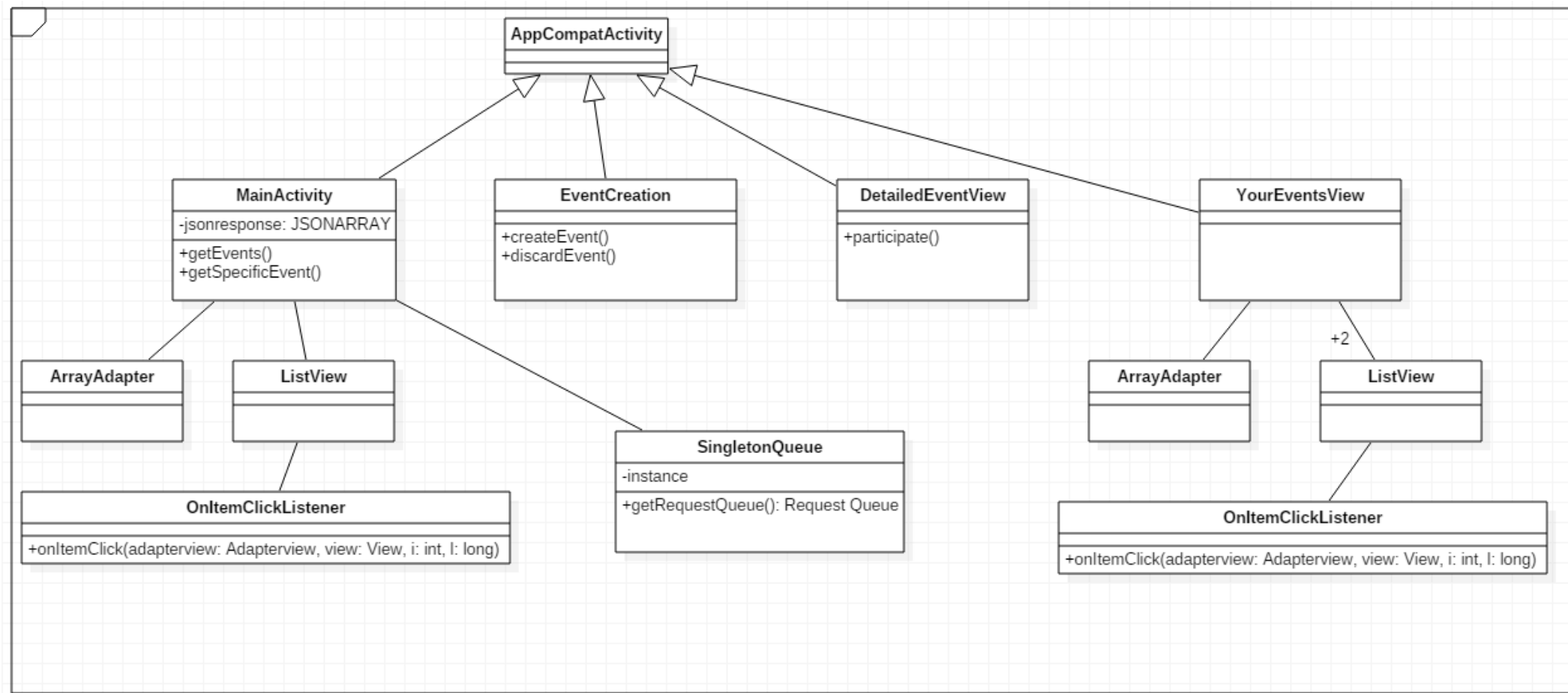
for mobile and ubiquitous devices
-3rd presentation-

event**T**oday

Scenario



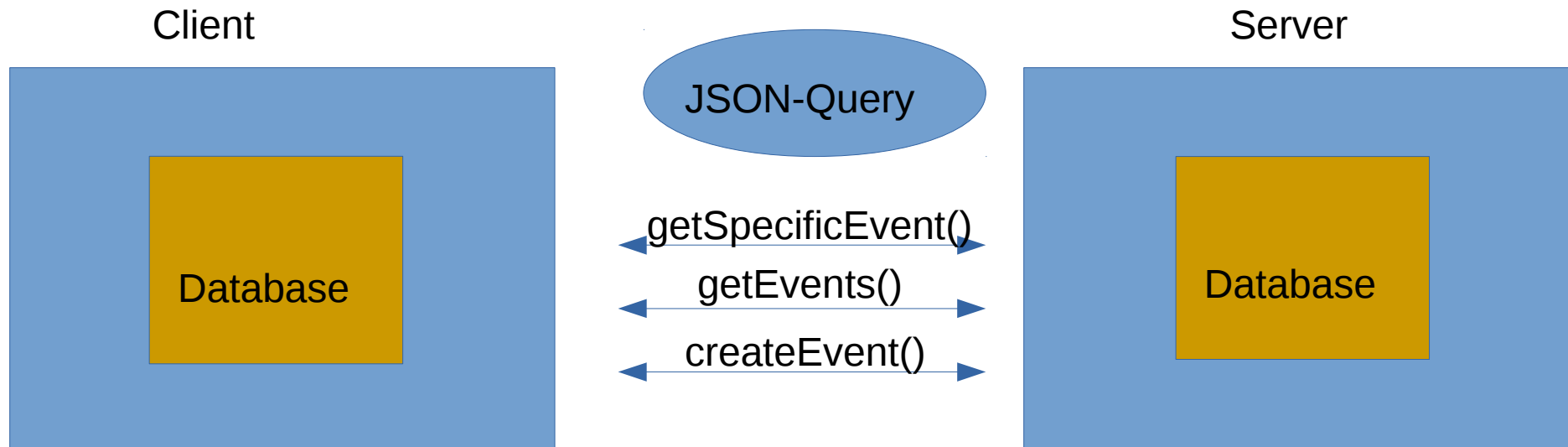
Final architecture



| Interaction

Volley Framework

Components and Interaction



Client-side:

- Google Places API → Provides location related functionalities
- Volley Framework → Handles network threads

Server-side:

- Slim Framework → REST API (Manages client requests)

Tackled Challenges

- Usability Challenge:
 - Important information on one screen
 - Minimalistic and consistent design
- A filter to only get relevant information
 - use of users current location (GPS)
 - order events by date

Tackled Challenges

- Energy-Challenge/Connectivity-Challenge:
 - Request events you take part in first
 - use of intern priority-list
 - No automatic refresh when batterylevel is low
 - designated refresh button
 - use of Batterymanager
- Local database to cache events

Issues and lessons learned

- Inexperience → general complications
- Later changes in the general project structure were tough/impossible to realise
 - e.g. Fragments
- Overview of programming for Android
- Got to know the interactions of elements in an android app