

Application Development for Mobile and
Ubiquitous Computing

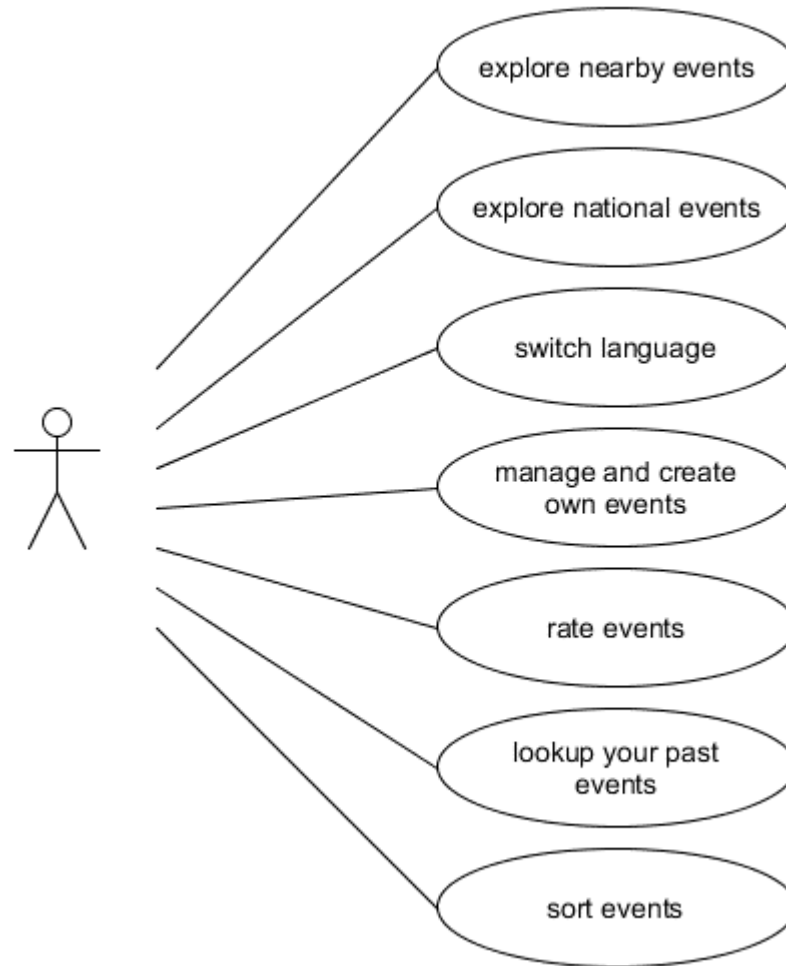
SEMINAR TASK

INITIAL PRESENTATION

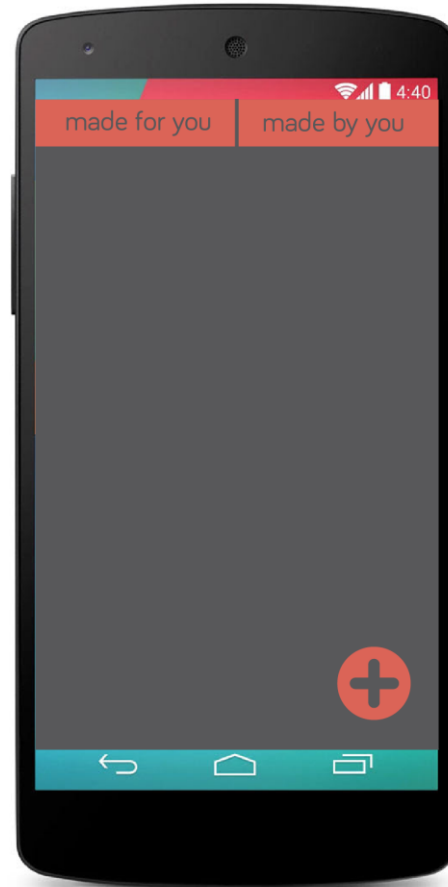
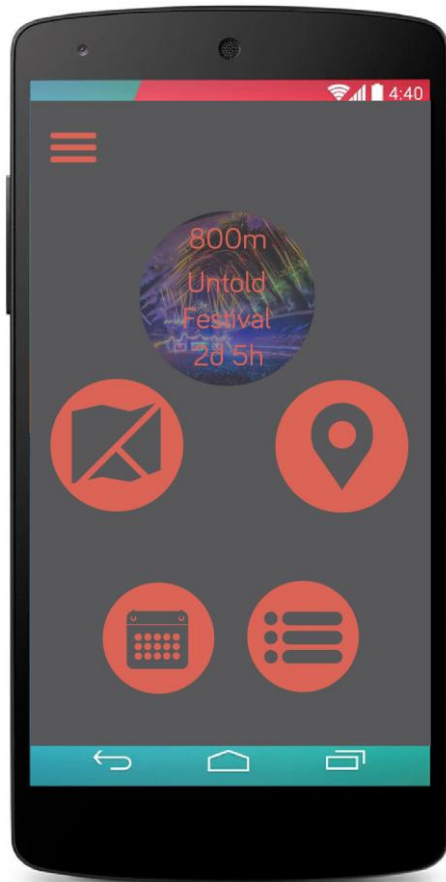
Maximilian Kindt und Simon Rother
Dresden, 03.11.2016

Easy Event Manger

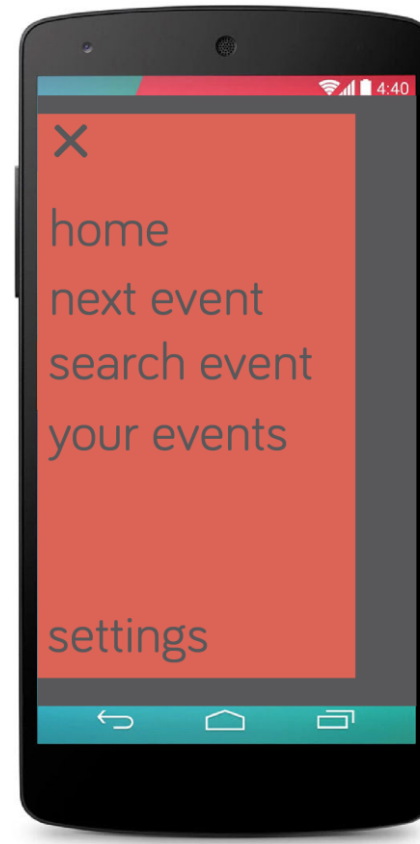
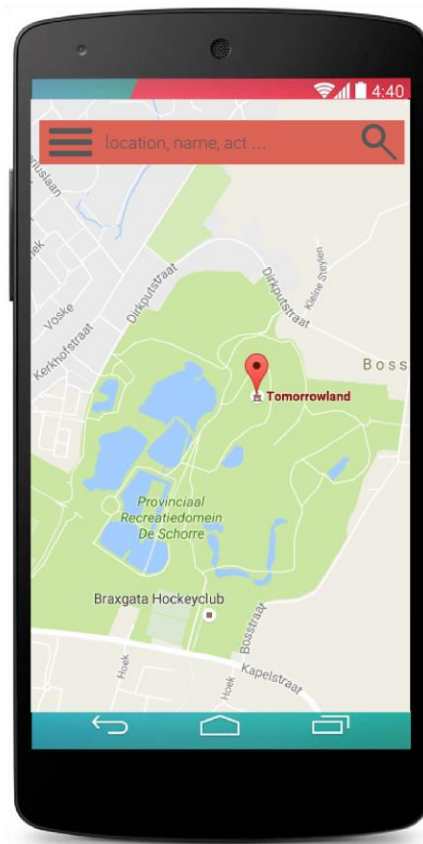




Mockups



Mockups



Technologies

- Android application
- Google Maps API
- Android SDK
- GPS Location
- SQLite
- JSON
- Java API Framework

Challenges

- Offline Challenge
 - caching your events
 - rate offline
- Connectivity Challenge
 - run most tasks on server
 - manage data by connection type
- Location Challenge
 - get notifications for nearby events
- Battery Life / Energy Consumption challenge
 - only fetch whats nearby / in search radius
 - auto-refresh only for own events