

Application Development for Mobile and Ubiquitous Computing

TimeTracker - Final Presentation

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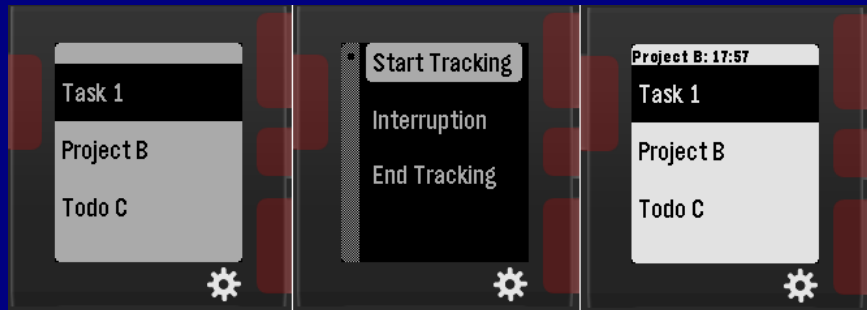
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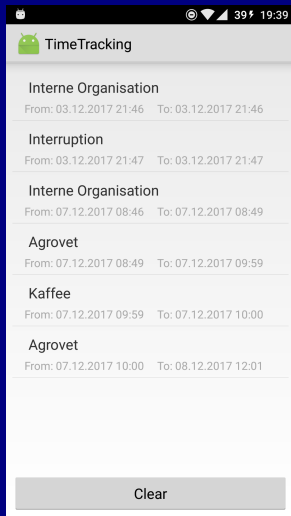
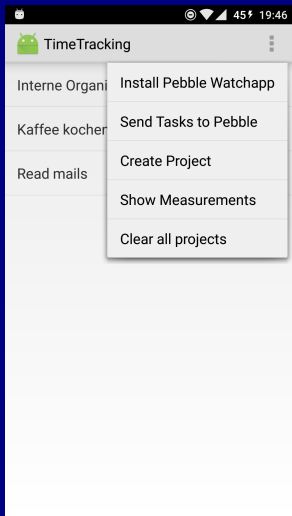
Summary

- 1 TimeTracker
- 2 Architecture
- 3 Implementation
- 4 Technologies

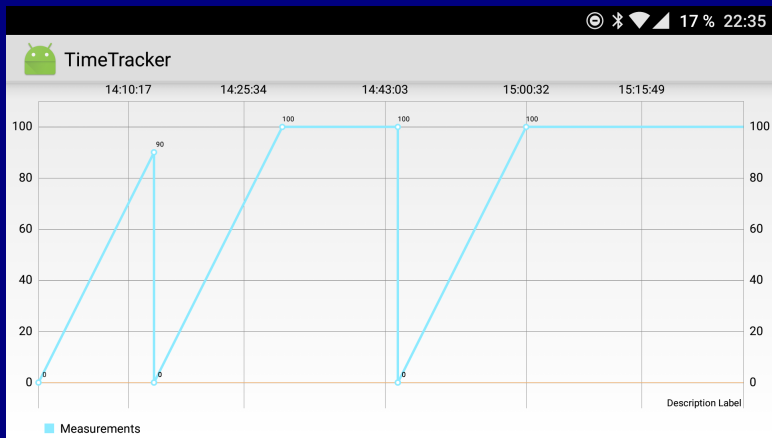
TimeTracker



TimeTracker



TimeTracker



Architecture: Subsystems

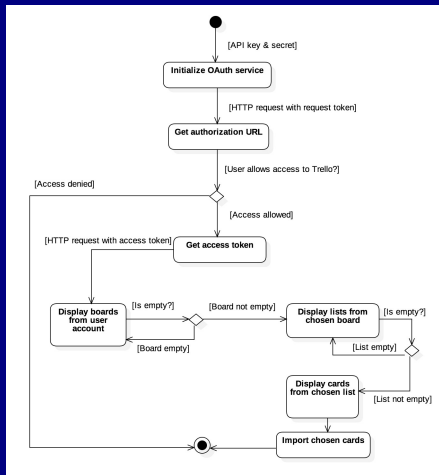
- **base.domain**: definition of base entity
- **trackable**: definition of trackable items (i.e. projects) and related Android activities and DAO
- **measurement**: definition of measurement items and related Android activities and DAO
- **infrastructure.database**: app persistent storage
- **pebble**: pebble integration, i.e. sending and receiving tasks and measurements to/from the app
- **trello**: Android activities for connecting to a Trello account and import tasks from it

Trello Integration: Challenges

Development Challenges:

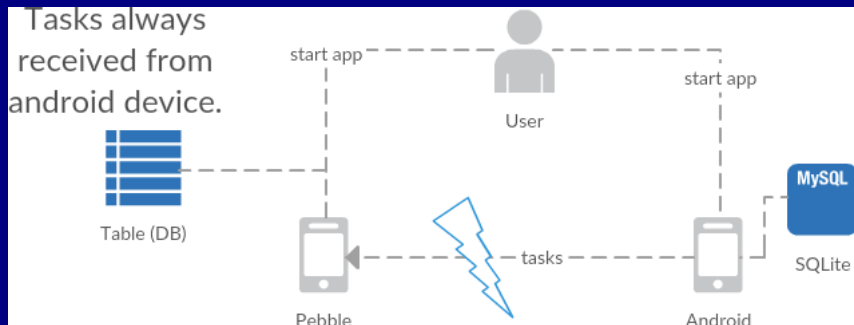
- **Authorize / Authenticate:** implemented using ScribeJava OAuth service, user must authorize access to its account so that an access token can be generated and used to sign subsequent HTTP requests to the Trello server.
- **Obtain project data:** three consecutive HTTP requests are made to the server via the ScribeJava OAuth service, which responds with the requested Trello object (board, list or cards) in JSON format.
- **Data selection:** server response is parsed from JSON to human readable and displayed through a single- (for boards and lists) or multi-choice (for cards) list layout so that the user can choose which items to import.

Trello Integration: Process View

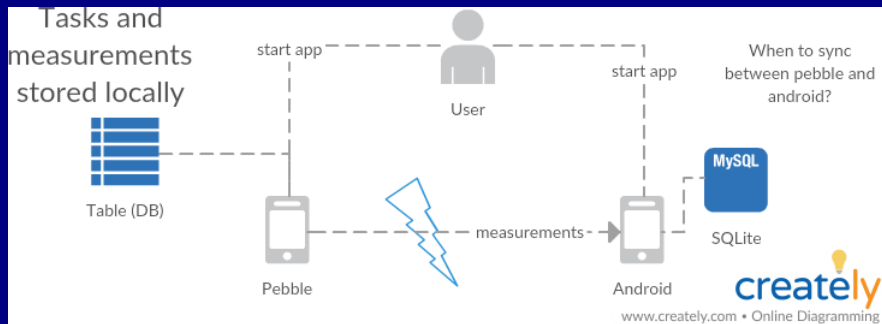


- 1 Initialize OAuth service with API key and secret to generate the request token.
- 2 Perform HTTP request with attached request token to obtain the authorization URL, i.e. where the user will authorize access to its Trello account.
- 3 After the user allows access, parse the resulting URI to obtain the OAuth verifier and use it with the request token to obtain an access token.
- 4 Obtain board/list/cards (i.e. tasks) data through HTTP requests signed with the access token.
- 5 Import the chosen tasks into the app internal database and return to main activity.

Implemented challenge - offline challenge 1



Implemented challenge - offline challenge 1



```
//at try to start measurement on pebble
DictionaryIterator *iter;
AppMessageResult result = app_message_outbox_begin(&iter);

if (result != APP_MSG_OK) {
    storeSelectedTaskOnPebble();
} else {
    if(sendStoredMeasurementsToPhone() != APP_MSG_OK) {
        storeSelectedTaskOnPebble();
    } else if(sendSelectedTaskToPhone() != APP_MSG_OK) {
        storeSelectedTaskOnPebble();
    }
}
}
//is implemented as a single if statement in production
```

```
//the android side to receive data
this.appMessageReciever = new
    PebbleDataReceiver(Pebble.WATCHAPP_UUID) {

    @Override
    public void receiveData(Context context, int transactionId,
        PebbleDictionary data) {
        PebbleKit.sendAckToPebble(context, transactionId);
        /* parse the pebble data here */
    }
}
PebbleKit.registerReceivedDataHandler(getApplicationContext(),
    this.appMessageReciever);
```

```
// Movement detection
health_service_events_subscribe(health_handler, NULL);

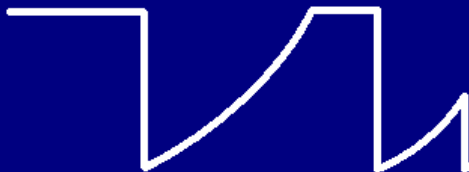
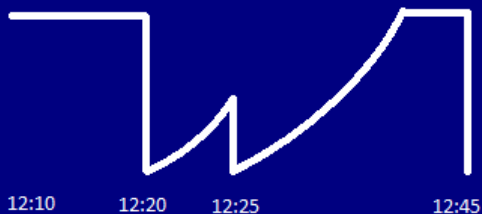
static void health_handler(HealthEventType event, void *context)
{
    if (event == HealthEventMovementUpdate) {
        //if to inaccurate, can check step count with
        //health_service_sum(HealthMetricStepCount, now - seconds,
            now);
        showMovementUpdateMenu(); //first item is 'get back'
        vibes_short_pulse();
    }
}
```

```
//simple usability implementations
PebbleKit.startAppOnPebble(getApplicationContext(),
    Pebble.WATCHAPP_UUID);
```

```
uint16_t clickDuration = 500;
window_long_click_subscribe(BUTTON_ID_SELECT, clickDuration,
    add_interruption_on_long_down_click, null);
//long up is null
```

Unimplemented challenge - form factor

- Idea: Store interruption instead of measurement



Technologies

- 1 Android API 19, 4.4 KitKat (Java 7)
- 2 Room Persistence Library
- 3 Pebble (C SDK)
- 4 PebbleKit for communication (send / receiver messages)
- 5 ScribeJava library for OAuth and HTTP communication