



## Language Tandem Finder

Final presentation: Application Development for Mobile and Ubiquitous Computing

Salohy Miarisoa, Ljupka Titizova Dresden, January 2017





#### AGENDA

- Our Application
- Application Scenario Use Cases and Mockups
- Architecture
- Used Technologies
- Tackled Challenges

Context and Adaptations

• Lessons learned and Pitfalls





#### **The Application**

- Goal: Intermediation of Language Tandems between Students
- User:
  - e-mail address
  - offered language
  - language the user wants to study
- Matches nearby
- Overview of offered languages near the user











#### **Mockups**











#### **Mockups**











#### **Architecture**

- Demand-Driven Architecture
- Client
- Server
- Database



User





#### Technologies











# Tackled Challenges





#### **Connectivity Challenge**

**Context**: Network type, location, nearby persons **Adaptation**:

- If connection is good (eg: 4G) -> Display map
- Otherwise -> Display list of nearby Tandem matches
- Client-side: detection of location of user
  - Context Source: GPS ((latitude, longitude))

navigator.geolocation.getCurrentPosition()

• Server-side: search entries near the client position





#### **Connectivity Challenge: Map with Tandem Partners**

- MongoDB
  - \$near and
     \$maxDistance for
     finding entries near
     the user

Tandem.find({

```
"languages.offer": offer,
"languages.search": search,
"location": {
    $near: [latitude, longitude],
    $maxDistance: 6
```





**Offline Challenge** 

#### • Context:

- $\circ$  Network connection loss
- Detection online/offline status
- Adaptation:
  - Client sends requests to cache and not to server
  - Use cached Data from Apollo Client (InMemoryCache)
  - Get notification about connectivity status
    - Context Source: last queries





#### **Connectivity/Offline Challenge:**

- Obtaining the connection type
  - NetInfo from React Native
  - Handle connection type changes





#### **Usability Challenge**

#### • Context:

○ User changes his location

#### • Adaptation:

- Show different tandem matches based on user input
  - Context Source: database





#### **Adaptation of Communication**

#### • Lazy Evaluation:

- first load only certain number of Tandem matches
- on scroll: data fetched from database, Tandem matches added

#### • Caching:

get last loaded queries from Apollo-Client





#### **Lessons learned and pitfalls**

#### Learned

- Network connection
- Lazy Evaluation
- Client side cache

#### Challenges

- Versions of some packages
- Different methods to use frameworks of our choice





### Thank you for your attention!