

Application Development for Mobile and Ubiquitous System

Presented By: Group 10
(Nikson Kanti Paul, Md. Saif Alam)

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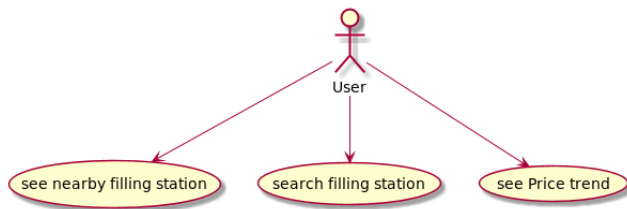
Application Scenario

- New place no idea about fuel filling station
- Looking for a filling station with price trend

Based on user's current location the mobile application will show all nearby filling stations. User can select any specific station and follow the direction according to the mobile application.

Demo Use Case

- User: Driver

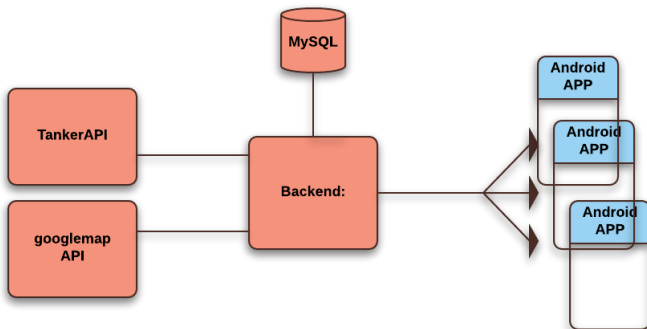


Challenges

- Usability Challenge
 - Responsive user interface according to the type of device
 - User notification system for bookmarked places
- Connectivity Challenge
 - Context
 - Detect type and speed of network
 - Adaptation
 - Less server interaction and data transfer
 - On demand loading on client side
- Offline Challenge
 - Bookmarks, favourites
 - Context
 - Detect if the application is online or offline
 - Adaptation
 - Caching of the coordinates of bookmark places to visit
 - If possible partial use cached data if application is offline, Update when connectivity is good

- Mobile
 - Android
- Backend (web server)
 - MySQL
 - PHP/JSP

Architecture



Web Server

My Google Maps - Google Chrome
localhost/index.php

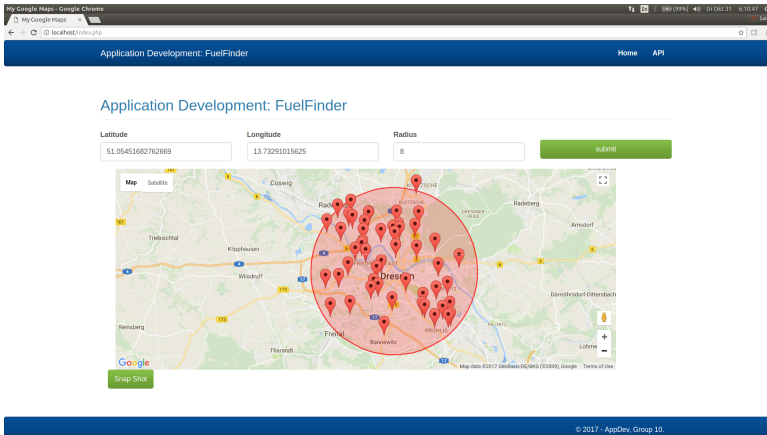
Application Development: FuelFinder Home API

Application Development: FuelFinder

Latitude Longitude Radius

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Web Server



Thank You