

Department of Computer Science

Institute for System Architecture, Chair for Computer Networks

Application Development for Mobile and Ubiquitous Computing

TRACKSETTER

Adaptation Concept Presentation

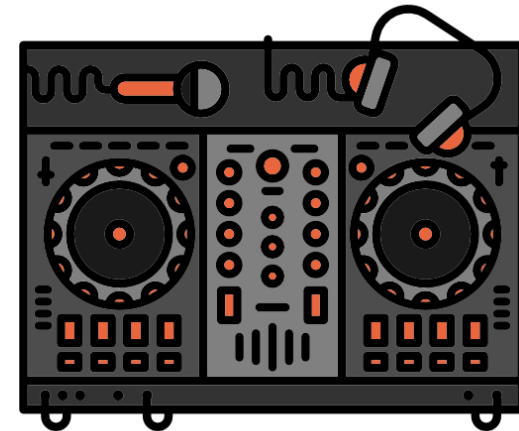
Group 5: Felix Schmiedt, Jakub Letos
Dresden, 15. December 2017


Overview

If you like spinning real vinyl as a DJ, handling your whole music library can be quite tedious:

- Did you forget a track you wanted to play?
- What next track fits BPM- and/or genre-wise?

For that we propose the app „TrackSetter“ – an electronic catalogue of your music, with which you can also create a playlist.

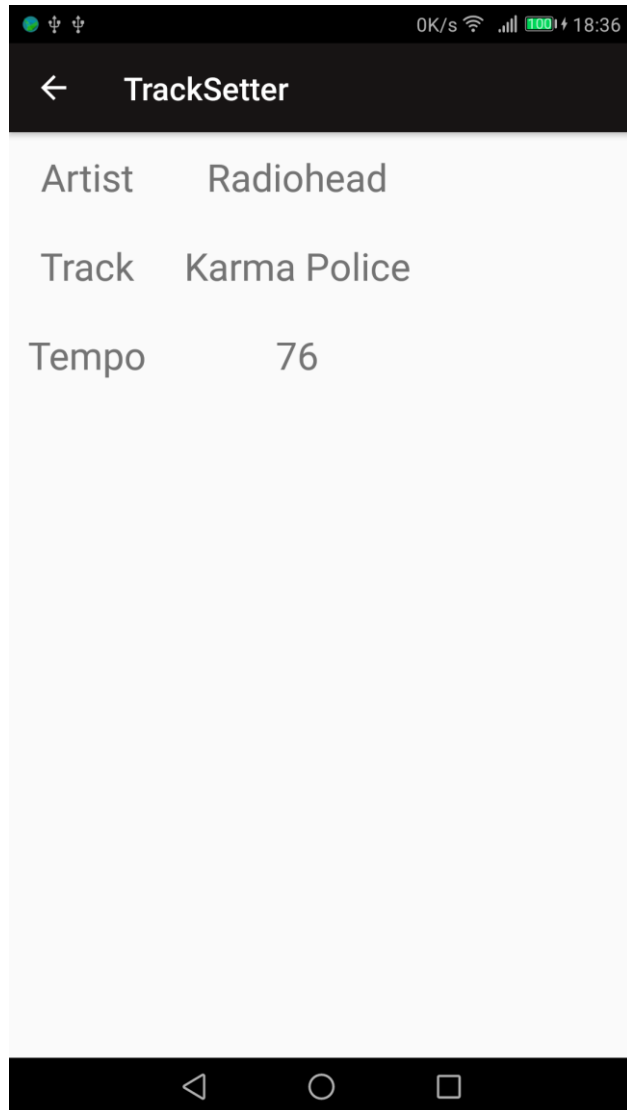




Artist	Title	BPM
Radiohead	Karma Police	76
Dire Straits	Sultans of S...	148
Moderat	A New Error	111
Gorillaz	Stylo	100
Recondite	Warg	122
Battles	Atlas	135
Nosaj Thing	Fog	97
Massive Atta...	Teardrop	77
Emancipator	First Snow	95
Alphex Twin	Ageispolis	102
Alphex Twin	Avril 14th	158
Anna	Odd Concept	123

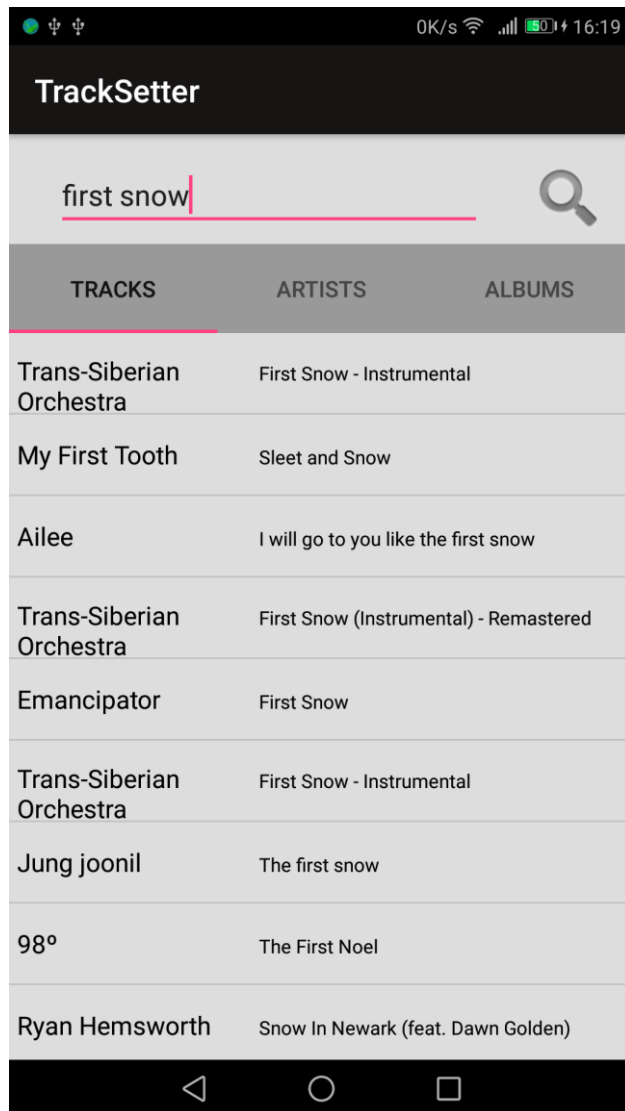
Screens 1

- You have a sortable List-View of your current library.
- In which you can also add a track.
- The track can be added via an API (Spotify Web API)
- Or manually (when offline / no track was found).
- All the info & parameters are then gonna be stored locally in a database.



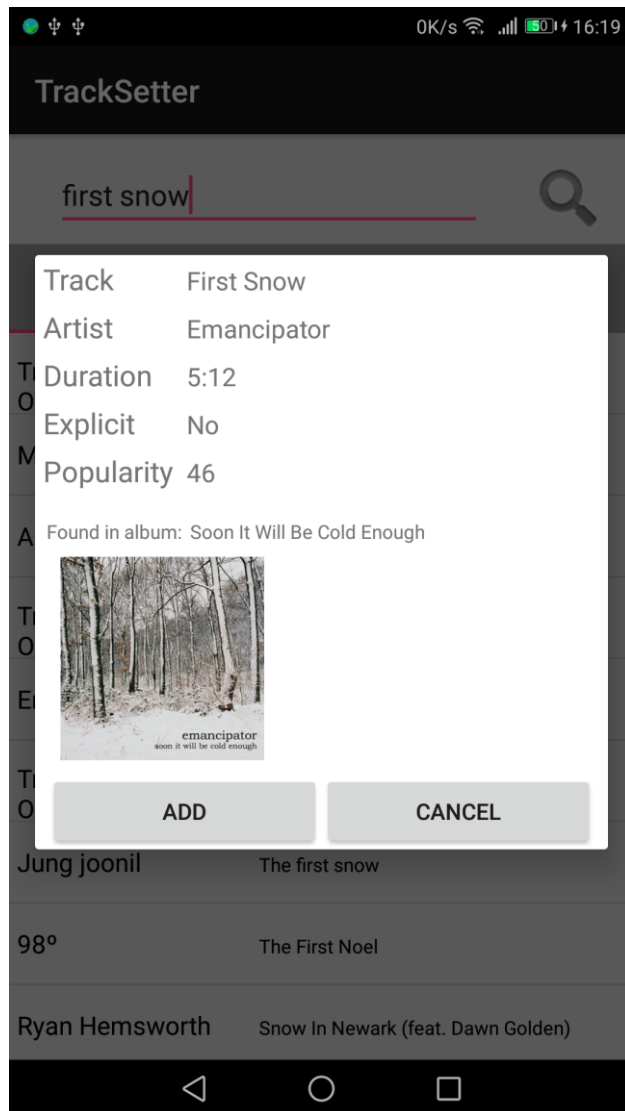
Screens 2

- Track detail view
- Accessible via onclick
- Only displays currently available data



Screens 3

- Search for tracks, artists, albums via Spotify API
- Click on a result to show its details



Screens 4

- Search for tracks, artists, albums via Spotify API
- Click on a result to show its details

Challenges

- **Usability Challenge:**
 - Provide an easy to use user interface:
 - color differentiation (lighter to stronger colors depending on the accumulative score that one track suits the other) for intuitive selection of suitable tracks
 - offering a filter to easily narrow down the proposed tracks to the desired main selection criteria (tempo, genre, all, etc.)
- **Offline Challenge**
 - usable in offline mode with manual insertion of track information

Adaptation Concepts

- **Offline Usage**
 - allow to add tracks manually if not online
 - automatically fill in missing information for manually added tracks when online again

Adaptation Concepts

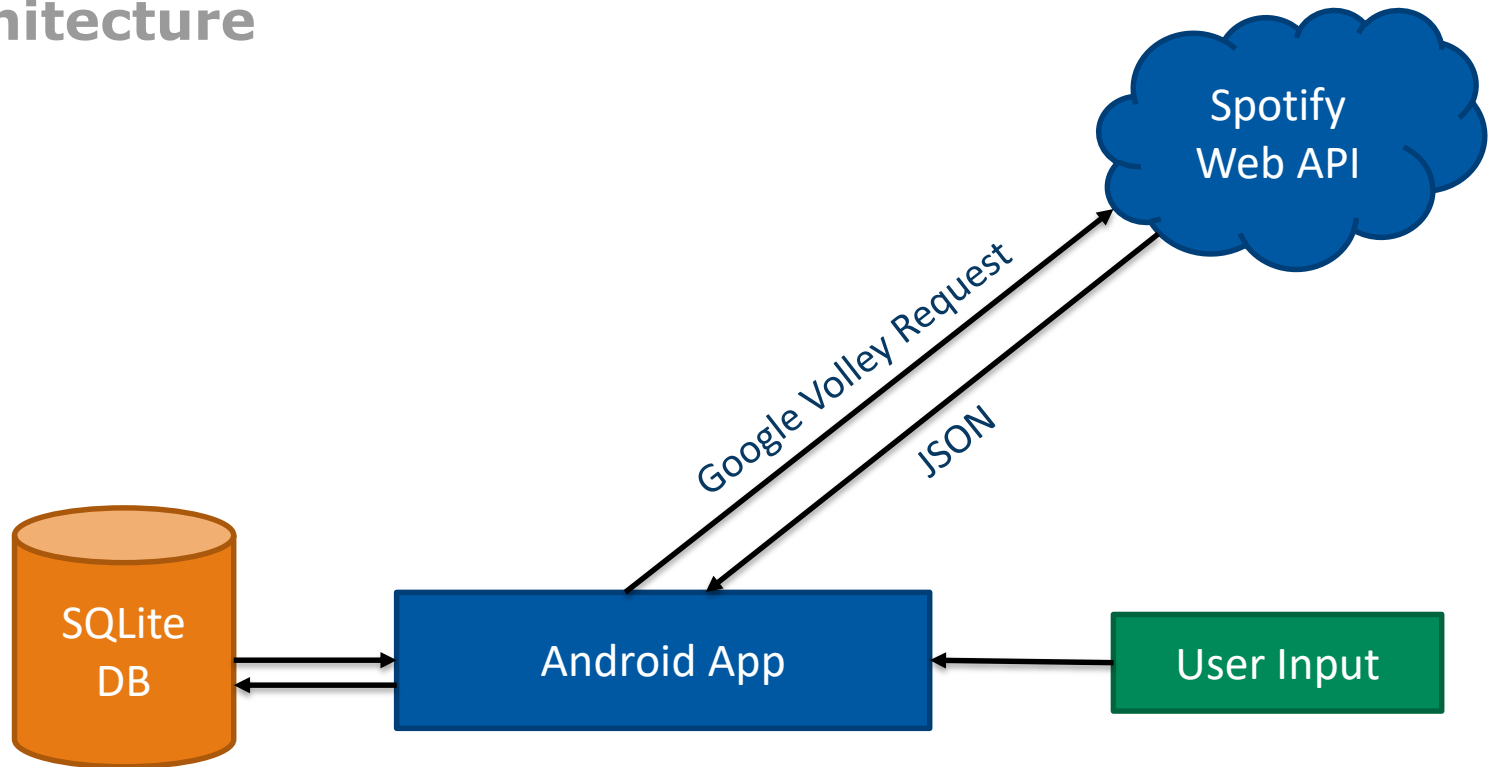
- **Network Awareness**
 - request access token from Spotify on start -> check if online
 - use ConnectivityManager, NetworkInfo, TelephonyManager to determine network type
 - > adapt data fetching
 - (only text when low bandwidth; image prefetching only over WiFi)

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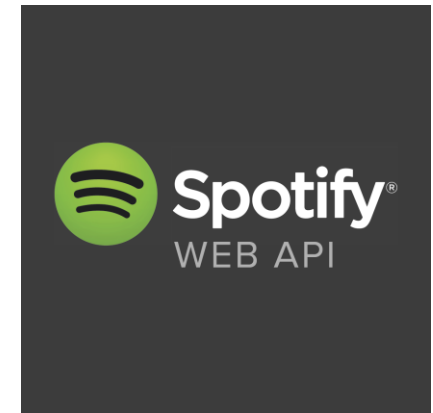
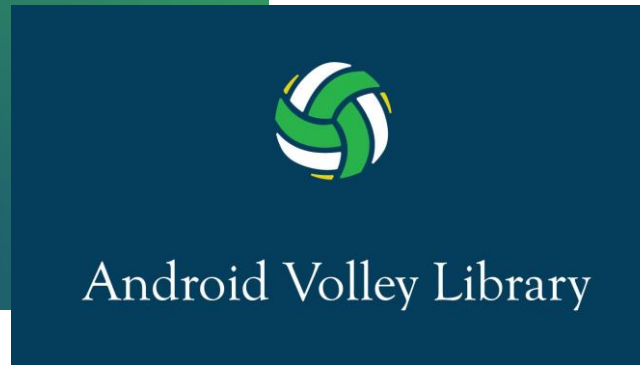
network_subtypes
1  NetworkInfo info = Connectivity.getNetworkInfo(context);
2  if(info.getType() == ConnectivityManager.TYPE_WIFI){
3      // do something
4  } else if(info.getType() == ConnectivityManager.TYPE_MOBILE){
5      // check NetworkInfo subtype
6      if(info.getSubtype() == TelephonyManager.NETWORK_TYPE_GPRS){
7          // Bandwidth between 100 kbps and below
8      } else if(info.getSubtype() == TelephonyManager.NETWORK_TYPE_EDGE){
9          // Bandwidth between 50-100 kbps
10     } else if(info.getSubtype() == TelephonyManager.NETWORK_TYPE_EVDO_0){
11         // Bandwidth between 400-1000 kbps
12     } else if(info.getSubtype() == TelephonyManager.NETWORK_TYPE_EVDO_A){
13         // Bandwidth between 600-1400 kbps
14     }
15
16     // Other list of various subtypes you can check for and their bandwidth
17     // TelephonyManager.NETWORK_TYPE_1xRTT      ~ 50-100 kbps
18     // TelephonyManager.NETWORK_TYPE_CDMA       ~ 14-64 kbps
19     // TelephonyManager.NETWORK_TYPE_HSDPA      ~ 2-14 Mbps
20     // TelephonyManager.NETWORK_TYPE_HSPA       ~ 700-1700 kbps
21     // TelephonyManager.NETWORK_TYPE_HSUPA     ~ 1-23 Mbps
22     // TelephonyManager.NETWORK_TYPE_UMTS      ~ 400-7000 kbps
23     // TelephonyManager.NETWORK_TYPE_UNKNOWN    ~ Unknown
24
25 }

```

Architecture



Technologies



Timeline

- **First Presentation: today, 03.11.2017**
- November:
 - Mockups, Setup development environment, UI Design
 - Project Prototype:
 - └ 15.11.2017: implement Mockup I and establish API support
 - └ 30.11.2017: Start with Mockup II
- **Adaptation concept presentation: 15.12.2017**
 - └ Mid-December: Finish Mockup II
 - └ End of December: testing and fine tuning
 - January: buffer, fixing the last bugs, implement additional ideas
 - Final Product
- **Final Presentation: 26.01.2018**

Thank you for your attention.

