# Application Development for Mobile and Ubiquitous Computing

Final Presentation

**Scout** 

Group 8

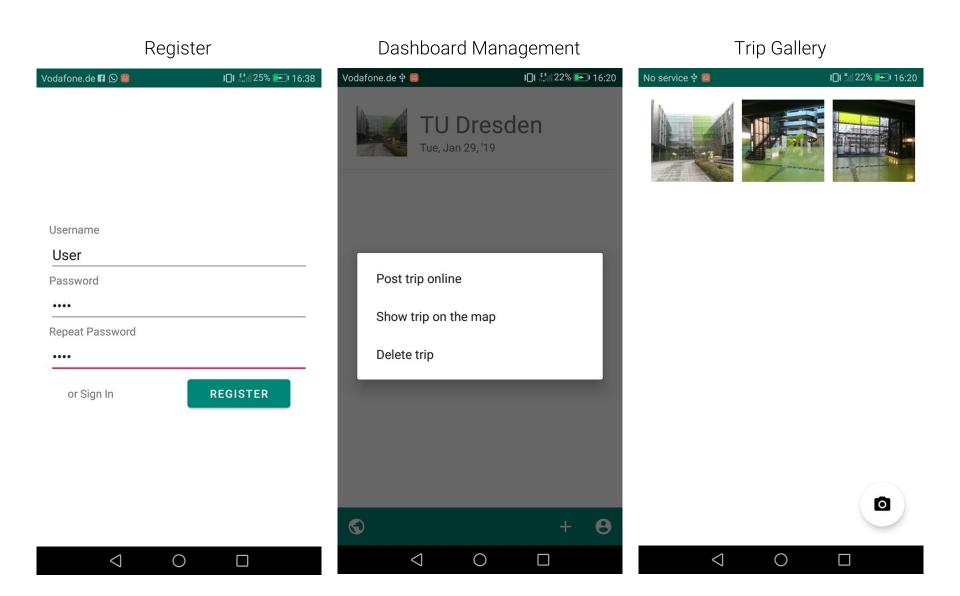
- José Duarte
- Miguel Carrega

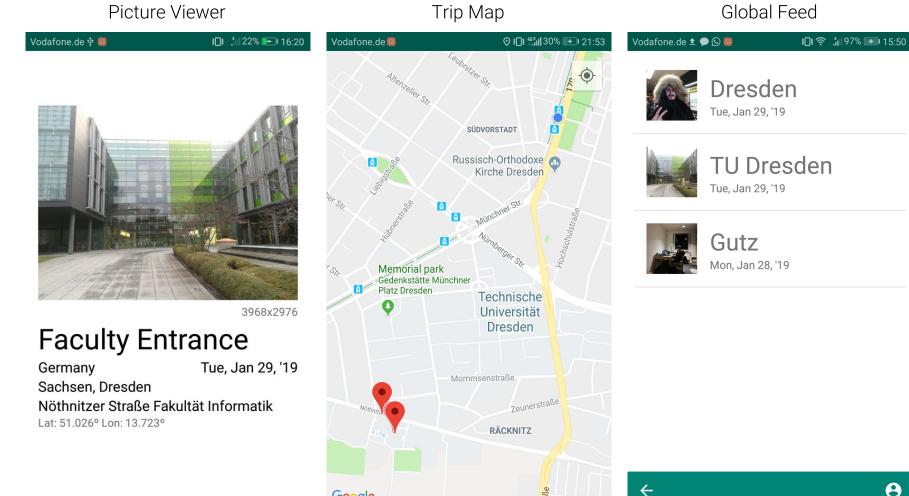






# Share the best of your trips!









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# Context Information

#### **Connection State**

- If the app has no connection or a poor connection to the internet it's functionality should be restricted

#### **Battery Status**

- In order to save battery the app should make careful use of the device resources

#### **Location Services**

- Show user trips on the map
- Capture user's location when the picture is taken

# Adapt to Network State

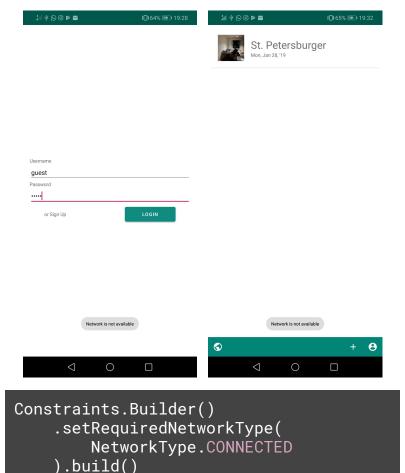
#### Under low connectivity

- Do not download images
- Uploads are scheduled

#### Offline

- Features such as creating trips and taking pictures are still available
- Any feature that requires an active connection is inaccessible

```
// Also checks for online connection
if (context.isNetworkFast()) {
    Picasso.get().load(...)
    // ...
}
```





### Power Consumption

#### Low battery (< 20%)

- Schedule uploads
- No GPS

#### Normal battery (> 20%)

- High GPS precision

Constraints.Builder()
 .setRequiresBatteryNotLow(true)
 .build()

if (getBatteryLevel() > LOW\_BATTERY) {
 getCurrentLocation(mMap)

# Location Services



#### Showing trips on the map

- Seeing simultaneous trips is overwhelming
- Show only one trip at a time -
- Locate photos on the map -



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3968x2976 Tue, Jan 29, '19

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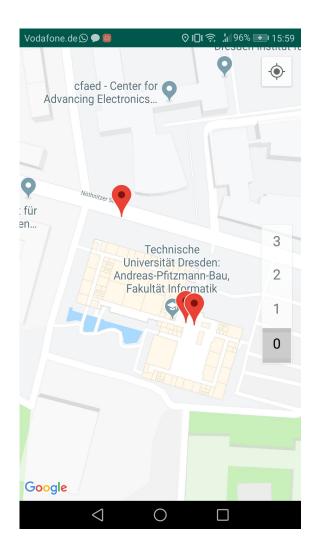
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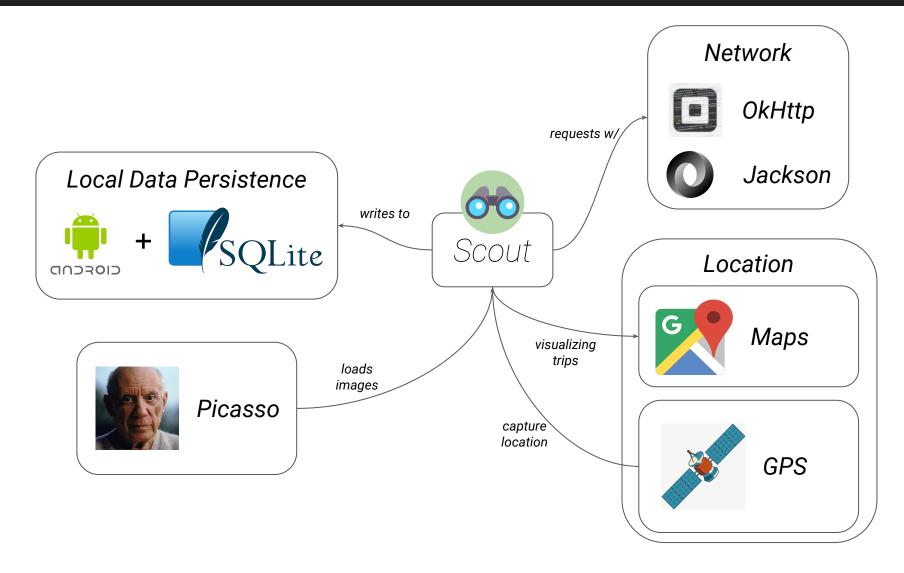
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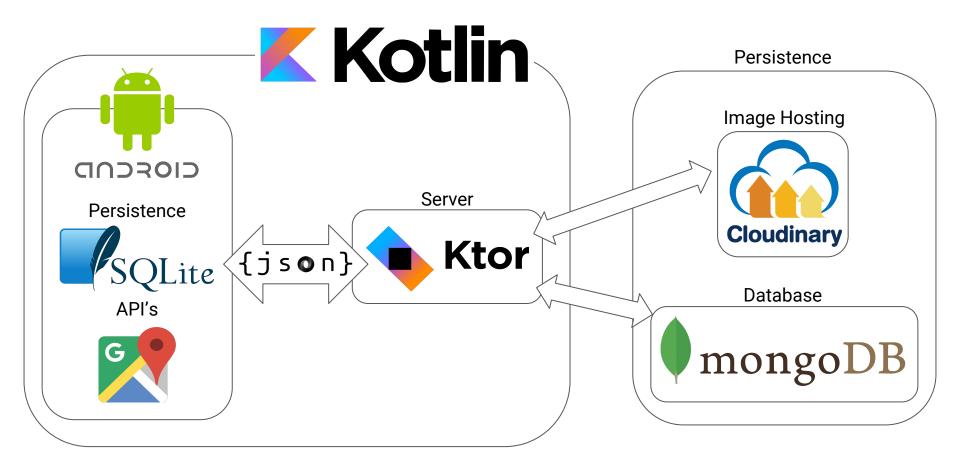


# Android Architectural Overview



### Full-Stack Overview





# Conclusion



#### Problems

- Getting up to speed with Android & Kotlin

#### Lessons Learned

- Fully read the documentation before diving in
- All technologies used were new to us

#### **Next Steps**

- Polish the interface
- Modularize UI components with Fragments
- Complete the functionality of the app