



Application Development for Mobile and Ubiquitous Computing



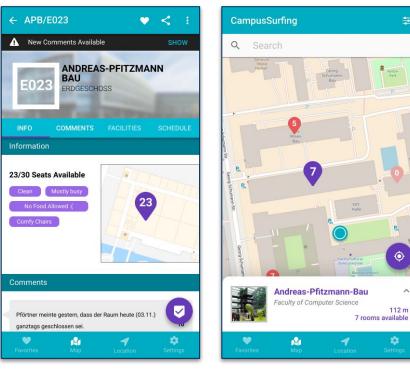
Final Presentation

Group 12 Antonio Pietzsch, Maximilian Vollstädt

Recap: Application Scenario / Idea

- search for available rooms and buildings based on:
 - current location/distance
 - time
 - individual preferences
- users can register at rooms

 → estimate availability
 → detect nearby rooms via BT
- view schedules, comment, mark rooms as favorites, ...



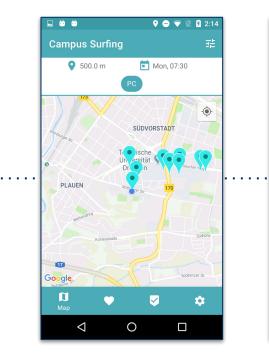


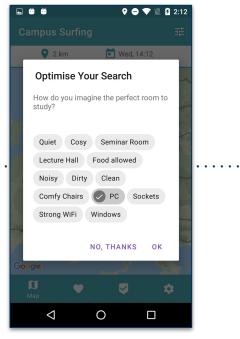


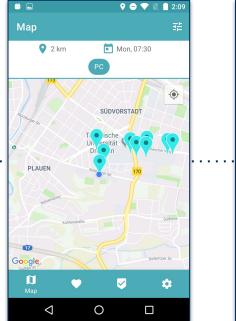


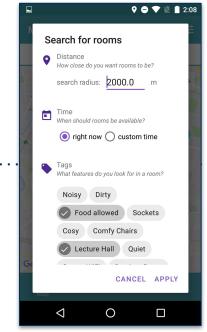


Use Case Scenario ~ Filtering











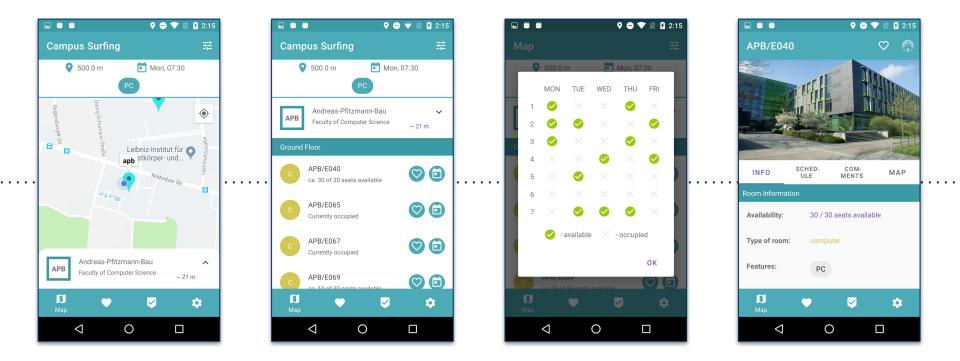
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Use Case Scenario ~ Finding

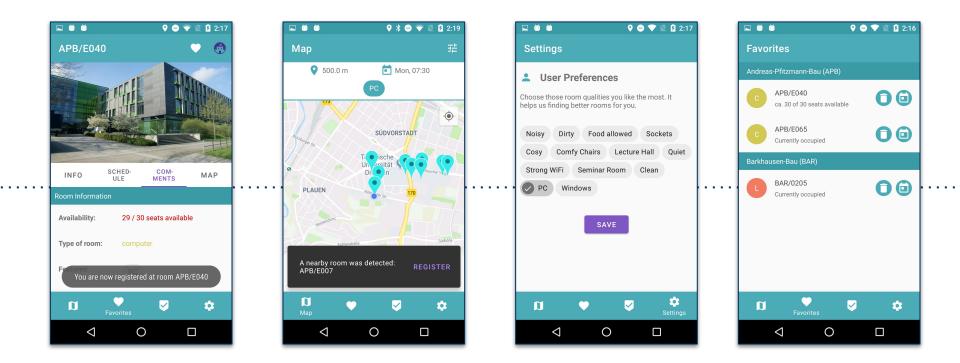








Use Case Scenario ~ Registering, Personalising

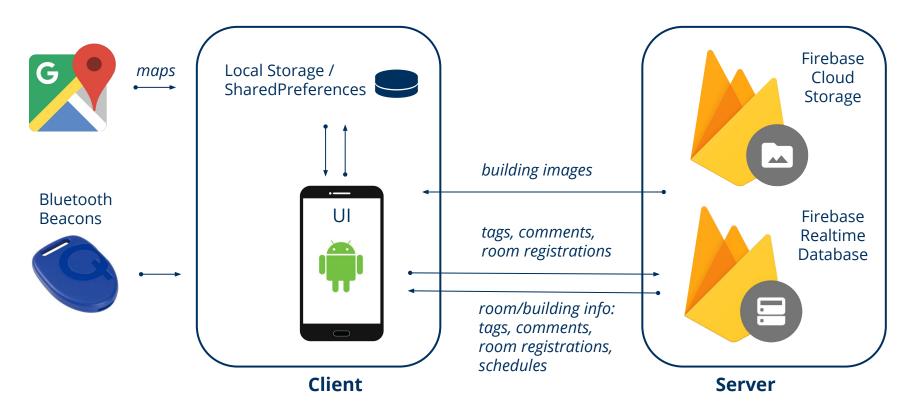






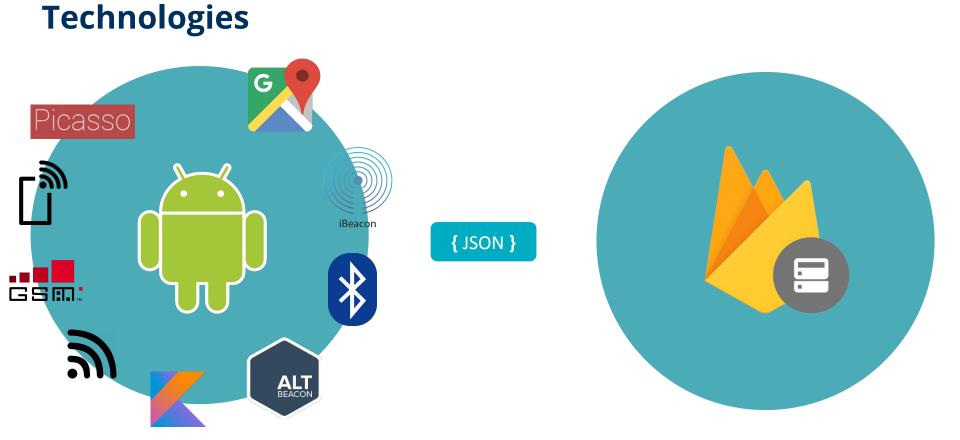


Architecture





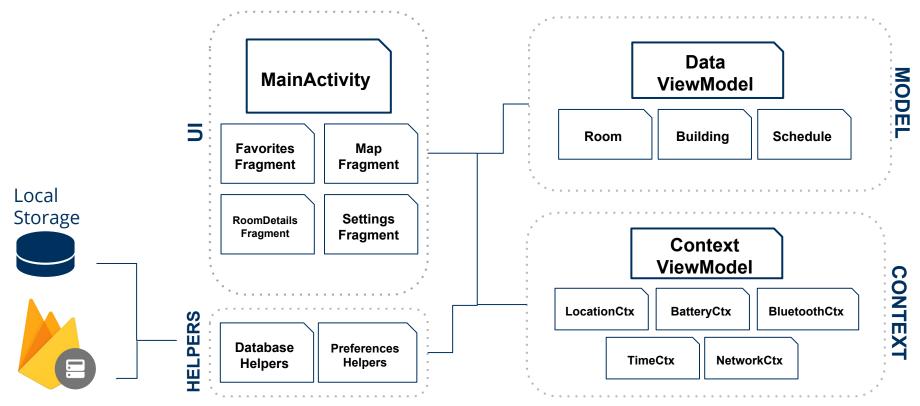








Application Structure







Contexts

- context data can be accessed by
 - polling using Android Jetpacks LiveData
 - \circ pulling

• context is Lifecycle-Aware

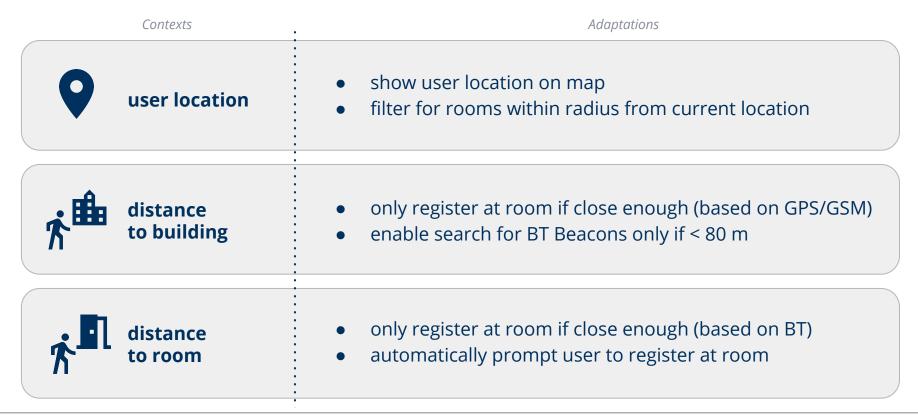
 sensor data retrieved by Androids Sensor APIs







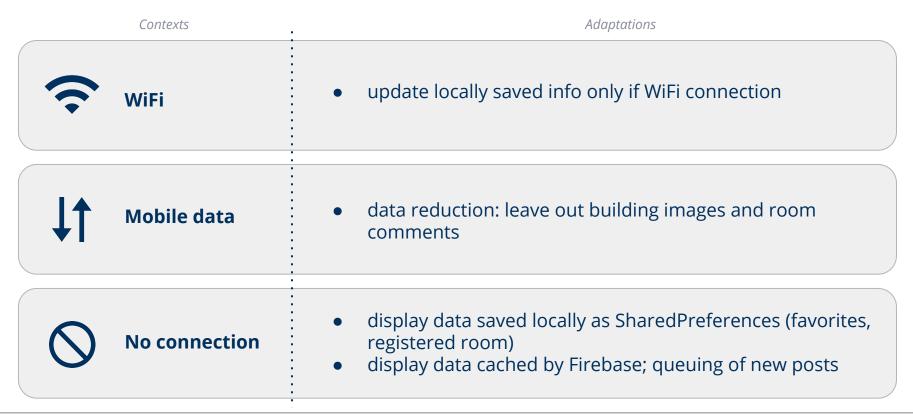
Adaptations: Location







Adaptations: Network







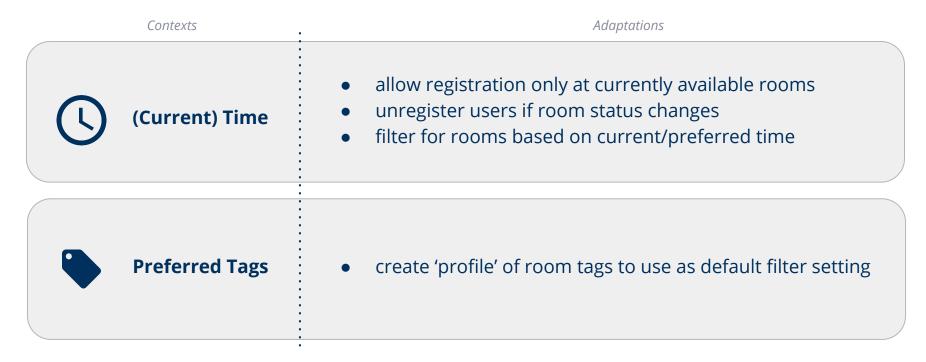
Adaptations: Battery







Adaptations: Time + Personal









General Functionality:

- sharing rooms
- reserving room seats for future periods
- improving usability

Adaptations:

- refine location adaptations based on
 - user movement speed and
 - o distance to POIs





Lessons learned

- more features = higher complexity = higher importance of code structure
- firebase has its up and down sides
- context knowledge is key to good usability











