APPLICATION DEVELOPMENT FOR MOBILE AND UBIQUITOUS COMPUTING

SPEAKER-SEEKER

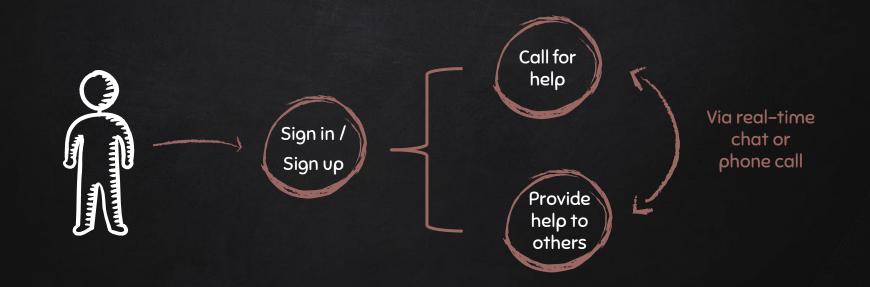
Final Presentation

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> Find a nearby person who can speak your language.



- Network awareness
- Capture if the device has a network connection using ConnectivityManager and NetworkInfo
- Register NetworkStateReceiver and add MainActivity to listen to its updates.

```
public class NetworkStateReceiver extends BroadcastReceiver
   protected Set<NetworkStateReceiverListener> listeners;
                                                                  void networkAvailable();
    protected Boolean isConnected;
    public NetworkStateReceiver() {...}
    public void onReceive (Context context, Intent intent) {
       if (intent == null || intent.getExtras() == null)
```

```
ConnectivityManager manager = (ConnectivityManager)
        context.getSystemService(Context.CONNECTIVITY SERVICE);
NetworkInfo networkInfo = manager.getActiveNetworkInfo();
```

```
if (networkInfo != null && networkInfo.getState() == NetworkInfo.State.CONNECTED)
} else if (intent.getBooleanExtra
```

```
(ConnectivityManager.EXTRA NO CONNECTIVITY, Boolean.FALSE))
isConnected = false:
```

notifyStateToAll();

networkStateReceiver = new NetworkStateReceiver();

networkStateReceiver.addListener(this);

this.registerReceiver (networkStateReceiver,

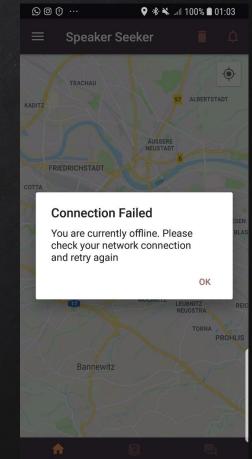
new IntentFilter(android.net.ConnectivityManager.CONNECTIVITY ACTION))

void networkUnavailable();



- **x** Network awareness
- Make the user aware if the connection is lost by throwing the alert dialog

```
public void networkUnavailable() {
  Log.d(TAG, msg: "Network is not available");
  AlertDialog dialog = new AlertDialog.Builder( context: this)
        .setTitle(R.string.dlg_title_no_network_connection)
        .setMessage(R.string.dlg_msg_no_network_connection)
        .setPositiveButton( text: "0k", new DialogInterface.OnClickListener() {
        @Override
        public void onClick(DialogInterface dialogInterface, int i) {
        })
        .create();
        dialog.show();
    }
}
```

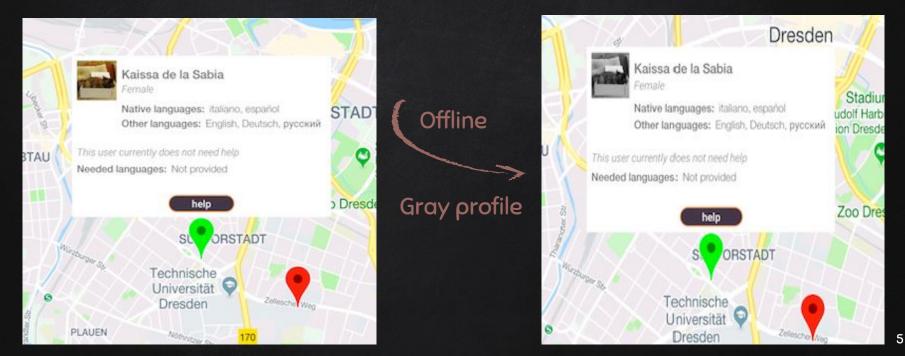


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× Network awareness: Adaptation

 If the connection is lost – remind the user that pre-fetched information may be out of date.





- Network awareness: Adaptation
- If the connection is lost use pre-fetched information about phone numbers of nearby users and suggest to contact them via phone call instead of real-time chat.

if (marker.isInfoWindowShown()) {
 final InfoWindowData data = (InfoWindowData) marker.getTag();
 int optionsToContactUser;
 if(isConnectedToNetwork())
 optionsToContactUser = R.array.options_contact_user_connected;
 else
 optionsToContactUser = R.array.options_contact_user_not_connected;
 AlertDialog dialog = new AlertDialog.Builder(getContext())
 .setTitle("How would you like to contact the user?")
 .setItems(optionsToContactUser, (dialog, item) → {



Battery awareness

- Capture if the device is in the low battery mode (less 15%) using BatteryBroadcastReceiver and IntentFilter with two actions: private class BatteryBroadcastReceiver extends BroadcastReceiver {

ACTION_BATTERY_LOW ACTION_BATTERY_OKAY

\rightarrow Adaptation

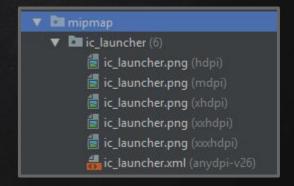
 If the battery level is less than 15%, reduce the rate of location updates to 10 min, so app is only woken up every 30 to 60 minutes with some location data available as a batch update.

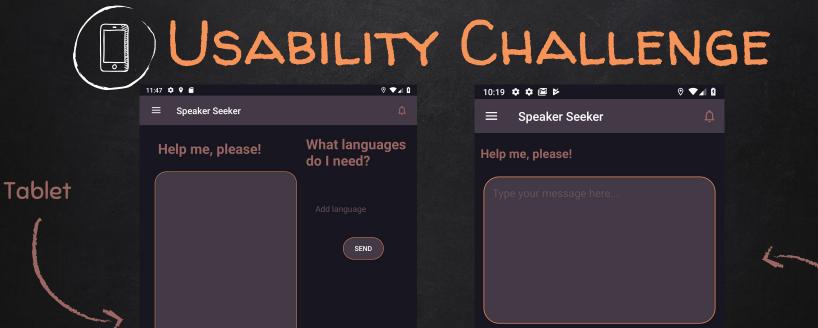
```
Override
public void onReceive (Context context, Intent intent) {
   boolean batteryLow = intent.getAction().equals(Intent.ACTION BATTERY LOW);
   if (batteryLow)
       mLocationManager.reguestLocationUpdates(
               LocationManager.NETWORK PROVIDER,
               mLocationListeners[0]
     catch (java.lang.SecurityException ex) {
       Log.i(TAG, msg "fail to request location update, ignore", ex);
     catch (IllegalArgumentException ex)
       Log.d(TAG, msg: "network provider does not exist, " + ex.getMessage());
```

USABILITY CHALLENGE

- **x** Different form factors
- → Adaptation
 - Using "wrap_content" and "match_parent"
 - Using RelativeLayout
 - Generating density-specific Resources (mipmap-drawable)
 - Creating different layouts for larger screens

<android.support.design.widget.BottomNavigationView
 android:id="@+id/bnv"
 android:layout_width="match_parent"
 android:layout_height="wrap_content"
 android:layout_gravity="bottom"
 android:background="@color/colorPrimary"
 app:itemBackground="@color/colorPrimary"
 app:itemIconTint="@drawable/bn_selector"
 app:itemTextColor="@drawable/bn_selector"
 app:menu="@menu/bottom navigation menu" />

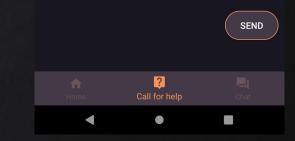




?

What languages do I need?

Add language



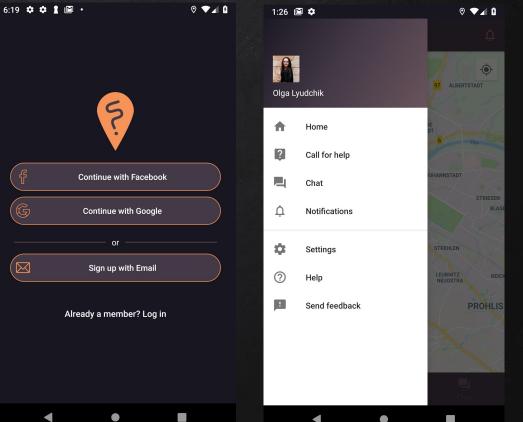
Smartphone

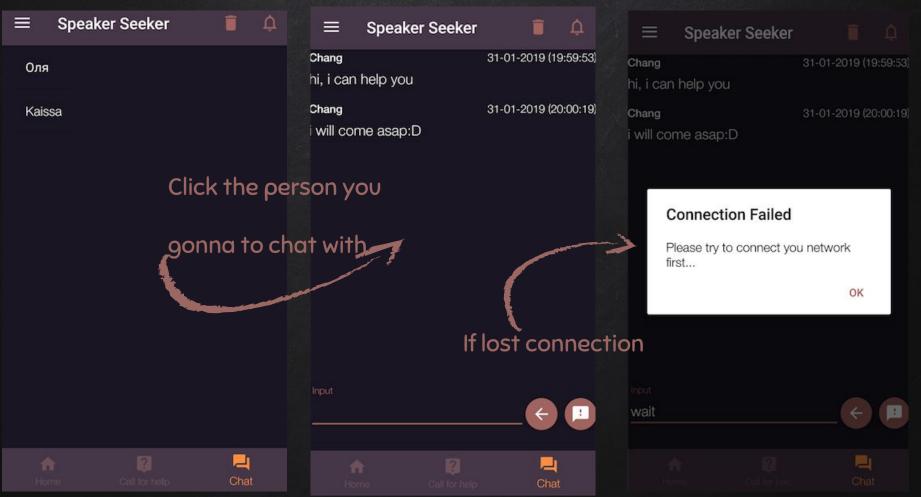


- × Straightforward UI
- → Adaptation

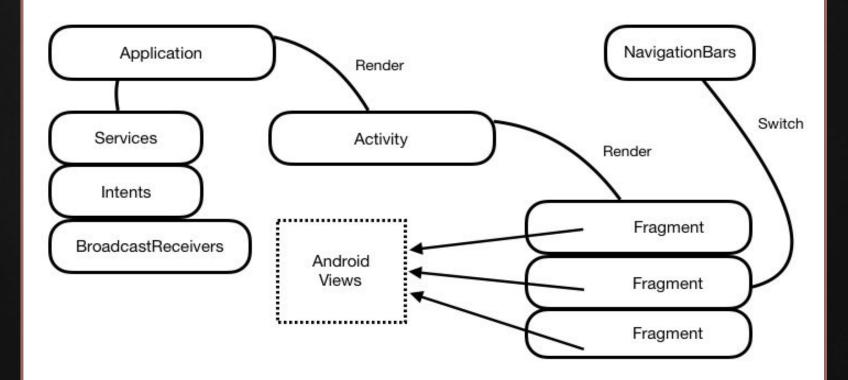
Home

- Clear Navigations :
 Navigation Drawer and
 Bottom Navigation menus
- Easy to scan: single-color background, high-contrast elements, icons with self-explaining text



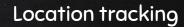


COMPONENTS STRUCTURE



ARCHITECTURE



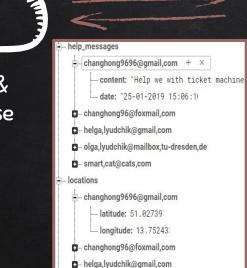




Send and receive notifications



Server & database



- olga,lyudchik@mailbox,tu-dresden,de
- smart,cat@cats,com
- users
 - changhong9696@gmail.com - connections - LXGnG84UT6FJk1N3AKM: true - gender: "Female'









Contact other users

S Issues & Lessons Learned

- **×** Further development needed to complete all the desired functionalities
- X Choosing state-of-the-art patterns to organize the code
- X Using all kinds of building blocks to furnish the app, like taps, lists, dialogs...
- X Design and develop a context-aware android application
- X Adapt and refine the application to meet the challenges
- X Practice in Java language
- X Master work in a group and communication skills
- X Improve googling skills







THANKS!

Any questions?