

Application Development for Mobile and Ubiquitous Computing

First Presentation

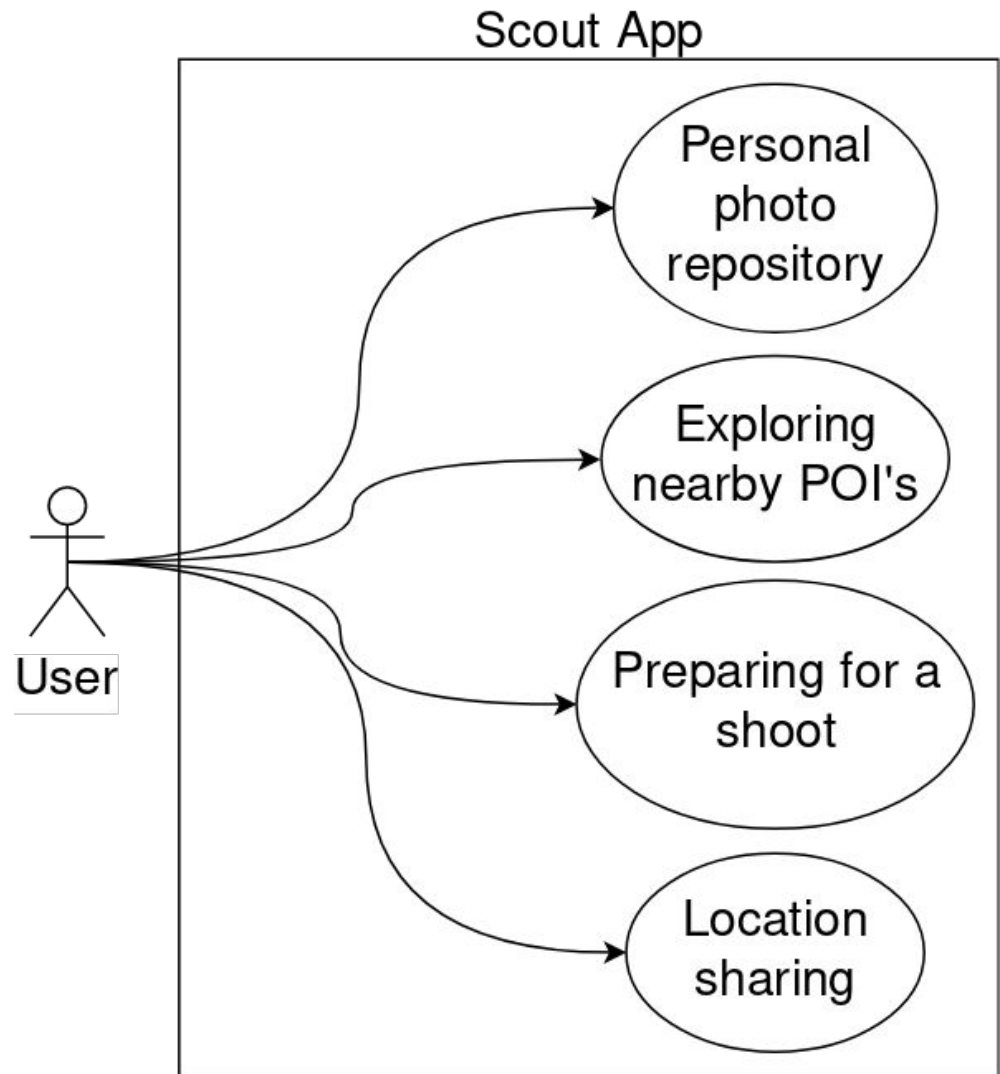


Scout

Group 8

- José Duarte
- Miguel Carrega

Application Scenarios (Use Cases)



Register

Name

John Doe

Username

@john_doe

Email

john@doe.com

Password

Super secure password

[Continue](#)

or [Login](#)

Tell us more
about you

(pick 3 from below)

#hashtag1 #hashtag2 #hashtag3

#hashtag4 #hashtag5

#hashtag1 #hashtag2 #hashtag3

#hashtag4 #hashtag5

#hashtag6

[Submit](#)

Login

Username

@johndoe

Password

Super secure password

Login

or Sign Up



Miguel Carrega

#hashtag1 #hashtag1

#hashtag1



☰

Trip 1
DD-MM-YYYY

Trip 2
DD-MM-YYYY

Trip 3
DD-MM-YYYY

☰

John Doe

Profile

Gallery

Liked

Contacts

Settings

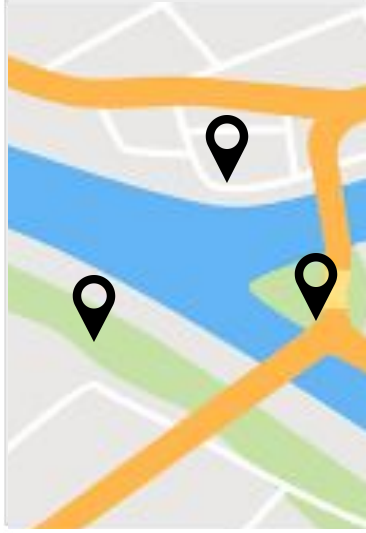
☰

☰

Trip X



☰







Search Contacts



Contact 1



Contact 2



Contact 3



Contact 4



Search Contacts



Contact 1



Contact 2



Contact 3



Contact 4

Username

@user

Add

Challenges

Offline

- Caching loaded maps
- Avoid network dependent tasks
- Some areas could have limited connection

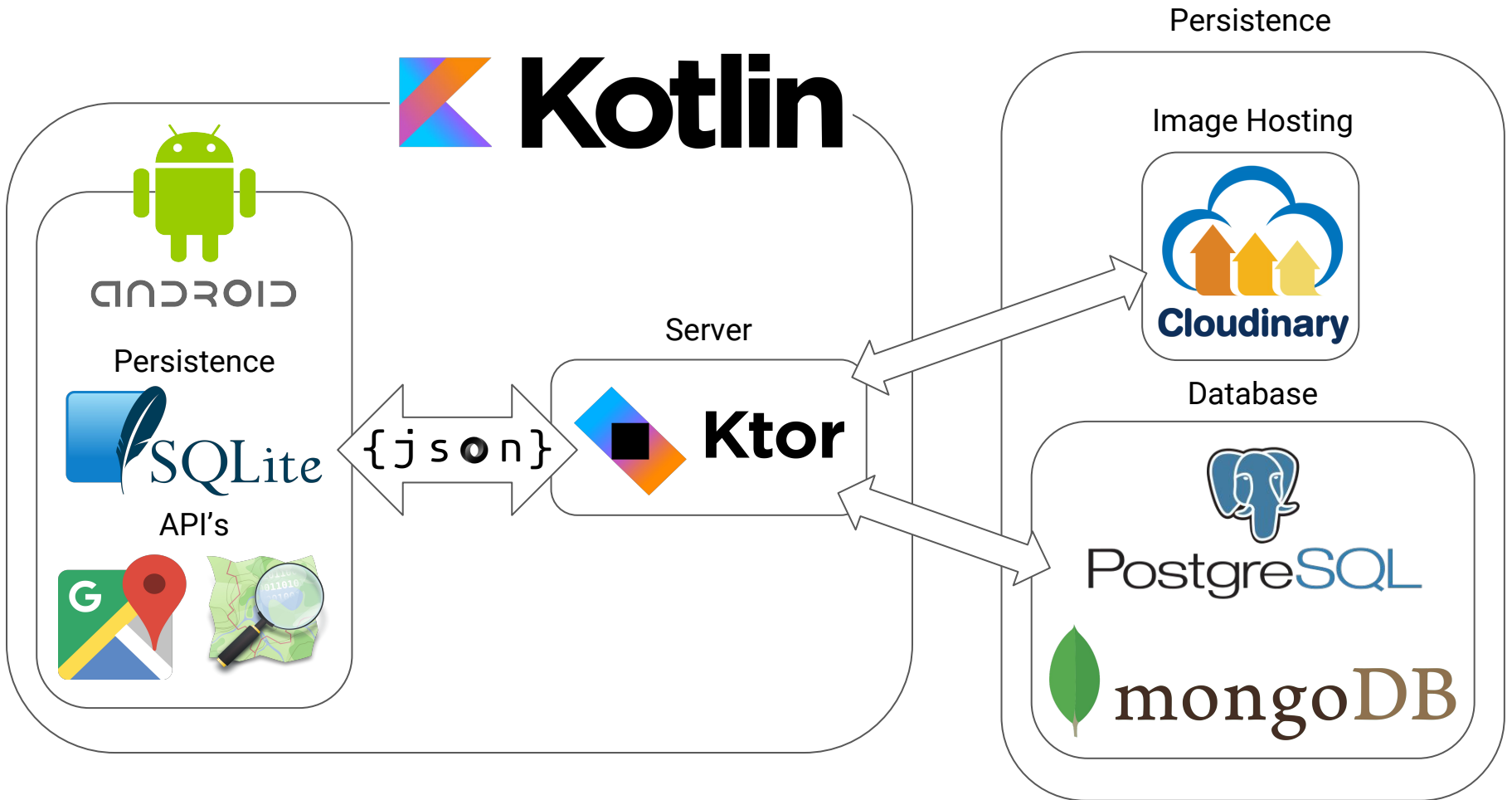
Connectivity

- Queueing up jobs when the connection is weak (e.g. Uploads)

Energy

- Dealing with location and background tasks

Architecture & Technologies



Work plan

