



# Events4You

All your events in one place

# Goals until today

## Finishing the basic Layout frame

- Get the three main tabs up and running
- Get the drawer menu working
- Get the Cards UI done

## Finishing the mock server and Middleware

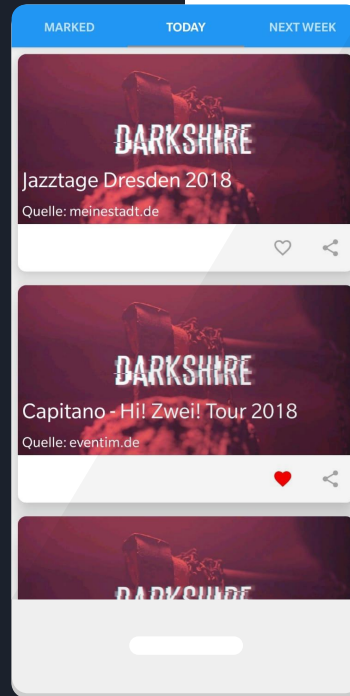
- Get the Interfaces for server communication ready
- Get the Profile and Event handling done
- Get some mock data up and running

# Layout frame

Three categorised tabs

Cardviews of events

Endless Scrolling



Share and mark events on cards

Events can be blacklisted by swiping the card

Show detailed information by clicking a card

# Layout frame

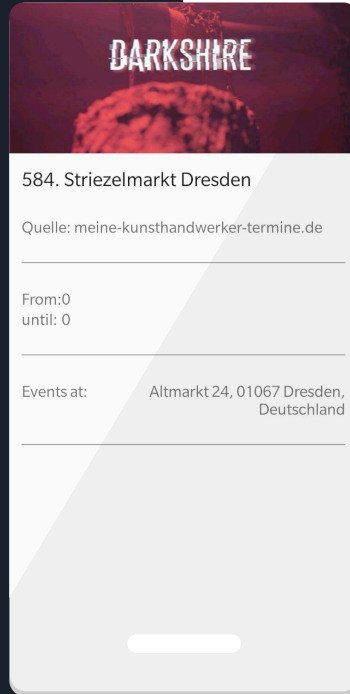
Detailed Event view

Contains information to

location

time

description of the  
event



Opens map application by  
clicking on locational  
informations

Opens calendar by tapping  
on date and time  
information

# Layout frame

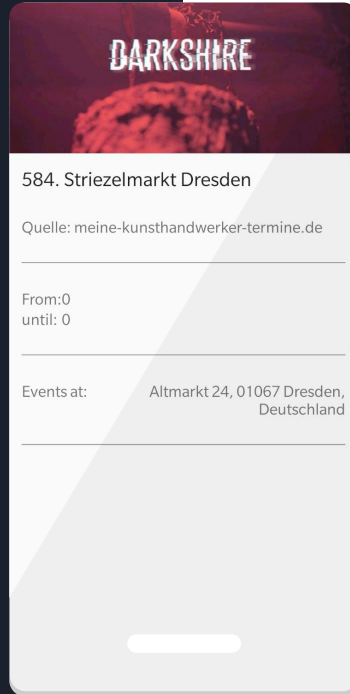
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# Layout frame

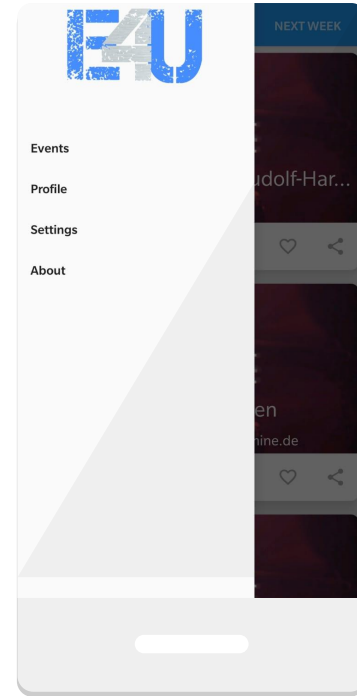
Drawer menu contains

Event tabs page

Profile page

Settings page

About page



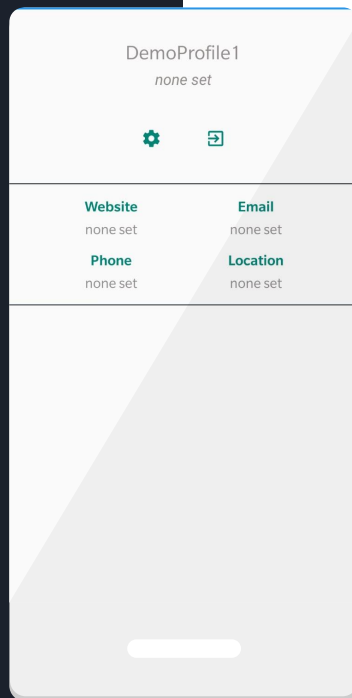
# Layout frame

## Profile page

Shows profile information

Edit profile information

Logout button

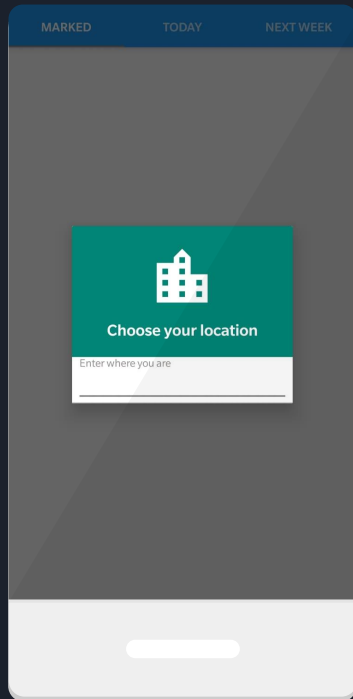


Implicit Intent like dialing, open maps app, etc. by clicking on the specific profile information

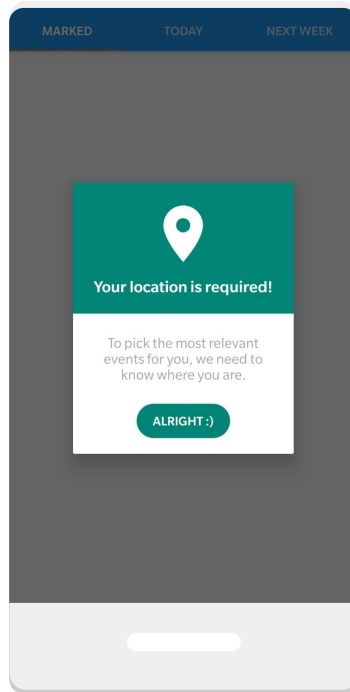
Edit profile by clicking on the edit button

# Layout frame

fixed location  
prompt



Permission request  
explanation







# Adaptions - Network

Marked Events get cached locally

Delayed upload of newly added events

Depending on user settings it may just be uploaded with a WiFi Connection available

If no internet connection is available, the upload will be delayed at least until a connection to the internet is established



# Adaptions - Network

Events get loaded in bulk depending on the network strength

2G connection: 5 events requested

3G connection: 10 events requested

4G connection: 15 events requested

WiFi: 20 events requested



# Adaptions - Network

Explicit download-option for target area

depending on user settings events may be downloaded only when connected to WiFi

Downloading events is basically saving the cached data persistently

Without any network connection downloads will get queued



# Adaptions - Network

How is the network connection detected?

Android SDK provides a “TelephonyManager” from where you can read the current connection type

Connection type gets parsed to 2G, 3G, 4G connection

If none of these fit, the phone is not connected to the internet

App needs users permission to do so



# Adaption - Location

Events get filtered by radius around user

radius depends on user settings

Uses location of device if permission is granted

Uses a location set by the user if permission is denied

Uses location of city, if the user uses search



# Adaption - Location

Events get filtered by radius around user

Events the user explicitly disliked won't appear

Events that are further away of the users location will be displayed later



# Goals until the next milestone

Implementing download features

Enhance profile management

Implementing search function