

Application Development for Mobile and Ubiquitous Computing

Second Presentation

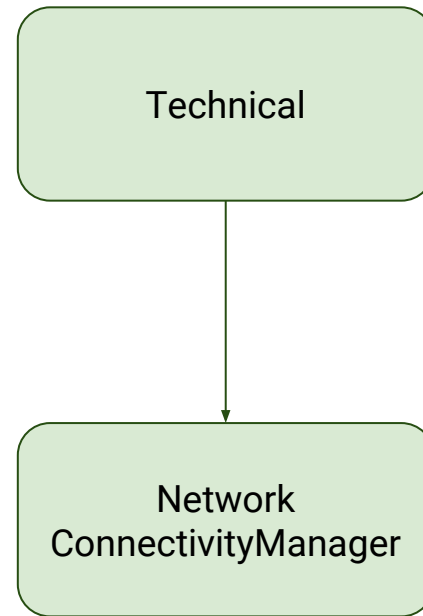
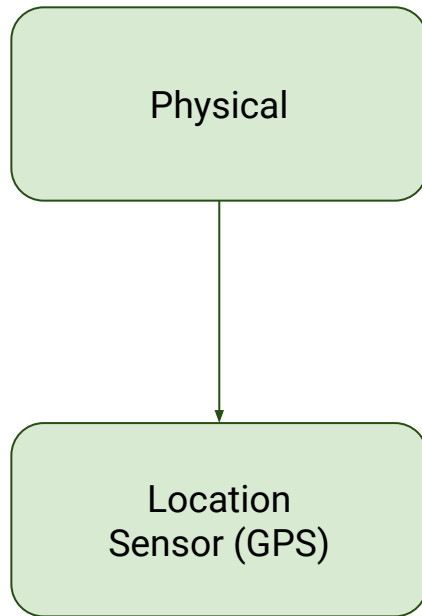


Scout

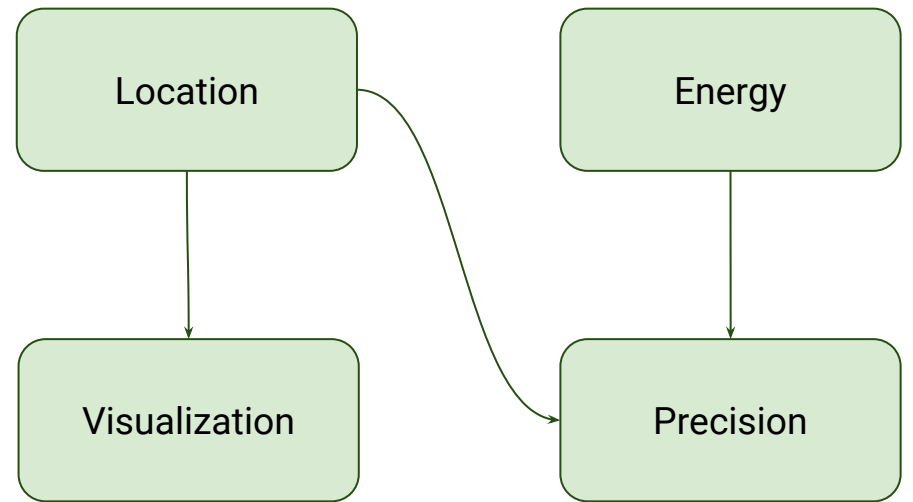
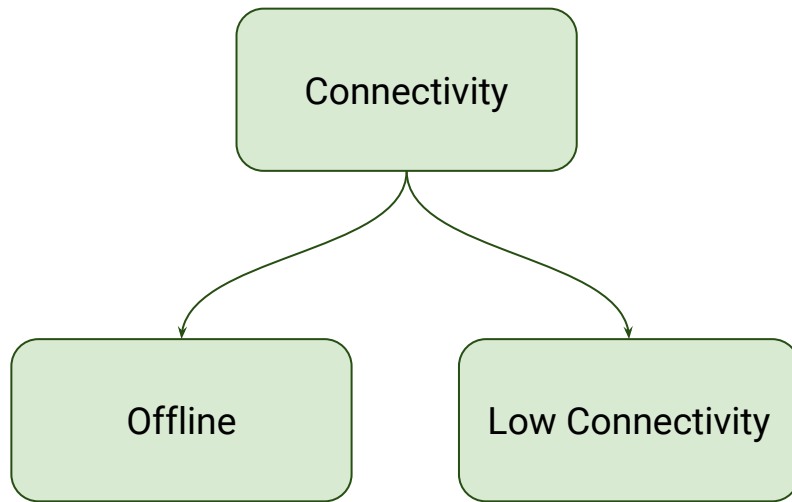
Group 8

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Context




Adaptations



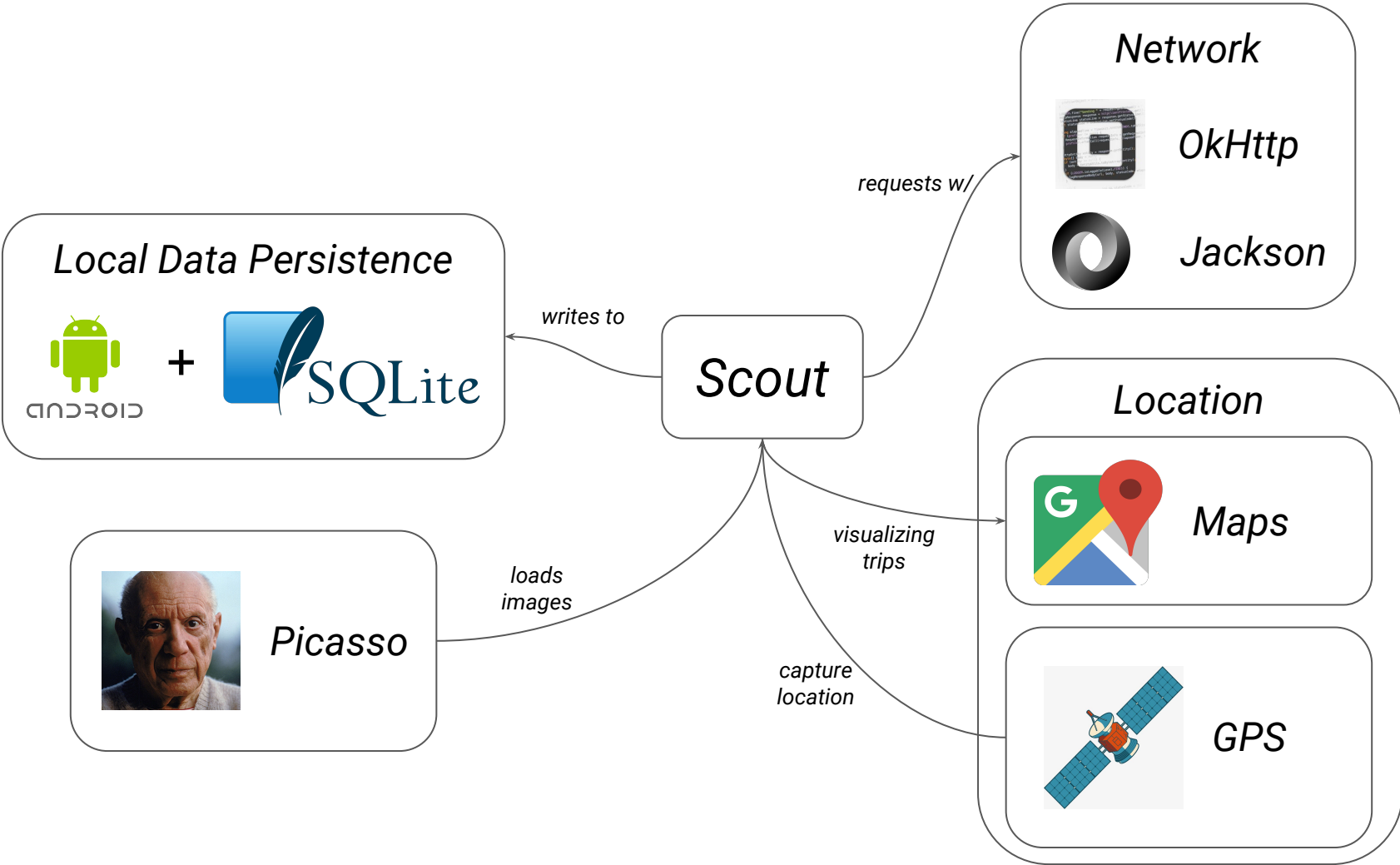
Adaptation #1 - Network Usage

- Provide offline access to a local version of the app
 - If the user logged on the app before, he has **offline access (can't use online features)** 
- When offline, requests should be queued and later processed by a background job
 - Uploads done in background by job scheduler 
- **Reduce consume** when under low connectivity environments
 - **Poor connection** -  no public feeds or uploads

Adaptation #2 - Location Services

- Adapt to battery state, reducing precision and update interval under low energy levels
 - <30% - low precision/update time
 - >30% - high precision/update time
- **Visualization of trips on the map separating personal ones from the public** 
 - Personal vs. Public Feed

Android Architecture



Architecture & Technologies

