

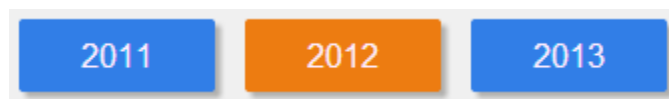
Location-Aware Mobile Application Design

Exercises 3/8, 5.4.2013

1. Create a simple “Hello World” application for Windows Phone or iOS. Compile and run it.
2. Implement map handling and show the user location on the map in a mobile environment of choice [Android, Windows Phone, Symbian, iOS]
3. Select minimum 4 of the following tasks and implement on web or mobile:

A. Select year component

Our best design is the following. Any better design WELCOME!!



A function called **getSelectedYear()** should be implemented.

Return value is the year value (above 2012).

Function will inspect the interface and deduce the selected year [implementation of choice].

B. Format student information (small)

Output of most significant student information needed. So far user name and program is enough.

Try to implement a solution for displaying country flag [Optional]

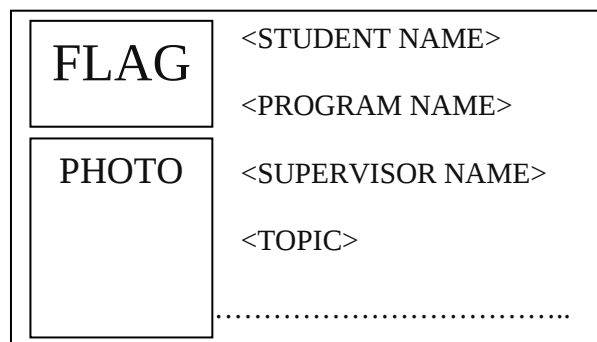


Input: **Student** object [defined in API]

Output: html (+css) element that looks good!

C. Format student information (big)

Output all available information about the user.



Input: **Student** object [defined in API]

Output: html (+css) element that looks good!

D. Format student marker

We must display users on the map. Try to find the best way of doing that.



Input: **Student** object [defined in API]

Output: Element that can be drawn on map.

E. Output student list [each element is of type defined in 2]

FLAG	>	<STUDENT <PROGRAM NAME>
FLAG		<STUDENT NAME> <PROGRAM NAME>
FLAG		<STUDENT NAME> <PROGRAM NAME>

Input: List of objects of type **Student** [defined in API]

Output: Html element showing a list of many elements formatted in **task 2**.

F. Draw student locations on the map

Input: List of objects of type **Student** [defined in API]

Output: Default markers drawn on map at corresponding locations.

For help check out the source of:

http://cs.uef.fi/ssspr2014/accommodation_big.php