

This week:

- GPRS Data I/O Stream Control Part is implemented
- Outgoing message's period is fixed to a predefined value for synchronous data flow with Bluetooth connection implementation
- Data message content is defined.
- Phone authorization problem for GPRS connection is handled
- A subproject called "Nine" is created for Bluetooth Device Search. Resulting mobile application is able to find the Bluetooth Devices in 10 m perimeter. A standalone Bluetooth Device Discovery application is thus created.
- Bluetooth Service Search part of this application is also implemented.
- Bluetooth connection is established through a request sent from a mobile phone which is running the application to another mobile phone in the range.
- To be able to implement the data transmission, a client and a server was needed. So the mobile application is modified so that:
 - It includes a menu with options: "Sender" and "Receiver"
 - It works as a client waiting for a message when "Receiver" option is selected
 - It works as a server sending a message when "Sender" option is selected
 - No matter the menu selection is, a device search is carried out.
 - After device discovery client application asks for a service search and then connects to the discovered server automatically
- After implementing a server and a client application, data transfer is accomplished with the help of input and output data streams.
- Data package is designed for Bluetooth part.
- Two GUI Command buttons are added.
- Phone authorization problem for BT connection is handled.

Notes:

- 1- Bluetooth connection and data flow is not tested using the Sparkfun Bluetooth Device. A simulator is used, instead. Server application is the simulator for Sparkfun.
- 2- Bugs related to client-server still exist (to be handled soon).