

MOMO SOFTWARE

Weekly Progress Report - March 31, 2011

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This week we focused on database implementation, user interface design and literature research.

Burak

Burak has worked on user interface design. We shifted our design to Android Canvas to present a more attracting and creative interface. Existing user interface tools restrict the flexibility of the interface and it will be difficult adapt to further changes. Moreover, project website was updated with recent blog entries and member profiles.

Ender

Ender has researched what points we should pay attention for developing our system's graphical user interface. He has found a beneficial paper and a web site about this topic. The paper is Design patterns for user interface for mobile applications written by Erik G. Nilsson and the given web site in the paper is "<http://www.flaminco.net/>" that has articles about this paper. It is determined and listed basically about design pattern for developing user interface for mobile devices and which problems we may be faced with.

Hüseyin

This week, i was working on database part of our project and i was trying to connect Android platform and MySQL. Although there is an clear way of connecting Android and SQLite and it is explained in the internet in very detail, connecting to MySQL is a little bit difficult. Since we can not directly create connection between Android and MySQL, it is stated that, PHP script file should be used, because of it's interaction with databases. (Actually in this picture, our client is android device and our server is PHP+MySQL.)Then, i found some useful java and php codes to perform this task and i try to implement them by analyzing many sources. However, i have a problem which is about using HttpPost in java code.It's constructor takes an argument that is an http address. In the examples, this address is given like <http://xx.xx.xxx.xxx/hellomysql/mysqlcon.php> and they used their real ip. Although i try, i couldn't connect MySQL and Android yet due to this problem. When i solve this, i can create a connection between them. (Codes are ready.)