Project Report

## Mobile Computing - 2012/03

Course: MEIC / MERC *(select the right option)*

Group: \_\_\_\_\_\_

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Number: \_\_\_\_\_\_ E-mail: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Number: \_\_\_\_\_\_ E-mail: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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## 1. Achievements

*Describe the goals that were achieved and the goals that were not achieved.*

## 2. Specification

*Describe the problem you’re solving. Indicate whether the focus is on NearTweet or on an alternative project. For NearTweet, provide an account of the aspects not covered by the original proposal (e.g., new functionality).*

## 2. Design

*Describe the design of the application. Provide relevant details of the network architecture and of the relevant protocols and algorithms (e.g., used for managing the network).*

## 3. Implementations Choices

*Describe the choices that were taken during the implementation of the application. Indicate how the application is structured internally in terms of Android components, and explain the reasons for that organization.*

## 5. Experimental Evaluation

*Describe the experiments that were conducted to evaluate the application, and give an account of the obtained results.*

## 6. Conclusions

*State the conclusions of this work. Please provide some input on how the practical component of the course could be improved in future editions.*