# Annotated Bibliography

1. Google Places API. Various: <https://developers.google.com/places/documentation/>

The places search page was used to understand how nearby search request URLs needed to be formed, using the appropriate required and optional parameters. This page also improved understanding of the output in a search response, how it could be used in the application. The place details again offered the above but for detailed requests. Furthermore the place photo’s page was again evaluated and a lot was learned, how to get a photo reference and use it to make a Place photo request.

1. Google Maps Android API v2. Various: <https://developers.google.com/maps/documentation/android/>

The Google Maps for Android API was used extensively throughout the project. The getting started page was really helpful in setting up the environment needed and obtaining an API key. The map objects pages as well as the sample code the pages linked to were really useful when developing the mapping elements of the application.

1. Some recent evidence to support the theory that tourist information centre visitor numbers are in decline. <http://www.frasercoastchronicle.com.au/news/visitors-at-centres-in-decline/1615621/> . Further evidence that tourist information centres visitor numbers have been declining for some time, a council report. <http://www.eastriding.gov.uk/public_reports/TheCabinet/16March2010/Tourist%20Information%20Centres%20-%20Hornsea%20and%20Withernsea.pdf>

Both these articles motivated me to create and develop an app that would offer the tourist information once provided by these centres in a modern format that could be used in the ‘technology age’.

1. An article which discusses how the Google Play Store is rapidly catching up with number of apps available on the apple app Store and how it could overtake it in the near future. <http://news.cnet.com/8301-1035_3-57521252-94/can-apples-app-store-maintain-its-lead-over-google-play/>
2. Manchester Tourist Guide Android Application on the Google Play Store. <https://play.google.com/store/apps/details?id=com.mymobilemanchester&feature=search_result>
3. Pocket Britain Android Application on the Google Play Store. <https://play.google.com/store/apps/details?id=com.phonegap.pocketbritain&feature=search_result>
4. Yell Android Application on the Google Play Store. <https://play.google.com/store/apps/details?id=com.yell.launcher2&feature=top-free>
5. Ed Burnette, Hello, Android: Introducing Google’s Mobile Development Platform, Third Edition, for Android 2. Pragmatic bookshelf 2011. A book lent from a friend to research programming for Mobile Devices.
6. The strategy and theory of using Android’s Network Location Provider together with GPS to determine a user’s location. <http://developer.android.com/guide/topics/location/strategies.html>
7. An overview of what Grid View is on the Android Platform and how you can use it. <http://developer.android.com/guide/topics/ui/layout/gridview.html>
8. The Android plugin for Net Beans. <http://kenai.com/projects/nbandroid>
9. IntelliJ Idea IDE with support for Android. <http://www.jetbrains.com/idea/features/android.html>
10. The download page that enables you to get the Eclipse IDE, Android SDK and ADT plugin. Although I didn’t use the bundle as I had Eclipse already installed. <http://developer.android.com/sdk/index.html>
11. ‘Building Your First App’ Android tutorial. <http://developer.android.com/training/basics/firstapp/index.html>
12. Location where some of the University Android worksheets and presentations can be found. <http://users.aber.ac.uk/cwl/workshop/>
13. Mobile Device operating system market share figures for the 3rd quarter of 2012, showing iOS’ and particularly Androids dominance. <http://www.gsmarena.com/android_and_samsung_build_on_their_market_shares_in_q3_2012-news-5082.php>
14. Shows that you can only develop for iOS on an Intel based Mac. [http://developer.apple.com/library/ios/#documentation/Xcode/Conceptual/ios\_development\_workflow/45-iOS\_Development\_FAQ/faq.html#//apple\_ref/doc/uid/TP40007959-CH12-SW1](http://developer.apple.com/library/ios/#documentation/Xcode/Conceptual/ios_development_workflow/45-iOS_Development_FAQ/faq.html)
15. Reveals methods of using Mac OS X on a non-Apple PC. <http://en.wikipedia.org/wiki/OSx86>
16. An article about the negative feedback and complaints made about Apple’s new Map app. <http://www.bbc.co.uk/news/technology-19659736>
17. News article stating the possibility of a new Google Map app being launched for iOS 6. <http://www.pcmag.com/article2/0,2817,2412213,00.asp>