

Mobile computing course a.y. 2015/2016

Loveltaly Technical documentation^{1,2}

Team Members ³		
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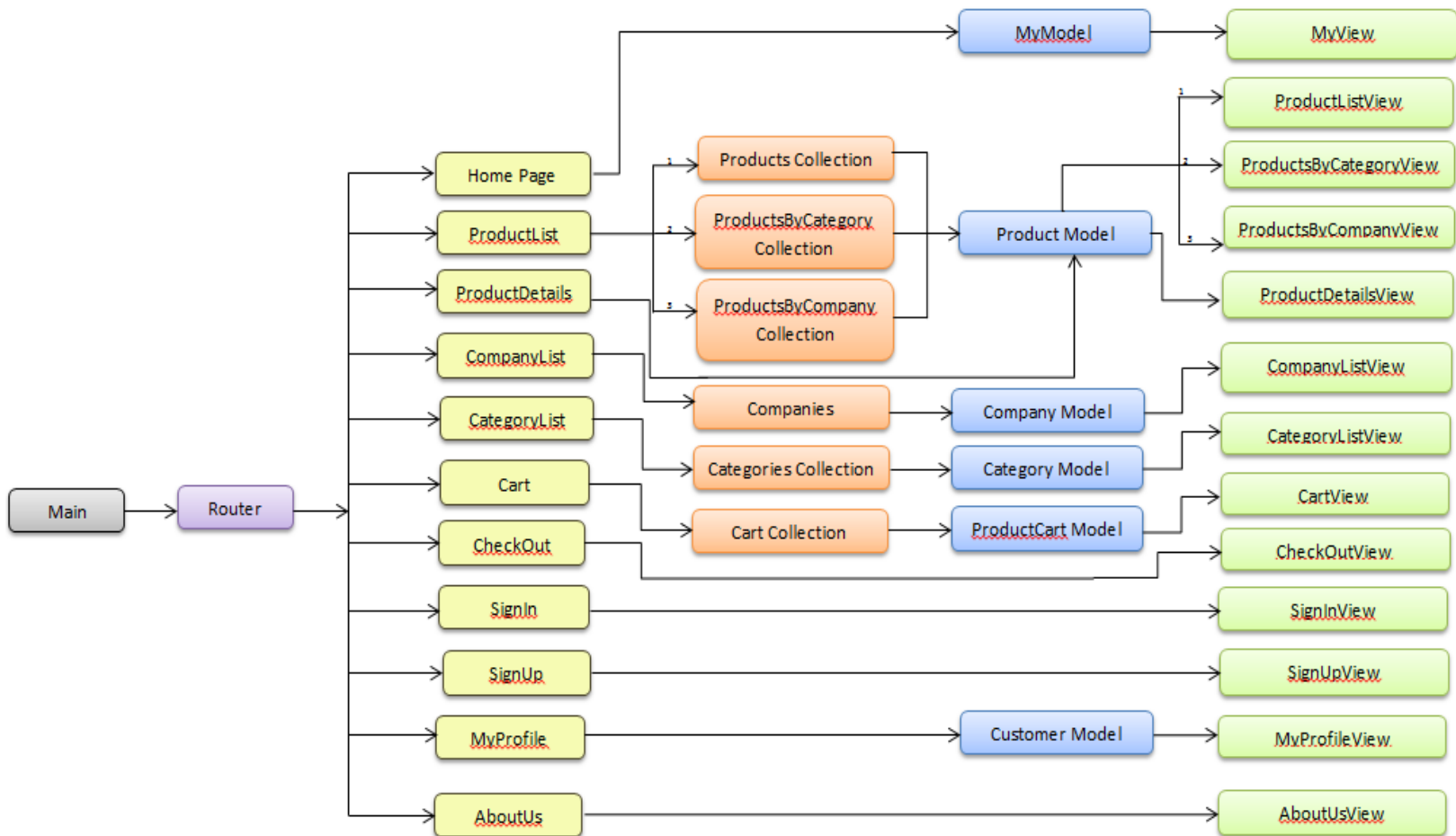
¹ The max length of this document is 10 pages

² The structure of this document is fixed, it cannot be changed in any way

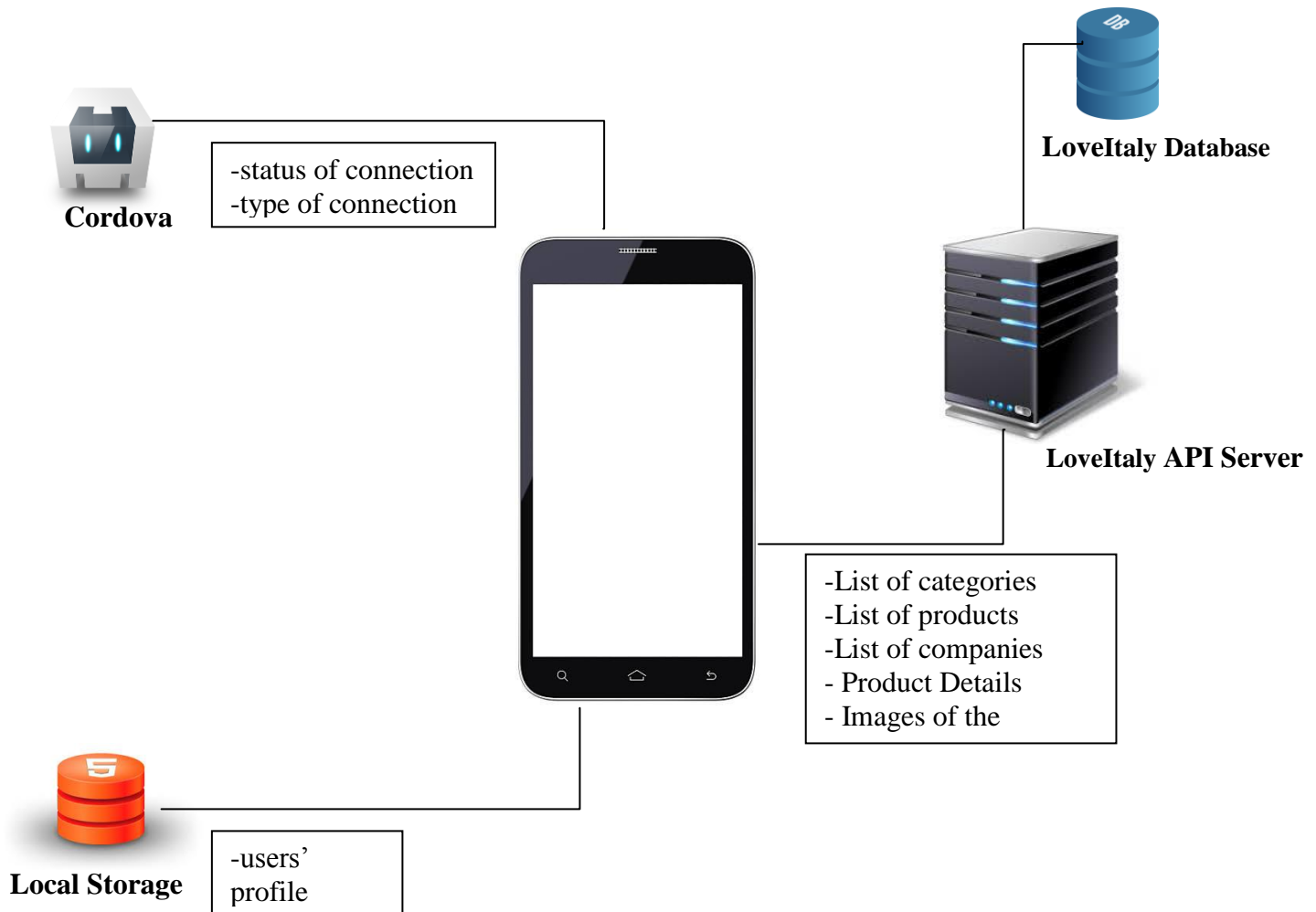
³ The team leader is listed as first member in this table

Architecture

MVC architecture



Data sources



Used libraries and frameworks

Backbone.js: we used this framework that is based on MVP (model-view-presenter) to create the application using what it provides of extensibility of its models, views, collections and router.

RequireJS: JavaScript file and module loader to improve the speed and quality of the code (used for file loading).

Handlebars: provides semantic templates templates for the views of Backbone

Zepto: jQuery-compatible API dedicated for mobiles.

Ratchet, w3.css, font-awesome.css: used for the design of the mobile application (css & html).

Tools

In our project we used the following tools:

NetBeans: used for coding the backbone models, views and collections.

Atom: used basically for the html and css purposes.

Ripple Emulator: used to emulate the application and view the changes.

Chrome web browser: used to inspect the html and css elements.