

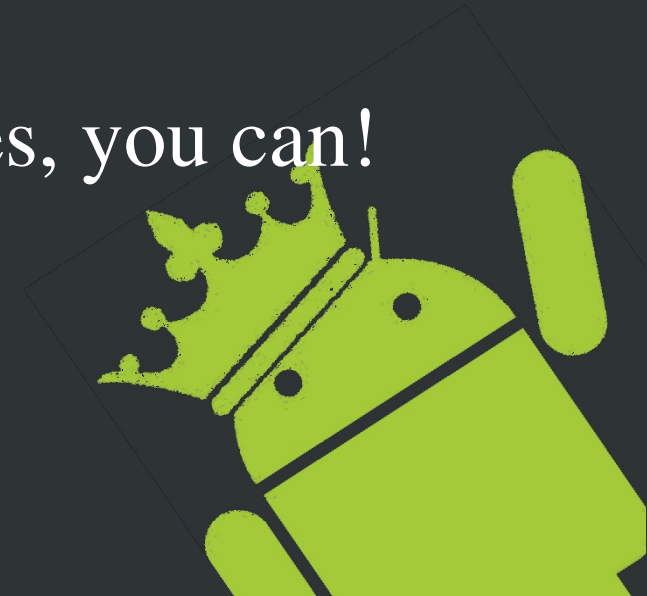
BigBrother

- Probably the best brother in the wolrd!
- Surveilence on the GO
- Ease of use
- Easy to install
- Timetravelling

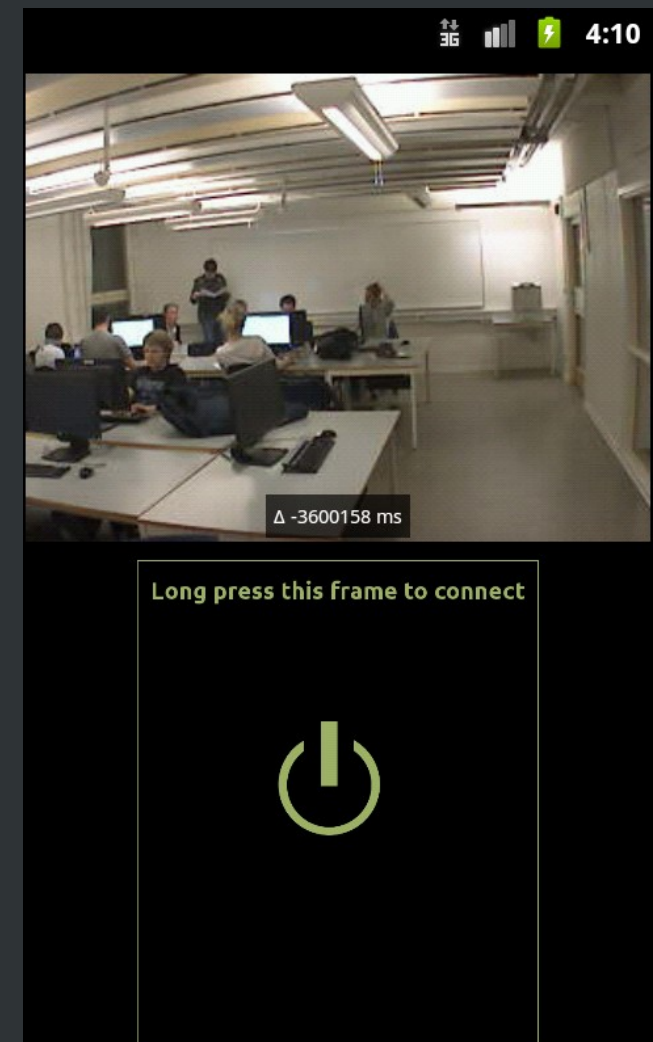
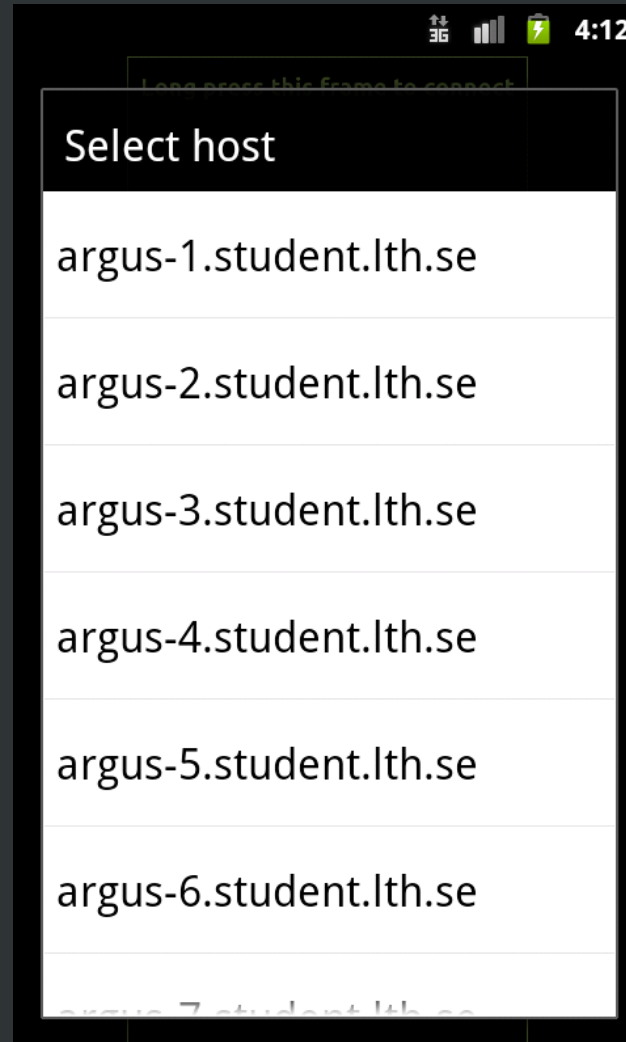
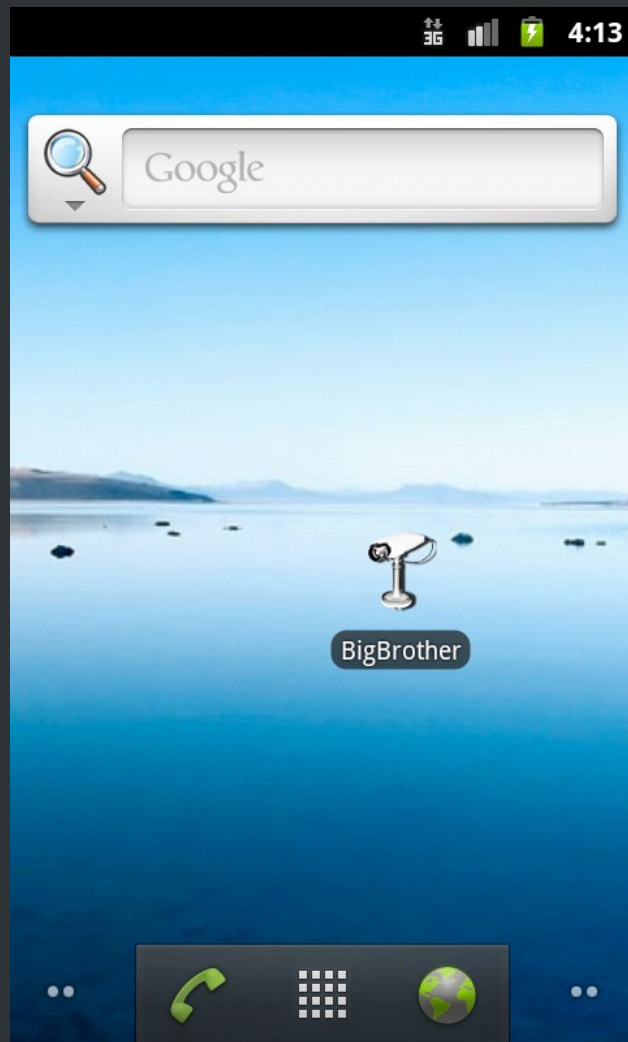


Features

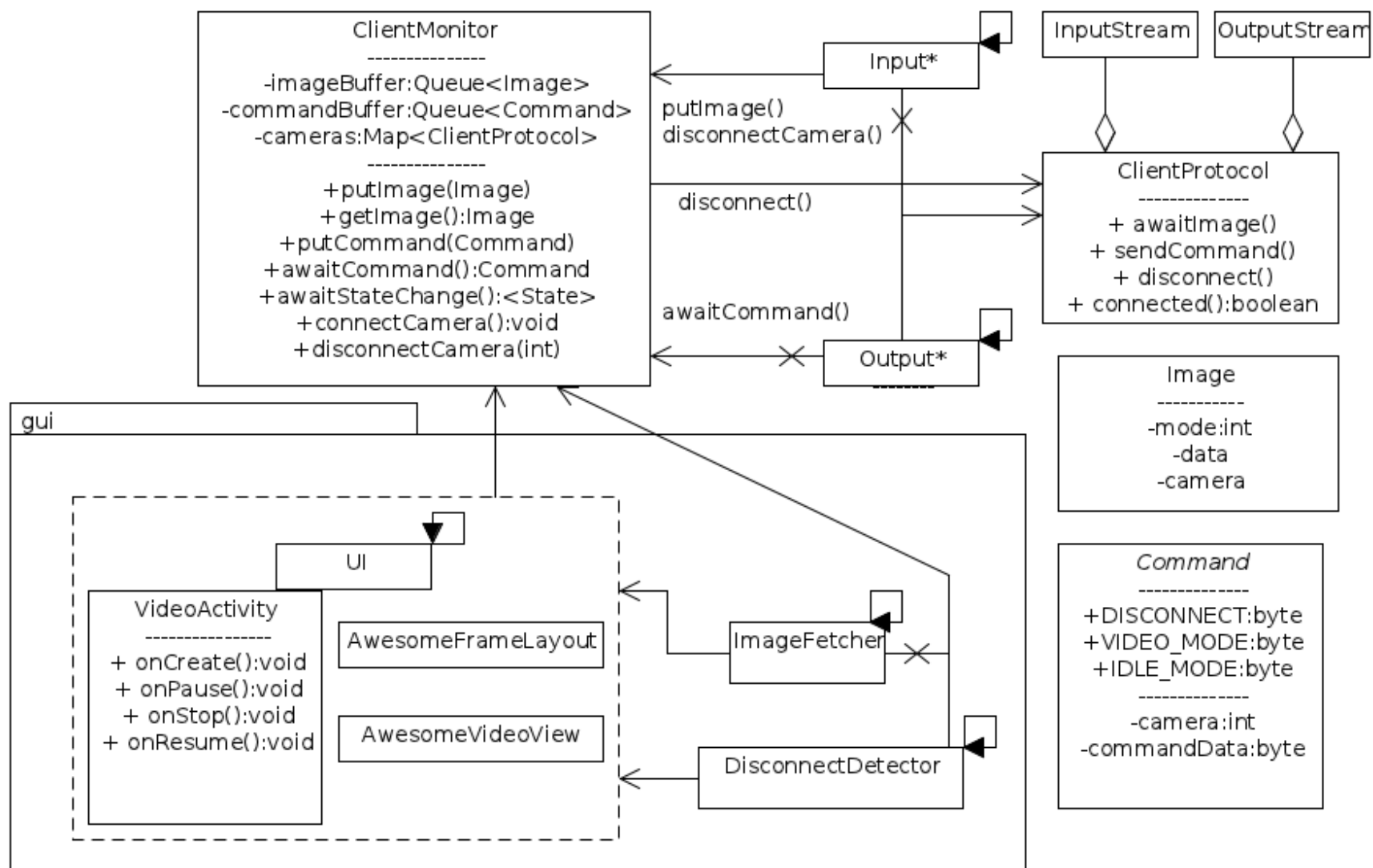
- Connect, disconnect and reconnect.
- Connect to TWO servers.
- Motion detection. Adjusting video stream.
- Intuitive user experience.
- Painless server installation.
- Mobile! Grabbing coffe on duty? Yes, you can!
- Open Source



User Interface



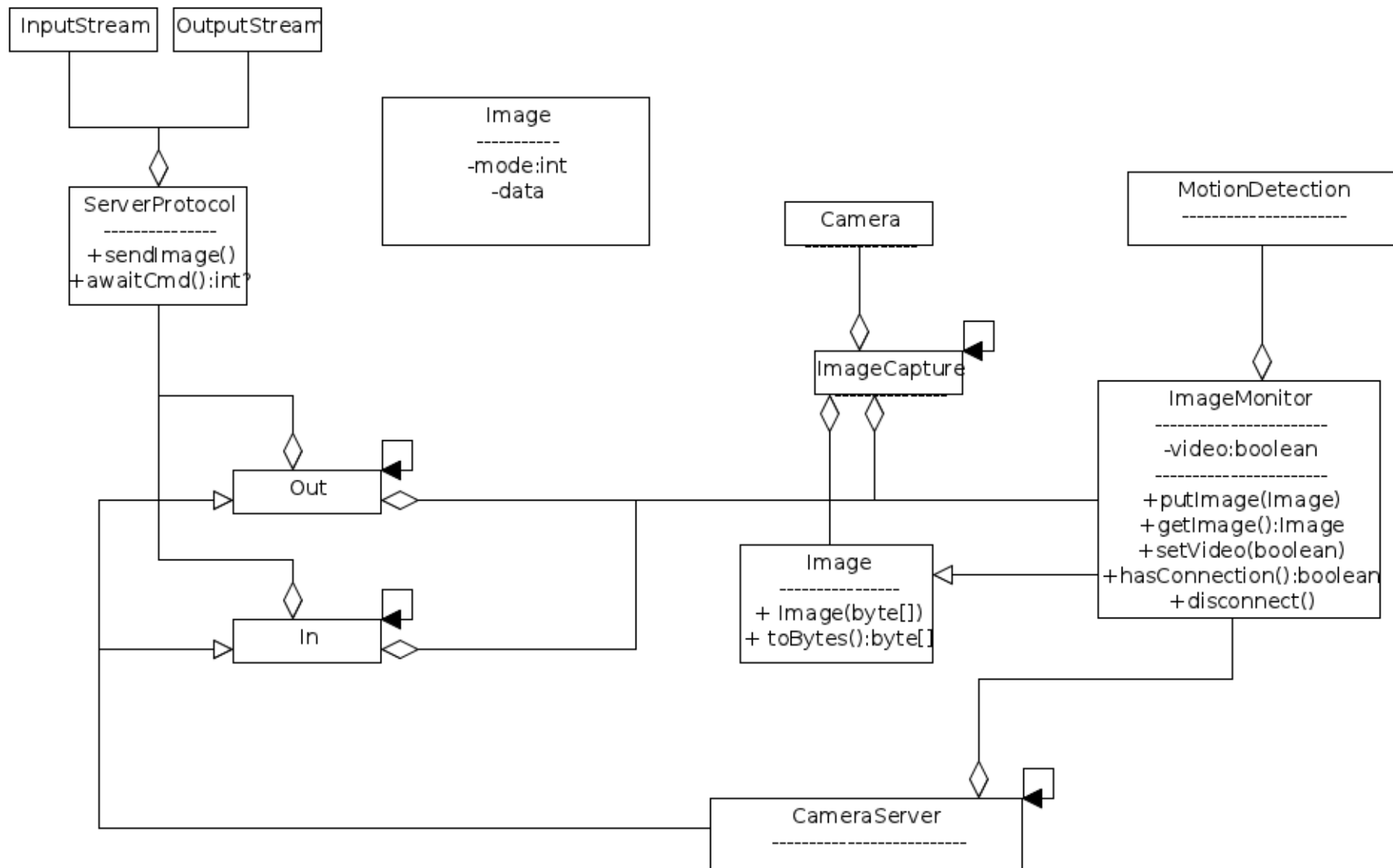
Client Internals



Server has no UI

```
CameraServer.java  ImageCapture.java  Image.java  ImageMonitor.java  In.java  Out.java  ServerProtocol.java
1  import java.net.Socket;
2  import java.io.IOException;
3
4  public class Out extends Thread {
5
6      private ServerProtocol protocol;
7      private ImageMonitor monitor;
8
9      public Out(ServerProtocol protocol, ImageMonitor monitor) {
10          this.protocol = protocol;
11          this.monitor = monitor;
12      }
13
14      public void run() {
15          Image image = null;
16          while (!interrupted()) {
17              try {
18                  image = monitor.getImage();
19                  protocol.sendImage(image);
20              } catch (IOException e) {
21                  System.out.println("OUT: Lost connection.\nDisconnecting");
22                  monitor.disconnect();
23              } catch (InterruptedException ie) {
24                  System.out.println("OUT: Got interrupted.");
25              }
26          }
27          System.out.println("OUT: Done!");
28      }
29  }
```

Server Internals



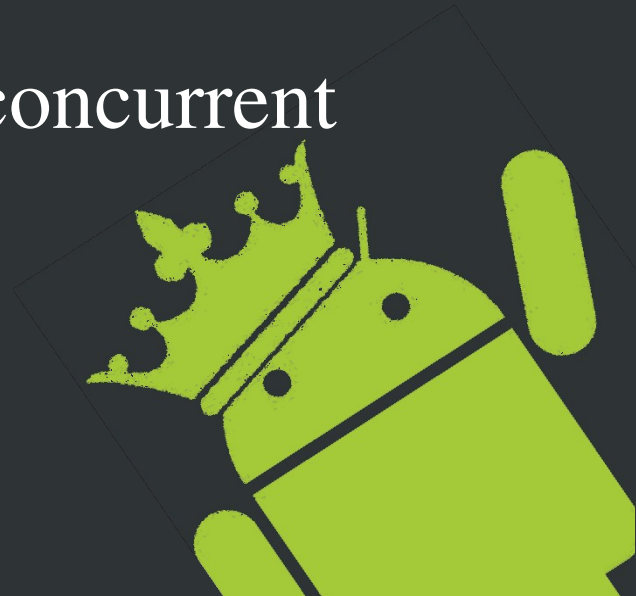
Oupps!

- Time coordination on server
- Server crash due to incorrect J2C compiler
- Very slow emulator



Our experiences

- Cross compilation might cause unexpected and undocumented problems.
- Java networking is very easy!
- Android development. API, tools.
- Git version control
- Rooted newly gained knowlegde in concurrent programming.



Git repo network graph

