

Amigo Invisible CM: G3

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INDICE



- MOTIVACIÓN
- PERMISOS: MANIFEST.XML
- ARQUITECTURA
- PERSISTENCIA DE DATOS: DB Y JAVA
- LAYOUTS
- VÍDEO
- GOOGLE PLAY
- PREGUNTAS

MOTIVACIÓN



- Aprobar la asignatura.
- Nuestra primera aplicación móvil.
- Google Play.

PERMISOS: MANIFEST.XML





ARQUITECTURA





PERSISTENCIA DE DATOS: DB

EVENT

Id_event
Name
Date
Place
Max_price
Min_price
Photo
Id_admin

N Id_participant
Id_event
Id_person
friend
N

Id_person Email Name photo

PERSON

WISH

Id_wish
Id_person
Text
Photo
bought

PERSISTENCIA DE DATOS: JAVA

public class ClsEvent

data_id_event
data_name
data_date
data_place
data_max_price
data_photo (Bitmap)
data_id_admin
data_file_path

public class ClsPerson

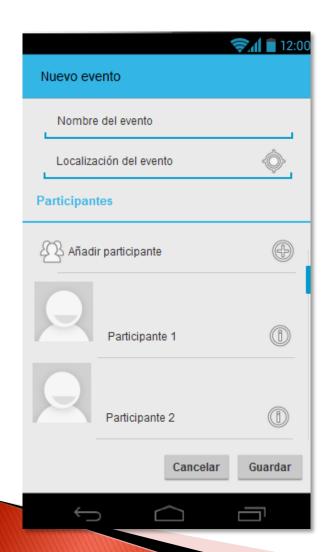
data_id_person data_email data_name data_photo (Bitmap) data_file_path

public class ClsWish

data_id_wish data_text data_description data_photo (Bitmap) data_bought data_file_path

LAYOUTS





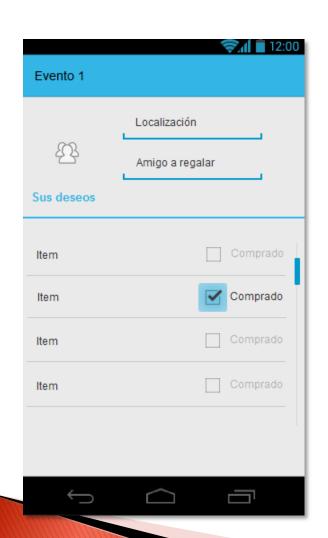




C/. Altozano, 37

LAYOUTS



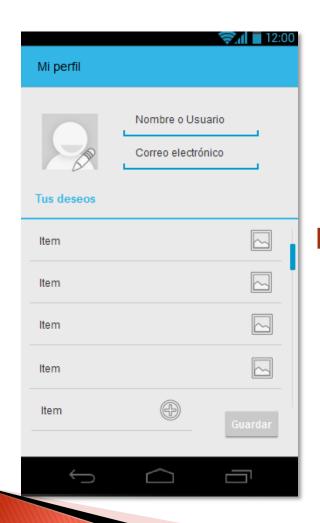


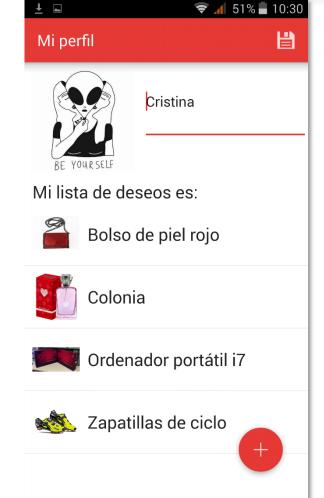




LAYOUTS







VÍDEO





GOOGLE PLAY





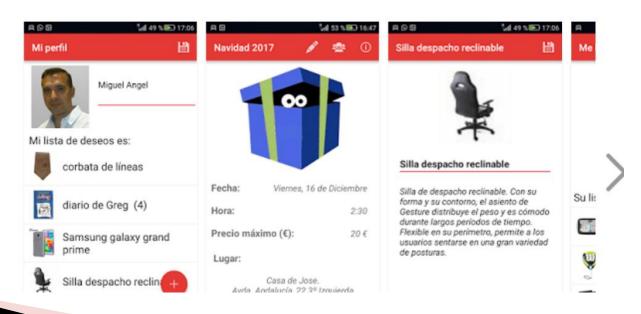
Amigo invisible

Miguel Angel Cifredo Campos Entretenimiento

- Control parental
- x Esta aplicación no es compatible con ninguno de tus dispositivos.

Añadir a la lista de deseos

Instalar



¿PREGUNTAS?



