One-Post

An Annotated Bibliography

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One-Post aggregates social updates to multiple social sites using Open Source methodologies on an Android platform.

The project is predominately aimed at helping users with many accounts broadcast their social updates in a quick and efficient manner. Ubuntu already has a feature similar to this in their Me-Menu (UbuntuMeMenu). Although the Ubuntu Me-Menu is similar to my application, the Ubuntu Me-Menu is limited in its functionality and integrates with Twitter, Facebook, Identica as well as several IM protocols. The Me-Menu also only handles text based updates and doesnt allow users to upload images.

So far most of my progress has been in the design and decision making regions of the project. I have been actively looking into common open source methods and what key aspects of open source development are, both Rayman02 and Fogel05 provide useful insight to this area. highlighting required infrastructure for an Open Source project, how to handle contributions and how to get the project known in the community.

A lot of thought has also gone into licensing with the MIT, BSD, GPL and Mozilla licenses being considered, Stallman02, Fogel05 and StLauren04 have been key in helping to to both understand the licenses and make an informed choice on licensing my project.

References

[1] AudioBoo, "http://code.google.com/p/audioboo-api/," 2011, p. N/A.

A useful collection of documentation related to integrating with the API, The materials found on this site include procedures for authentication and examples such as how to upload images. From here developers can also create their Application key for needed to create a Facebook application and authenticate

[2] Facebook, "https://developers.facebook.com," 2011, p. N/A.

A useful collection of documentation related to integrating with the API. The materials found on this site include procedures for authentication and examples such as how to upload images. Some of the advanced Facebook concepts are a little hard to understand however detailed examples help to overcome this. From here developers can also create their Application key for needed to create a Facebook application and authenticate.

[3] K. Fogel, "producing open source software, how to run a successful free software project," 2005, pp. 33–35,45–87,231–241.

A simple guide to free software. The book doesnt focus on a specific project but points out key ideas for a for a successful project. The book covers key concepts and practices that allow a free software project to run smoothly, such as using mailing lists and forums to engage with the open source community. Tips, tricks and general advice, a useful reference for starting a free software project, but also provides pearls of wisdom for dealing with those little project bumps. The book also gives a rather generic overview of some of the Licenses available to free software.

[4] Google, "https://developers.google.com/+/," 2011, p. N/A.

A useful collection of documentation related to integrating with the API. The materials found on this site include procedures for authentication over OAuth2 and details for uploading and downloading content from a users page. From here

developers can create multiple application each with their own API key and Secret Key.

[5] D. Kuperman, "http://twitpic.com/api.do," 2011, p. N/A.

Twitpic has a minimal API and links very heavily with twitter. Users login with their Twitter user name and password to upload photos. There doesnt appear to be any application specific security or registration.

[6] A. M. S. Lauren, "Understanding open source and free software licensing," 2004, pp. 14–16, 62–80, 174–176.

Details of specific free software licenses and choosing the right license for a project. The page references focus on the licenses currently under review for the One-post project. This book covers each and every aspect of the main free software licenses, reviewing the legal jargon and giving a human readable review of what each bit means. This method of reviewing each section of the license allows for better evaluation of the licenses, allowing a more informed choice.

[7] LinkedIn, "https://developer.linkedin.com," 2011, p. N/A.

A useful collection of documentation related to integrating with the API. The materials found on this site include procedures for authentication over OAuth2 and details for uploading and downloading content from a users page. From here developers can create multiple application each with their own API key and Secret Key.

[8] E. Raymondl, "The cathedral and the bazaar," 2002.

The Cathedral and the Bazaar is a rather concise book marvelling at how open source methodology is so different from main stream development techniques. The book goes through various aspects, such as communications and explains how the open source methodology shouldnt work, but some how does. The Cathedral and the Bazaar covers the main aspects of developing a project from a 1st hand view point and as such provides feedback on what, how and when to do things.

[9] R. Stallman, "Free software, free society," 2002, pp. 165–192.

A rather bias view of the GPL licenses, giving simple to read explanations of the key points in each license. The collection of essays covering the GPL in its many forms, clears up all the legal jargon found in the licenses and makes it easy to read. In addition the essays make it clear that the licenses, although good at keeping software free, are well EVIL.

[10] Twitter, "https://dev.twitter.com," 2011, p. N/A.

A useful collection of documentation related to integrating with the API. The materials found on this site include procedures for authentication over OAuth2 and details for uploading and downloading content from a users page. From here developers can create multiple application each with their own API key and Secret Key.

[11] Ubuntu, "https://wiki.ubuntu.com/MeMenu/," 2011, p. N/A.

Me-Menu is an integrated part of Ubuntu 10.04, 10.10 and 11.04, this feature is soon to be replaced. This page goes over the design and process details for the Me-Menu broadcast features, these are the features most similar to my application.

[12] Yahoo, "http://www.flickr.com/services/api/," 2011, p. N/A.

Flikr has a similar method for authenticating to that on Facebook, Google+ etc. The documentation found on here demonstrates each step of authentication as well as uploading images and images with comments.

[13] G. M. Zigurd Mednieks, Laird Dornin and M. Nakamura, "Developing for android," 2011, pp. 3–9, chapters 10,12,14,17.

A very useful text covering all Android topics, from the original set up of a developing environment through to handling data with SQLite, handling multimedia and integrating with APIs. The text uses gives simple walk through instructions at points but also uses complicated Java examples to demonstrate a idea. The text answers many questions about best practice implementation techniques. This book is useful both for the beginning Android programmer and the programmer who just needs a quick reference.