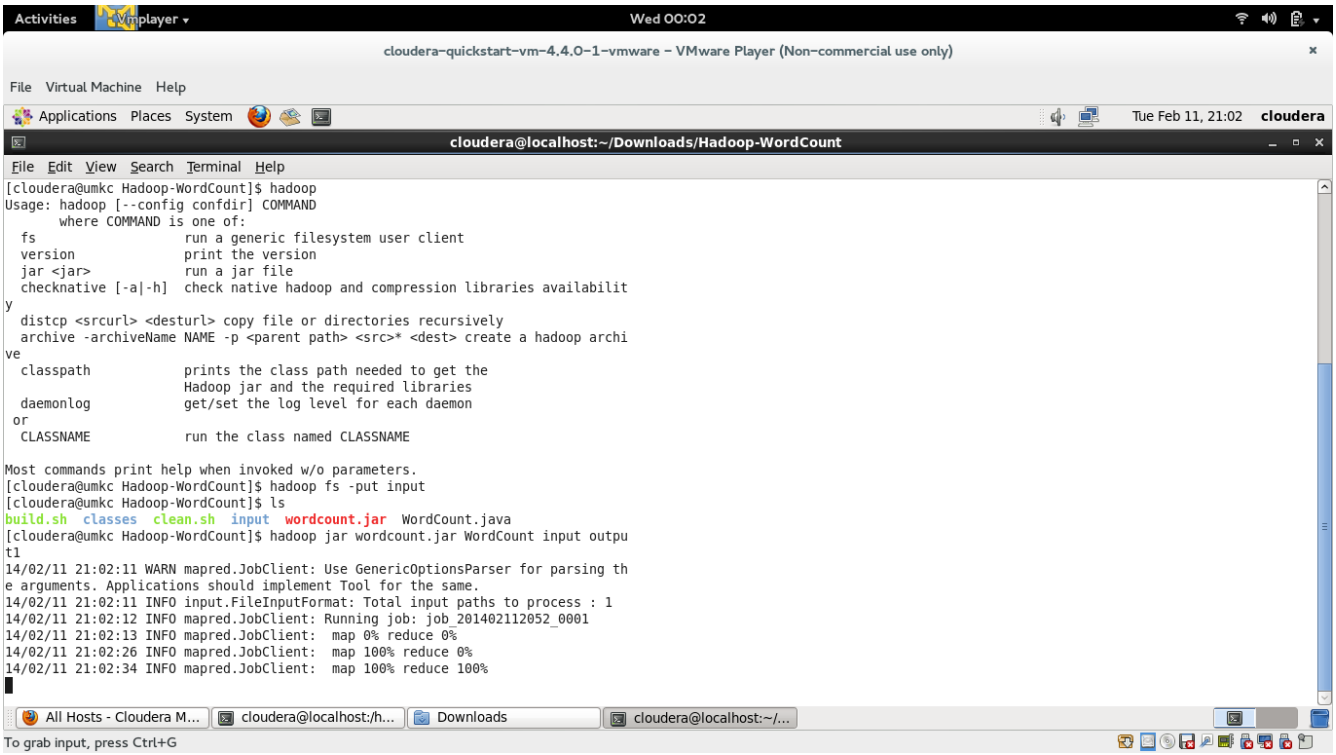
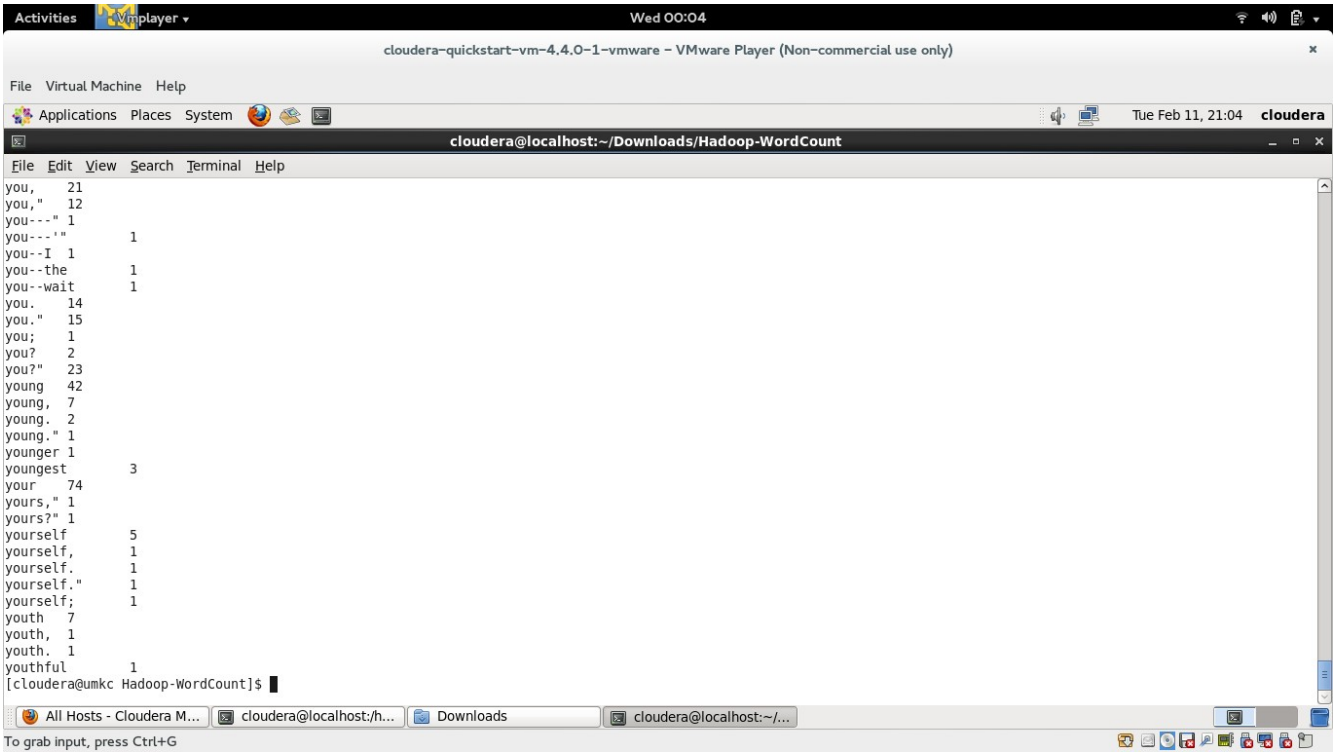
Lab 3

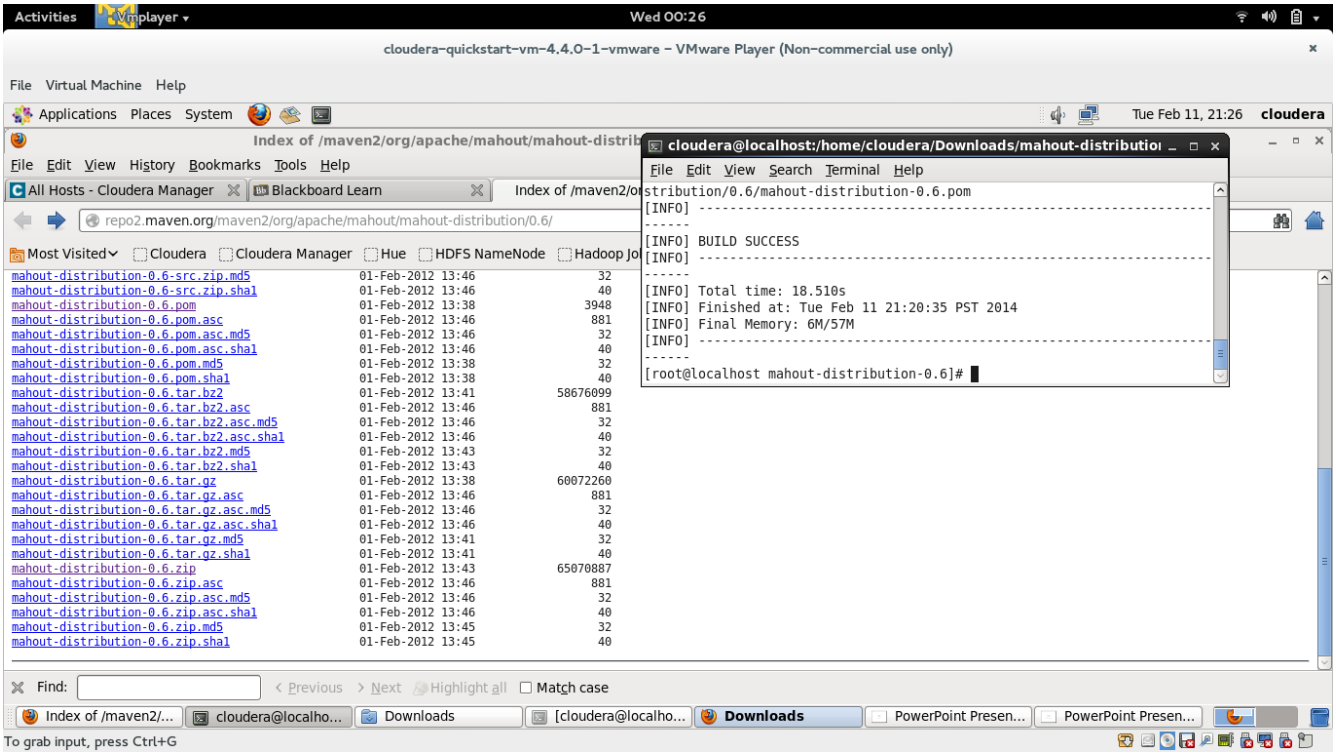
Cloudera/MapReduce:

Executing existing WordCount mapreduce problem

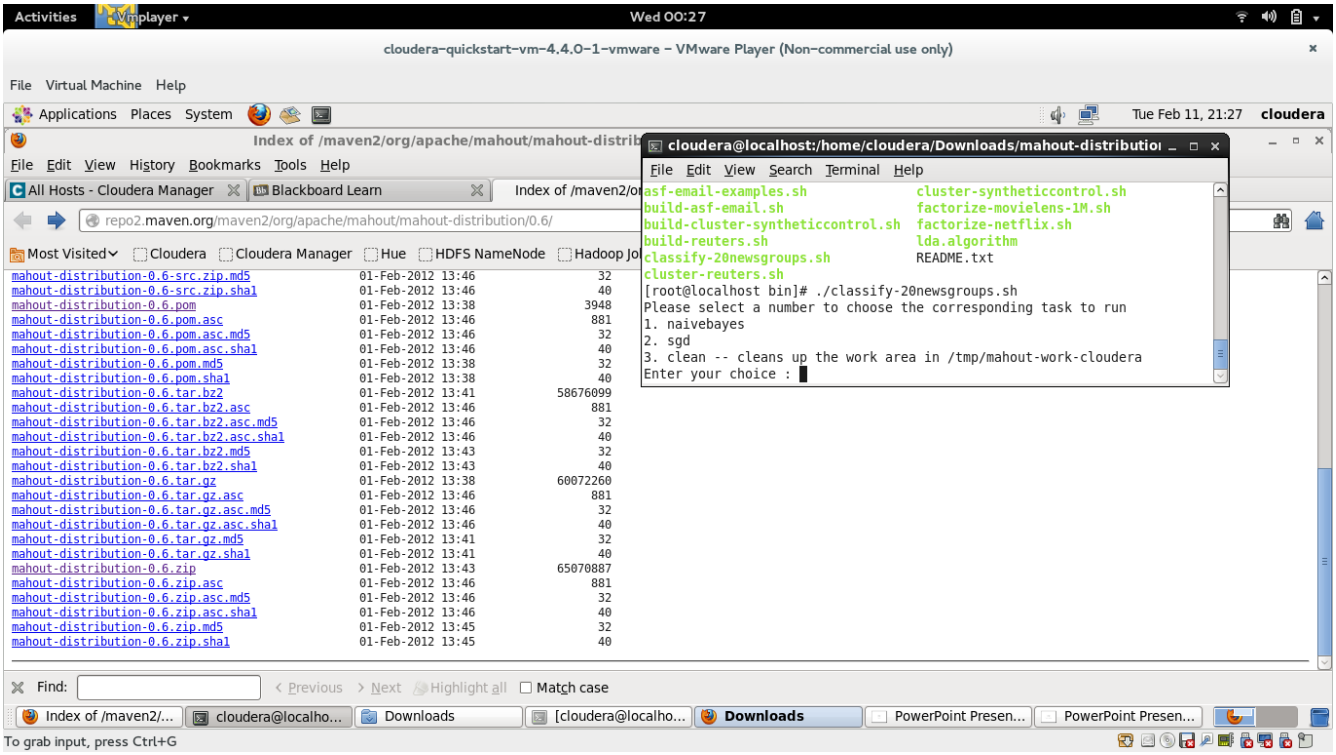


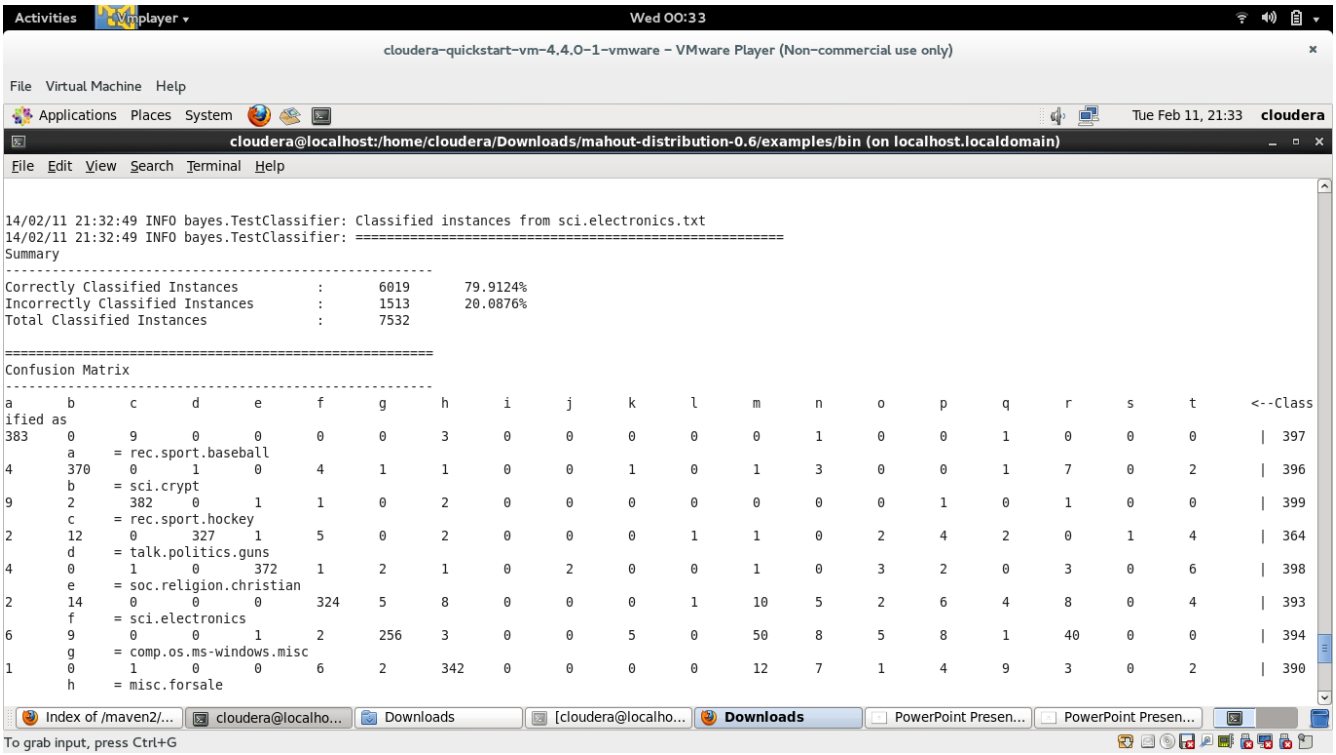


Installing mahout and maven



Running Mahout Example

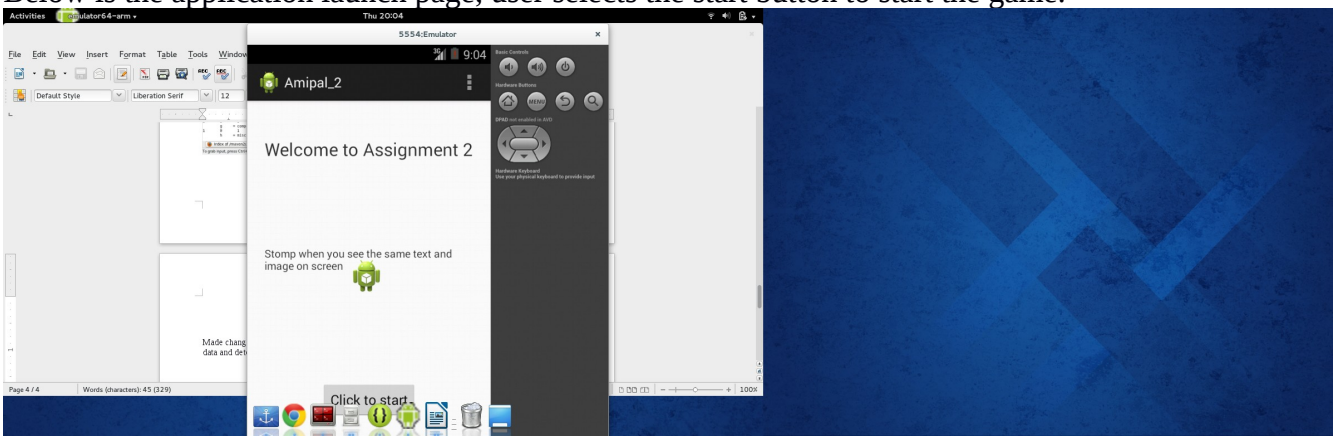




Mashup Application

Made changes to existing android application which could collect real time data from the accelerometer data and detect the peak value of the acceleration for a particular motion.

Below is the application launch page, user selects the start button to start the game.



The image on screen “Apple” is a friendly image. If the user stomps his leg when this image is displayed he will loose points and negative score will be updated. A hurt sound will be played as well.

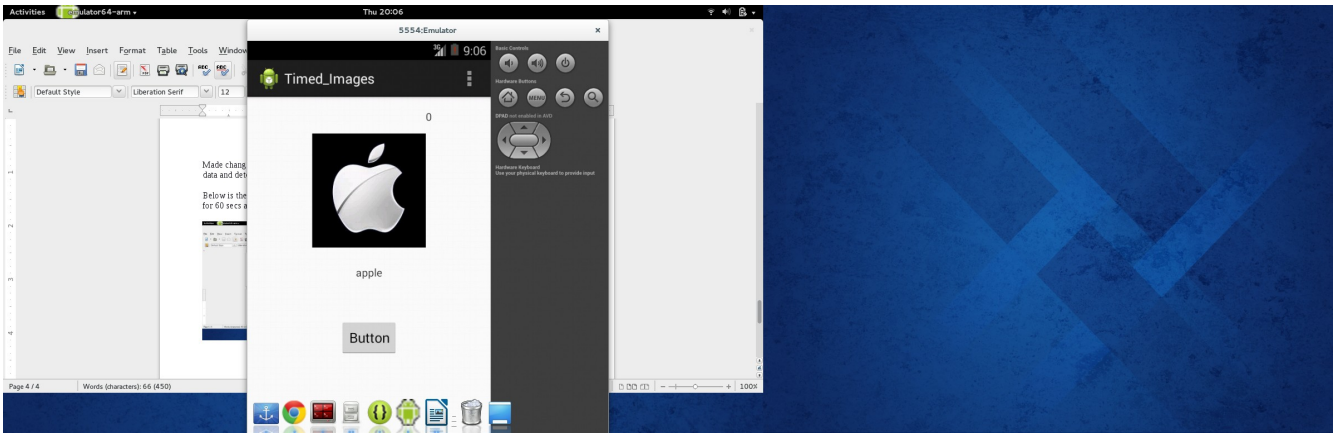
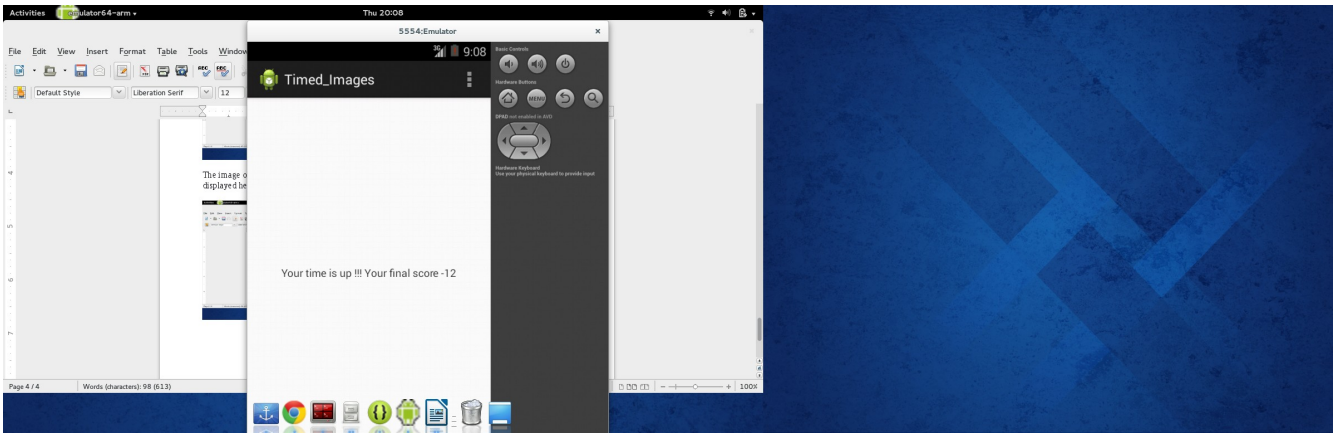


Image waits for 2 secs for user inputs , if non found score will be deducted from the user and next image is displayed.
Score value is the amount of acceleration the user applied on the device during the stomp.

Final score of the user is displayed after 60 secs of the game start.