

Connexus Phase 3 - Mobile Application

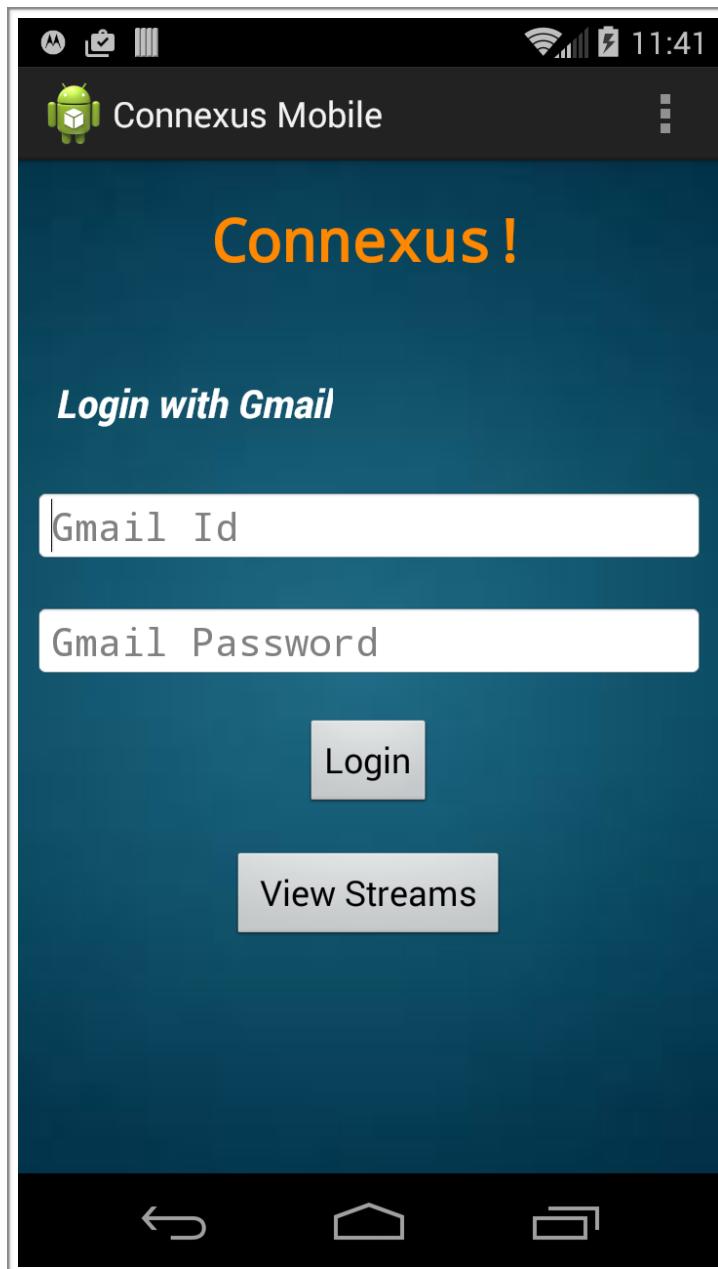
The screenshots of various functionalities that are made available as part of the Connexus Phase 3 Mobile application are provided as part of this document.

The document is arranged based on functionality. As a result there might be repetitions of screens. A brief description of the functionality is provided along with the screenshots

Descriptions:

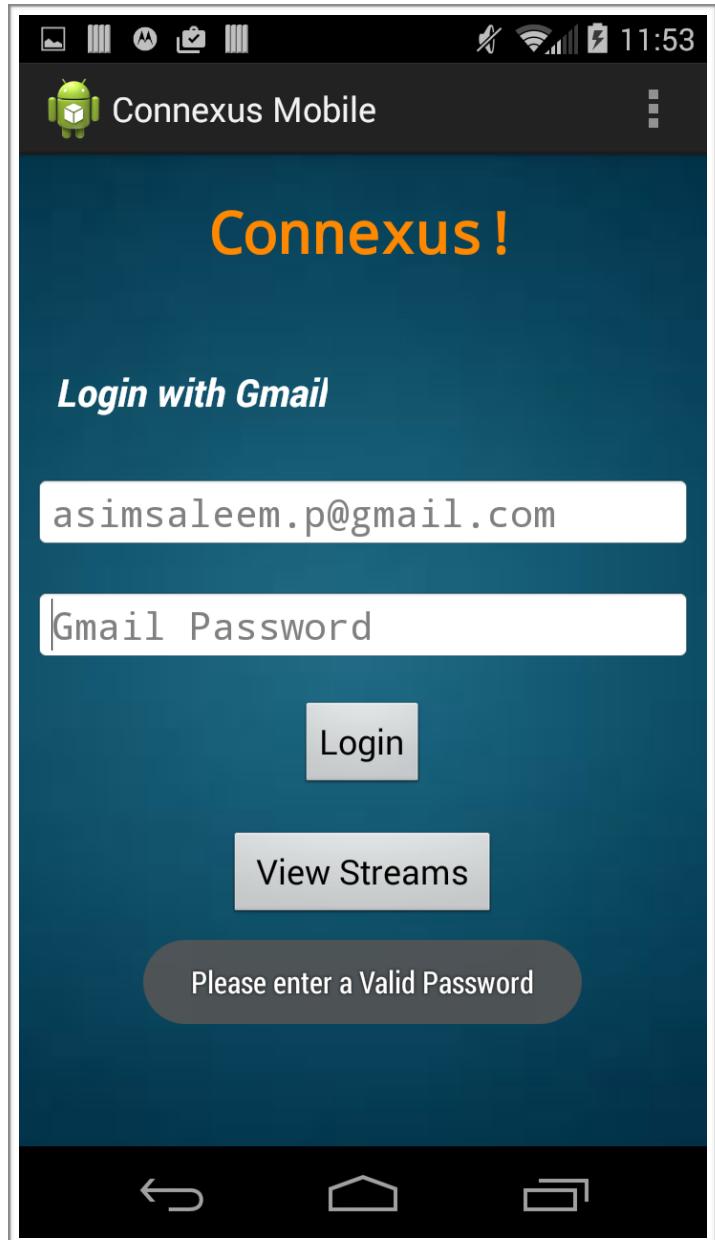
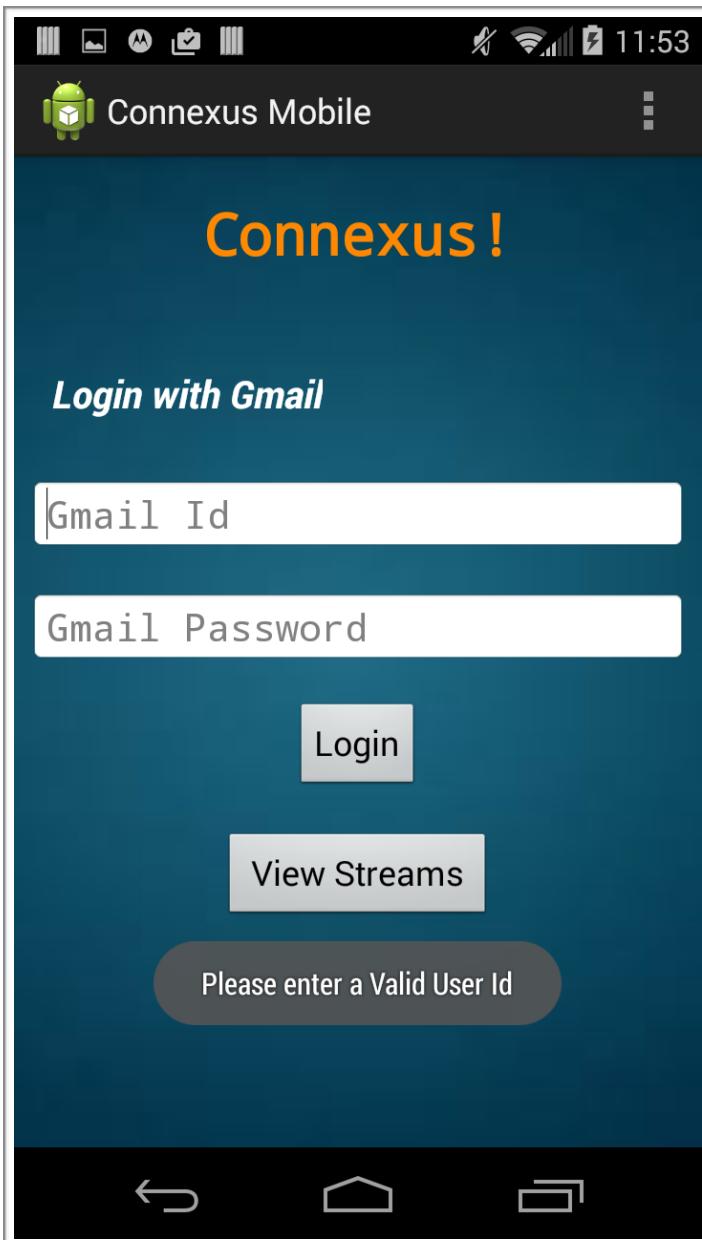
Login:

A blank login page is displayed to the User when the Connexus application is opened up on an Android phone

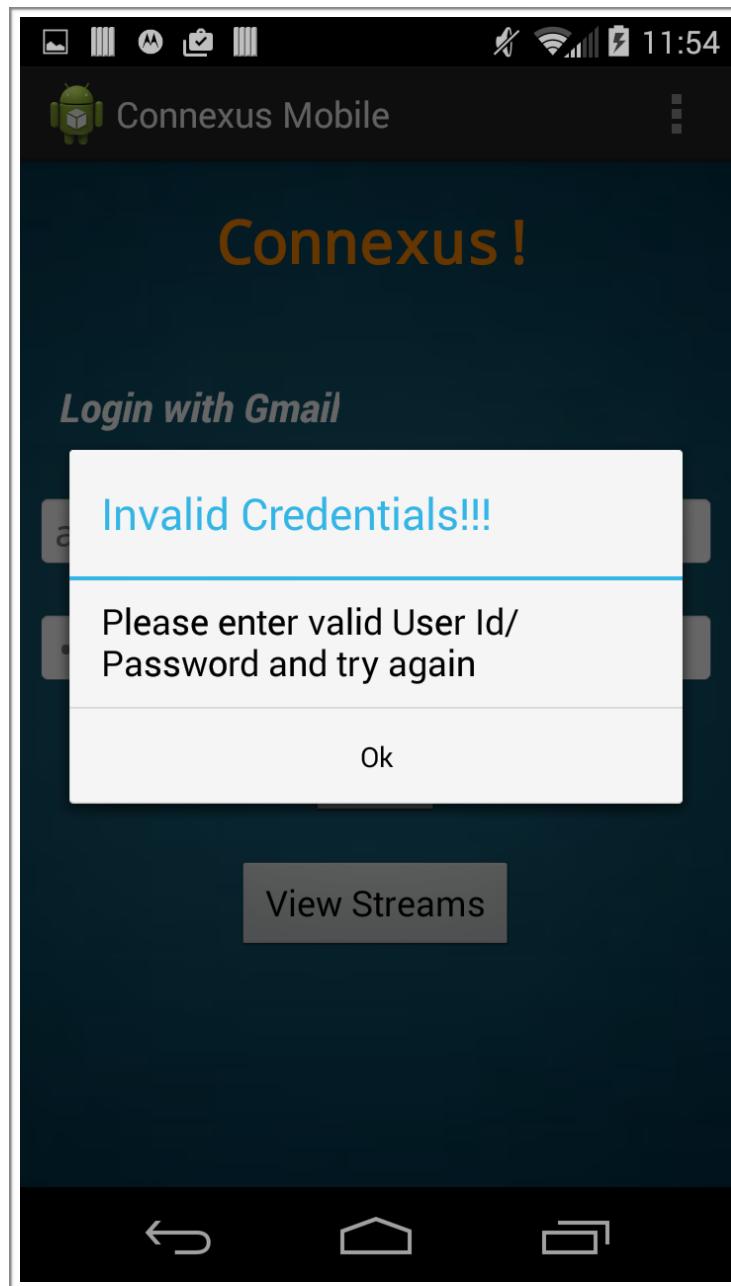


The user can login to the application by providing valid credentials or they can directly access all the available streams in the application by clicking on the “View Streams” button provided in the Home page

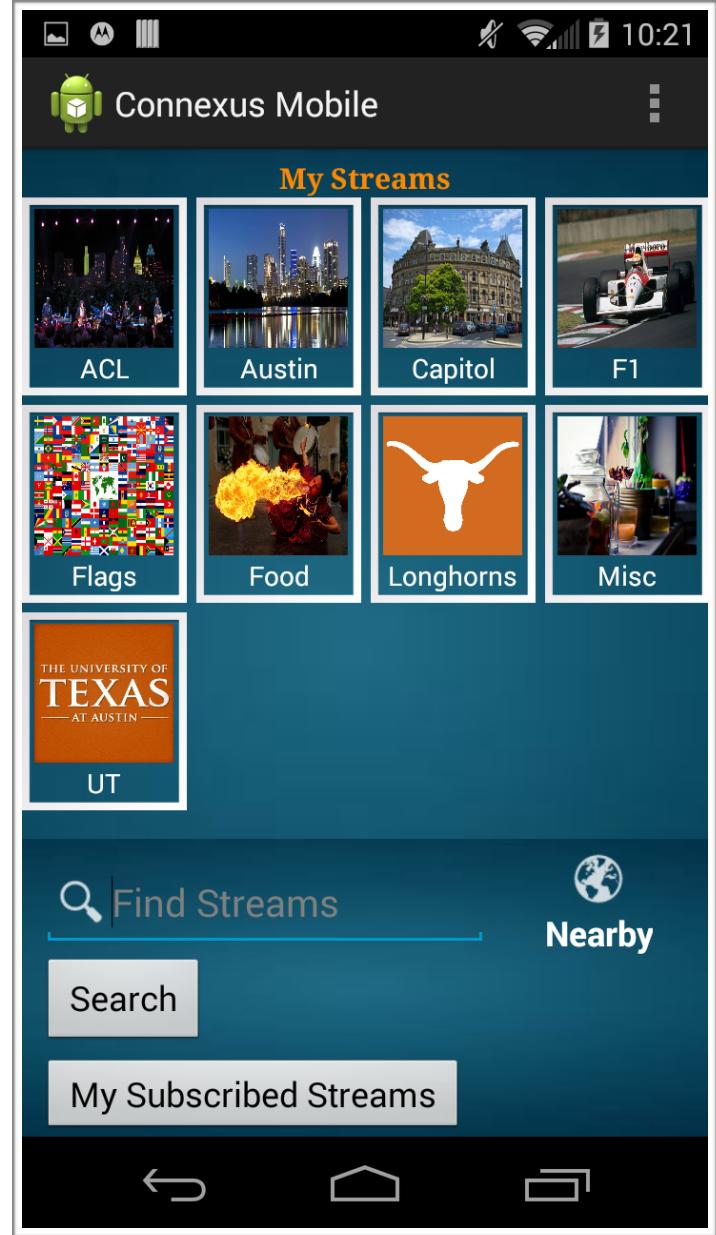
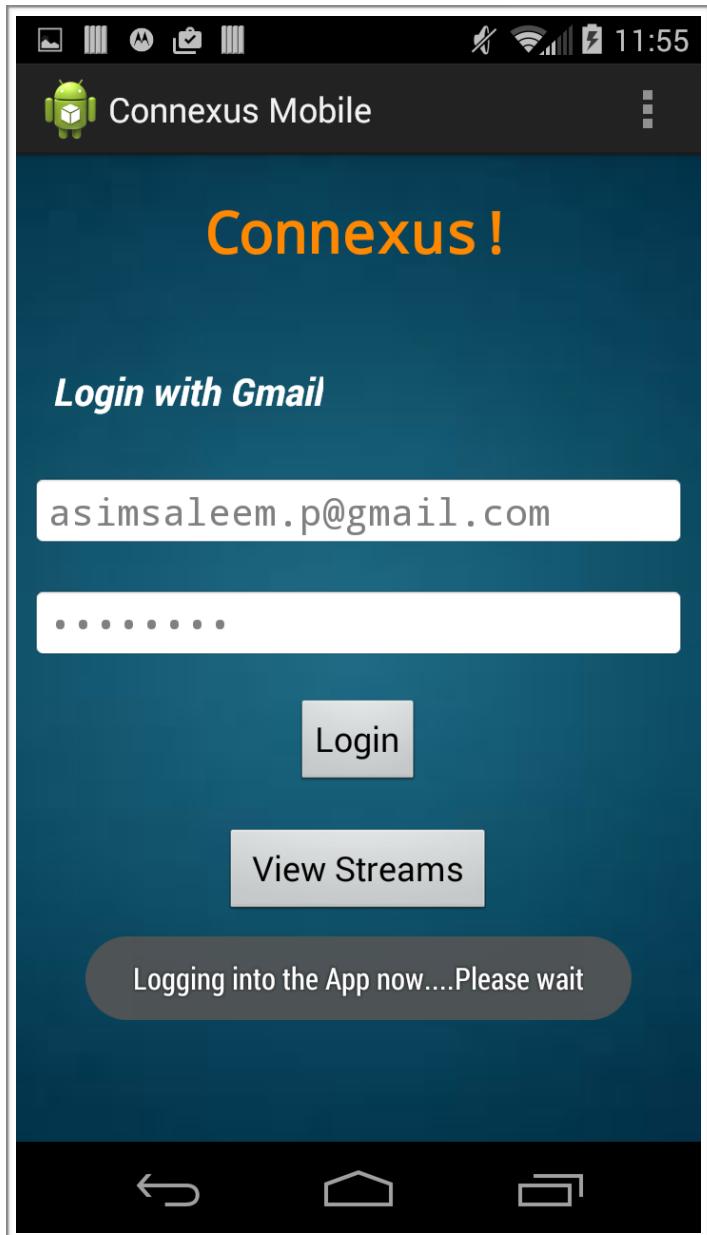
Suppose a User clicks on the Login button without providing any details, the following error message is displayed as a Toast on the screen. This is intended to remind the user that an entry is required for the User Id/Password field before they can proceed with further operations



Now in case both the fields for User Id and Password are provided, the application verifies the credentials against a database to ensure if it is correct or not. If it is invalid, then an appropriate error message is displayed to the user

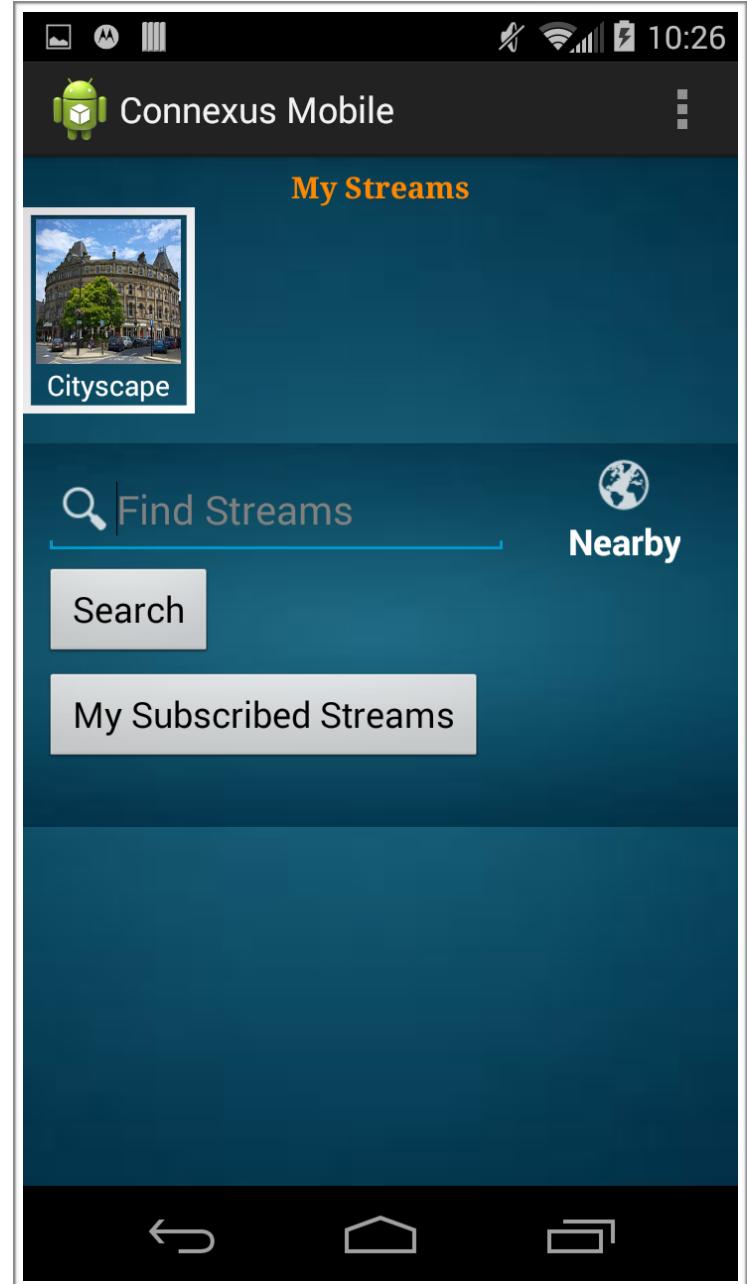
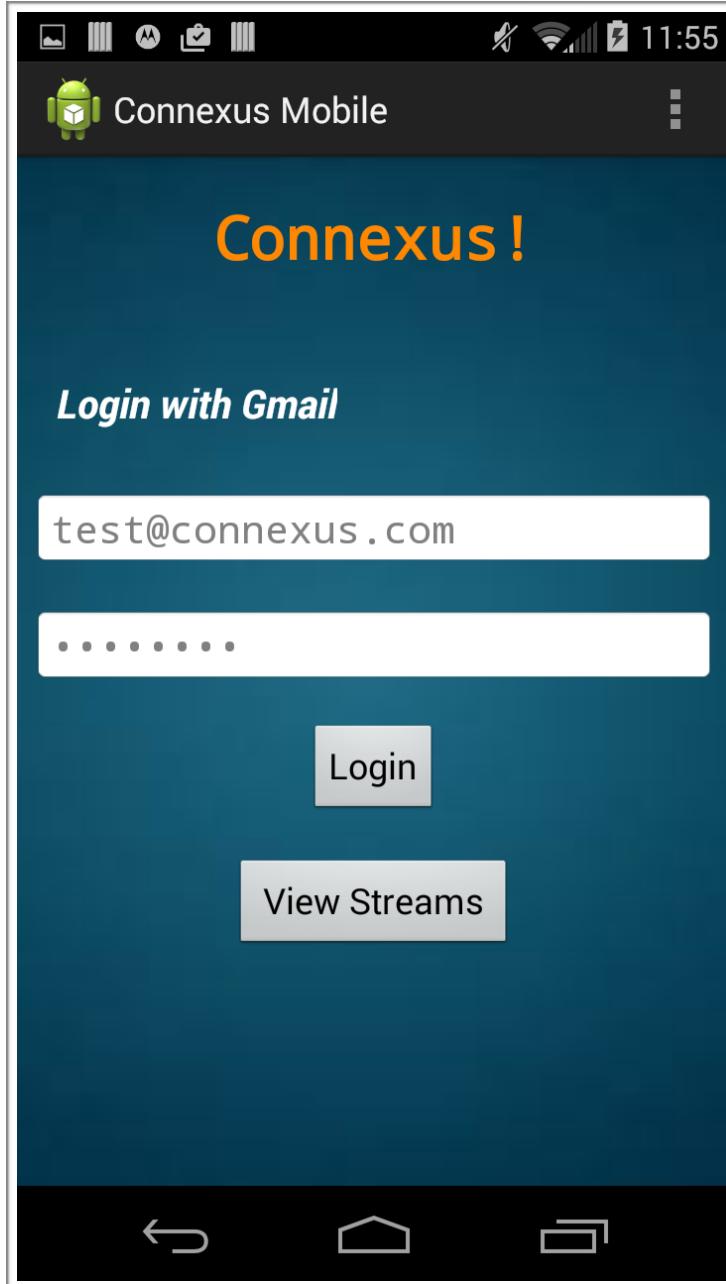


Once the user provides a valid credential they are allowed to login to the application as shown below. After this, the user is displayed a list of Streams that belongs to them.



Before dwelling further into the functionalities that are offered in this screen, a few screenshots are provided to display the difference in the streams that different logged in users see.

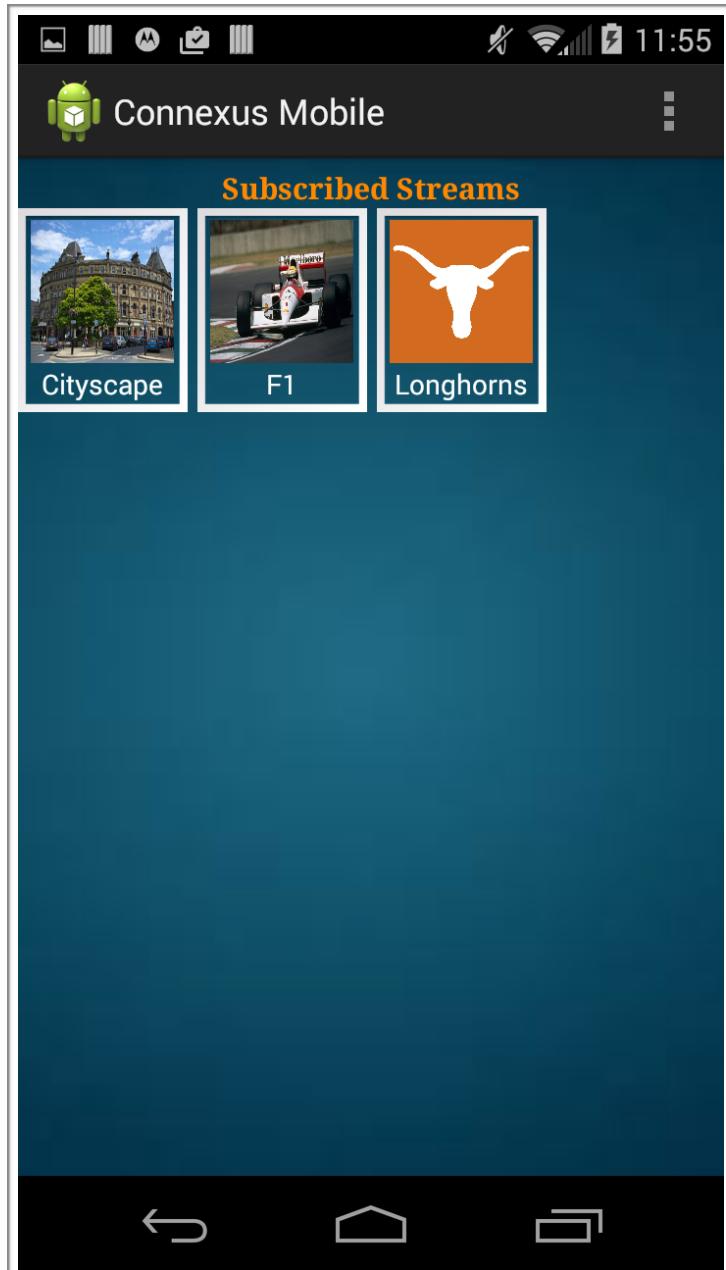
We login as a test user with the email Id as "test@connexus.com". When the login is successful, we can observe that the set of streams displayed to this user differs from the previous user (asimsaleem.p@gmail.com)



Subscribed Streams:

Also there is a “My Subscribed Streams” button displayed to the User. On clicking this a user is displayed the set of streams that they are subscribed to in the Connexus application

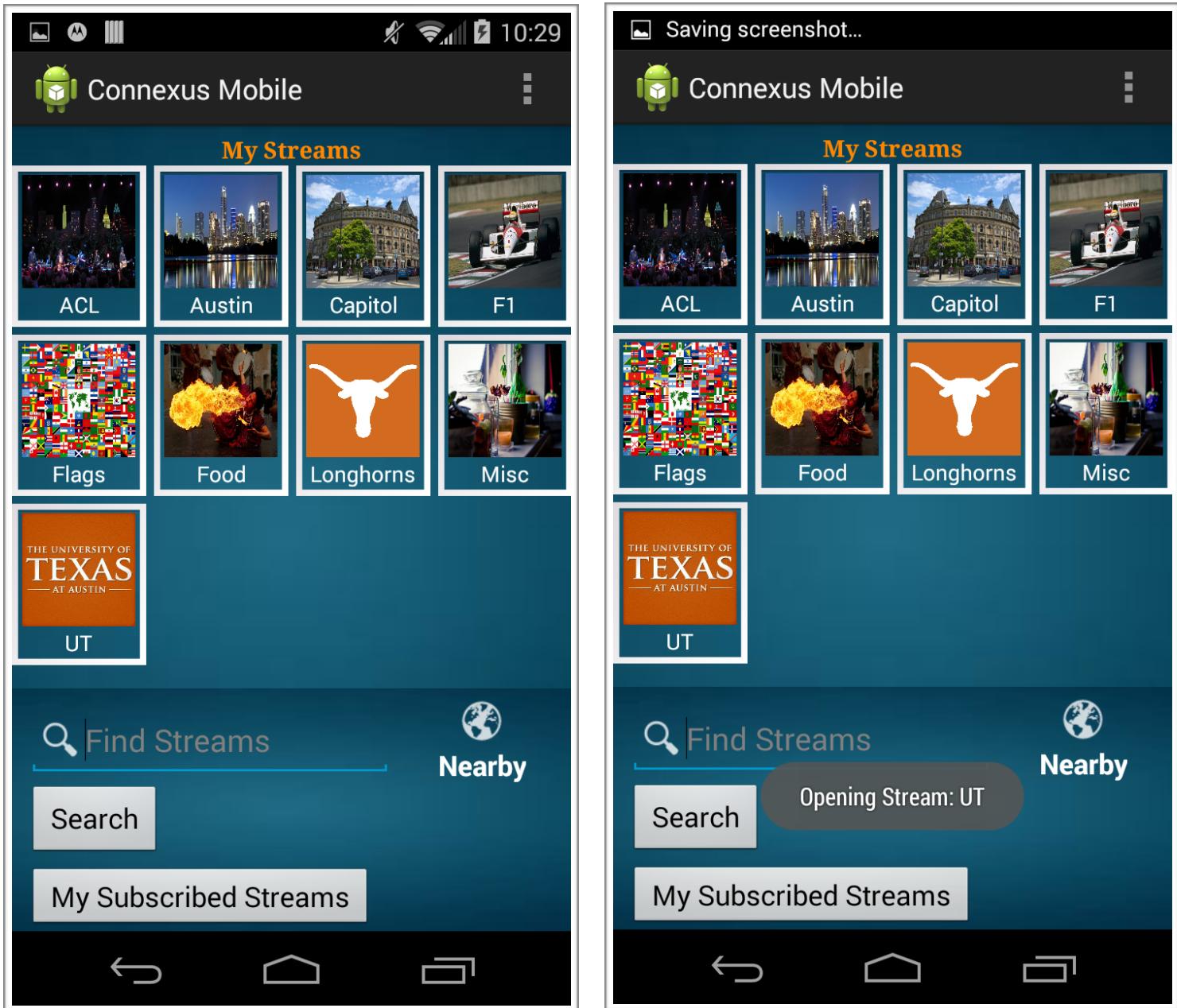
The screenshots for both the users “asimsaleem.p@gmail.com” and “test@connexus.com” are displayed below:



From the screenshots it is clear that the first user has data and the second does not. This is because the user “asimsaleem.p@gmail.com” is subscribed to three streams whereas the other user “test@connexus.com” is not subscribed to anything

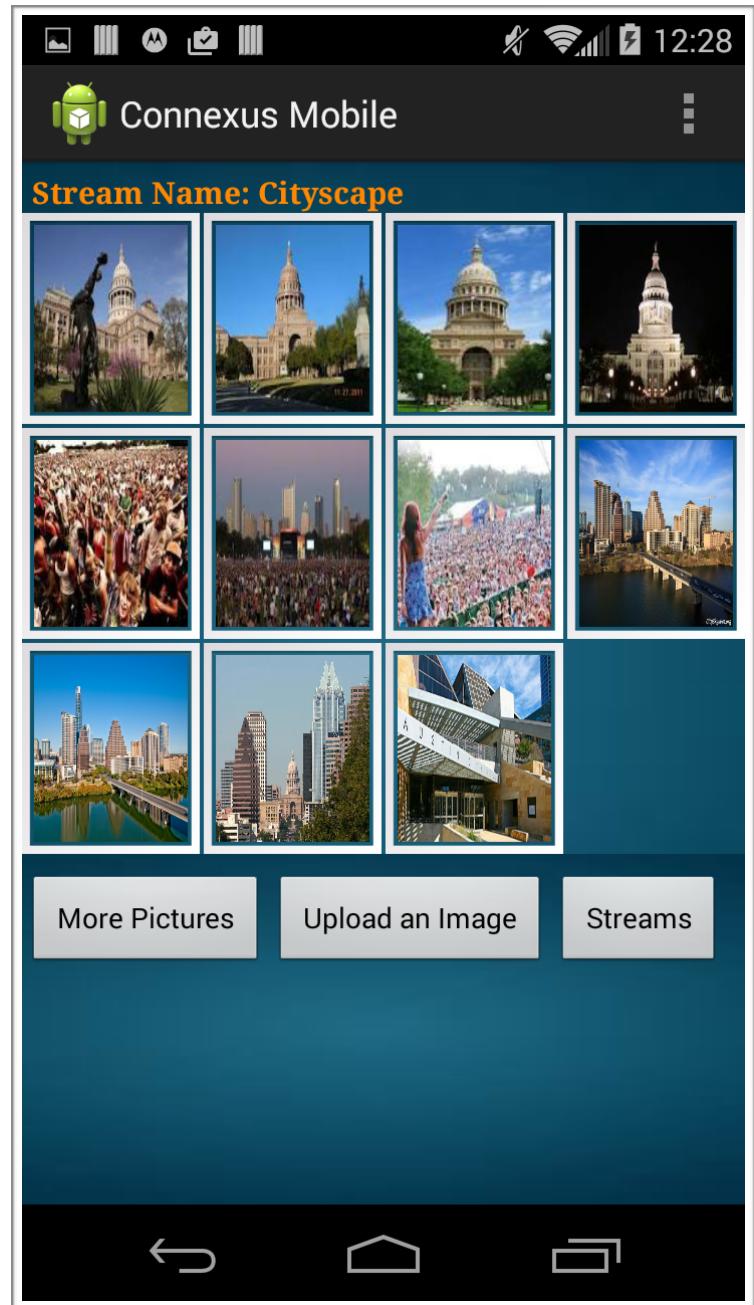
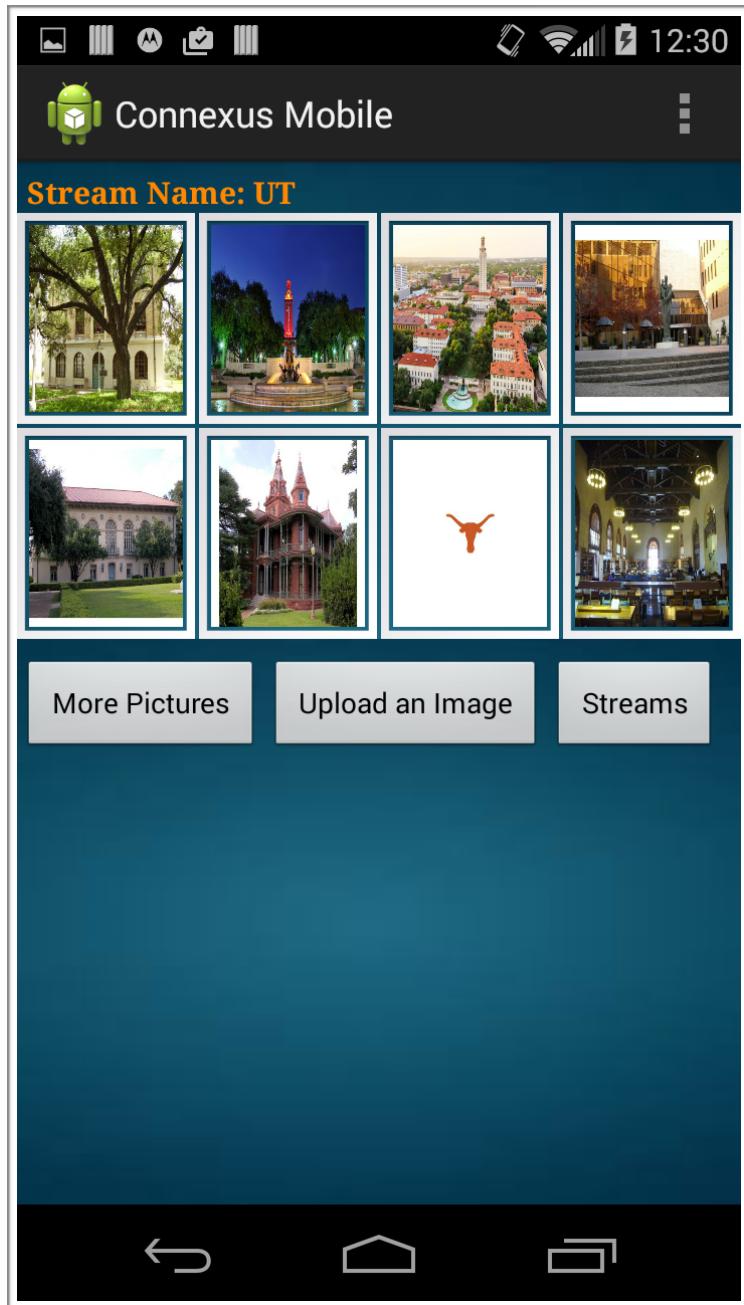
View Individual Streams:

In addition to this, the user is also allowed to click on the Individual stream images and view all the images that belong to that particular stream as shown below:



When the User clicks on a particular stream image, the stream being opened is displayed in the App, as shown above.

The individual stream details for two different users are shown below to give an idea of how the stream images are displayed corresponding to the stream that is clicked.

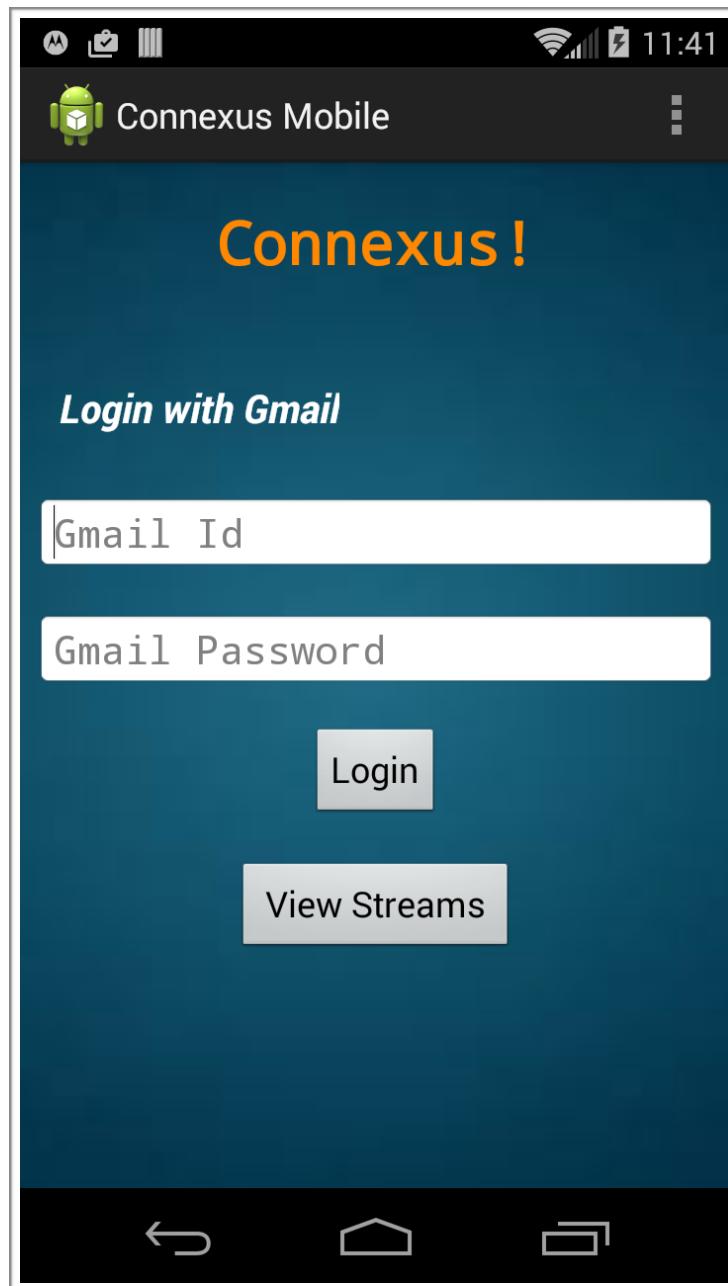


The other functionalities available will be described as part of the “View All Streams” use case.

View All Streams:

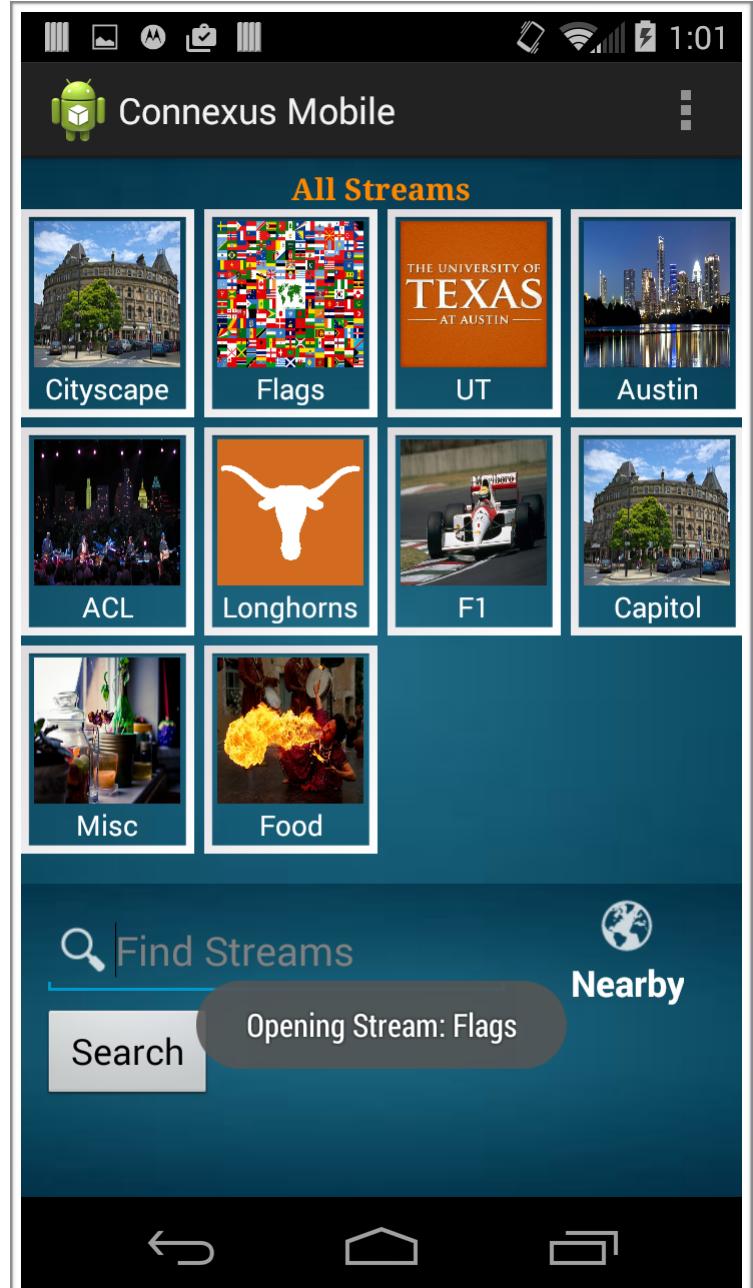
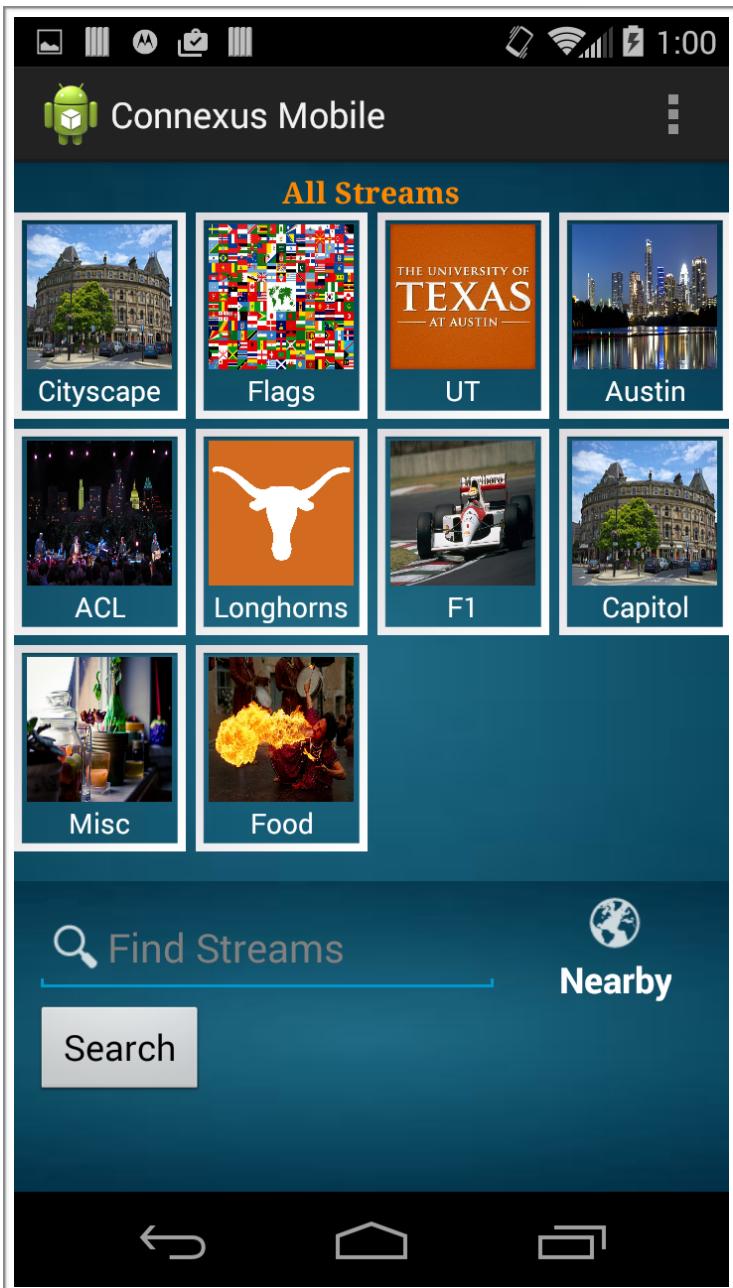
When a User opens the Connexus Mobile app, they have two choices. One is to provide the valid credentials and log in to the application. The other option is to click on the “View Streams” button displayed in the landing page of the Application. On clicking this button, all the streams that are currently available in the system are displayed to the user.

A screenshot of the login page with the “View Streams” button is displayed below:

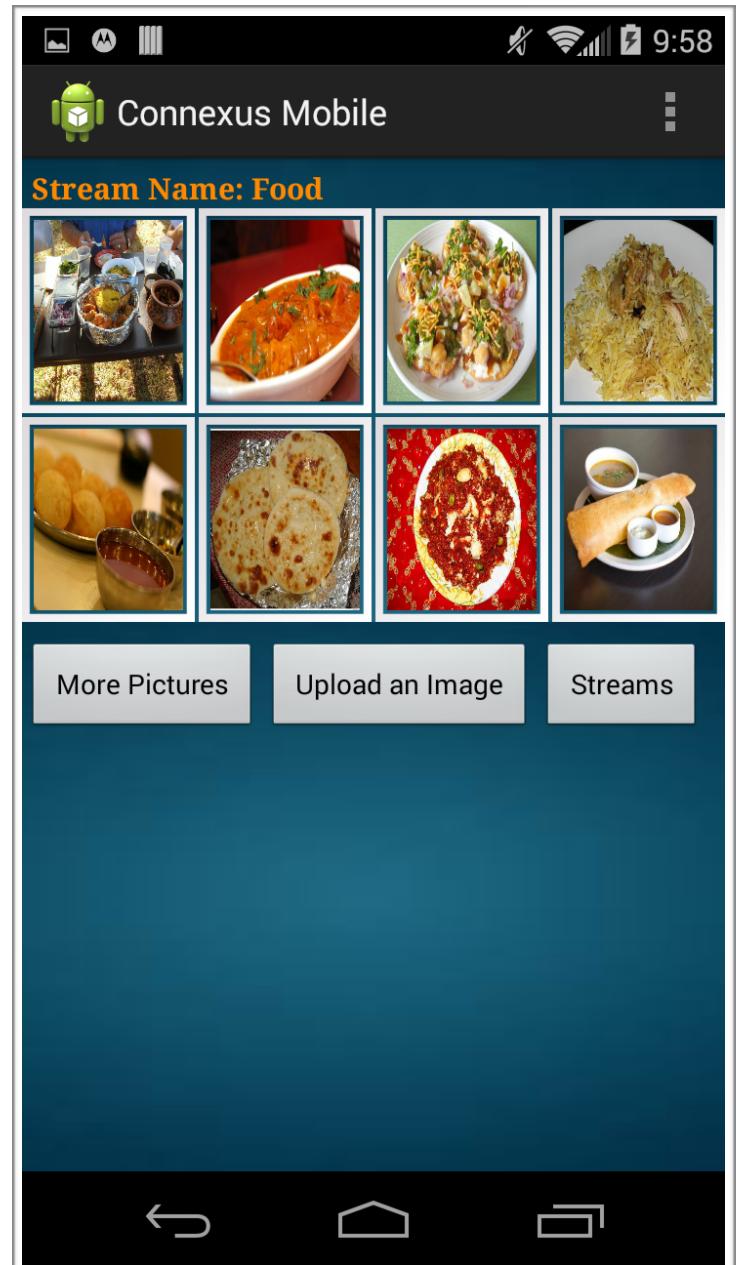
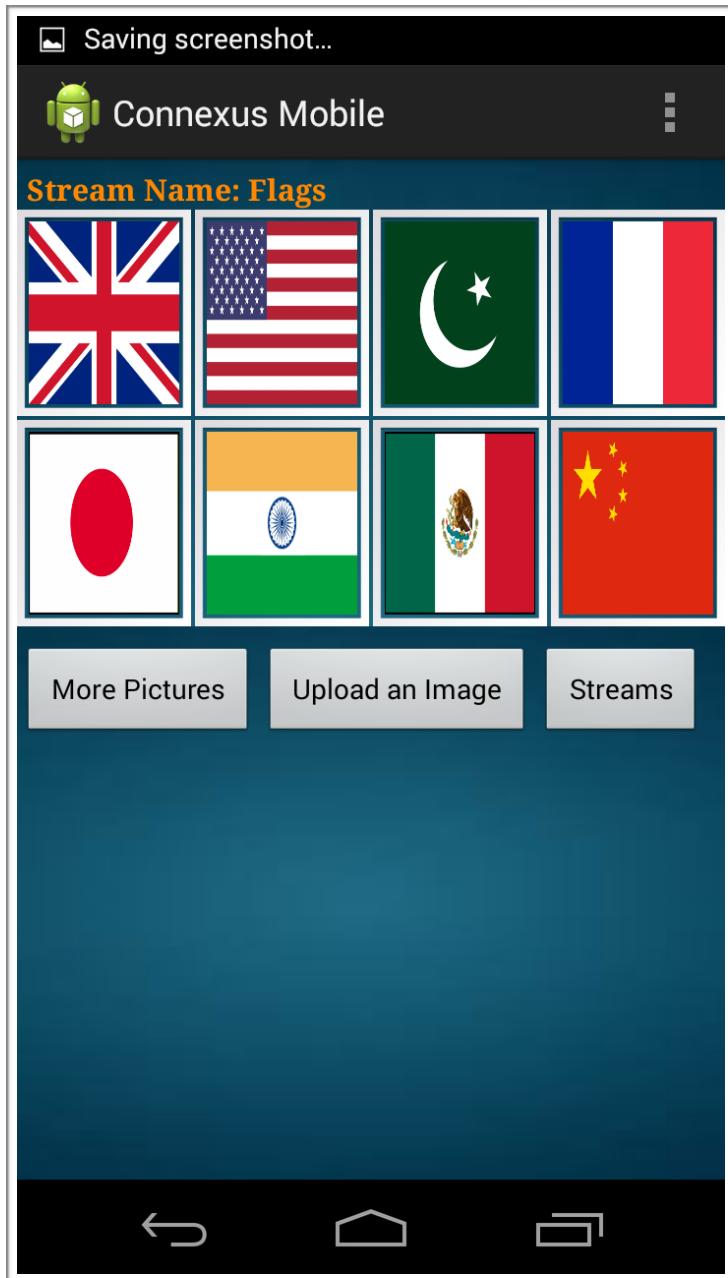


Clicking “View Streams” button loads up a screen with all the available streams in the application irrespective of who the owner is or who the subscriber is. A user is not expected to be logged in to the application in order to click the “View Streams” button.

The User is allowed to view the individual images in a particular stream by clicking on it. When this is done, a message is displayed to the User indicating exactly which stream is being opened as shown in the second screenshot below (Opening Stream: Flags)



When the selected stream opens up, it displays all the images that belong to that particular stream, as shown below:

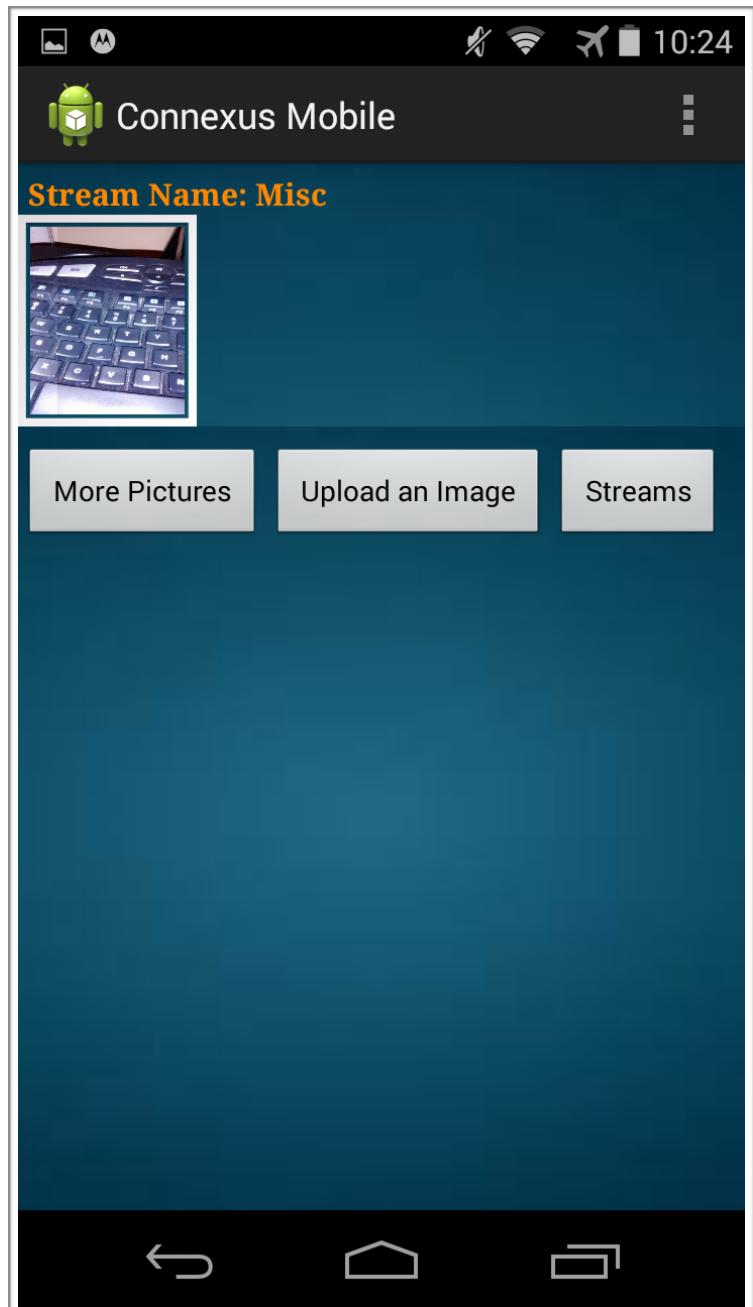
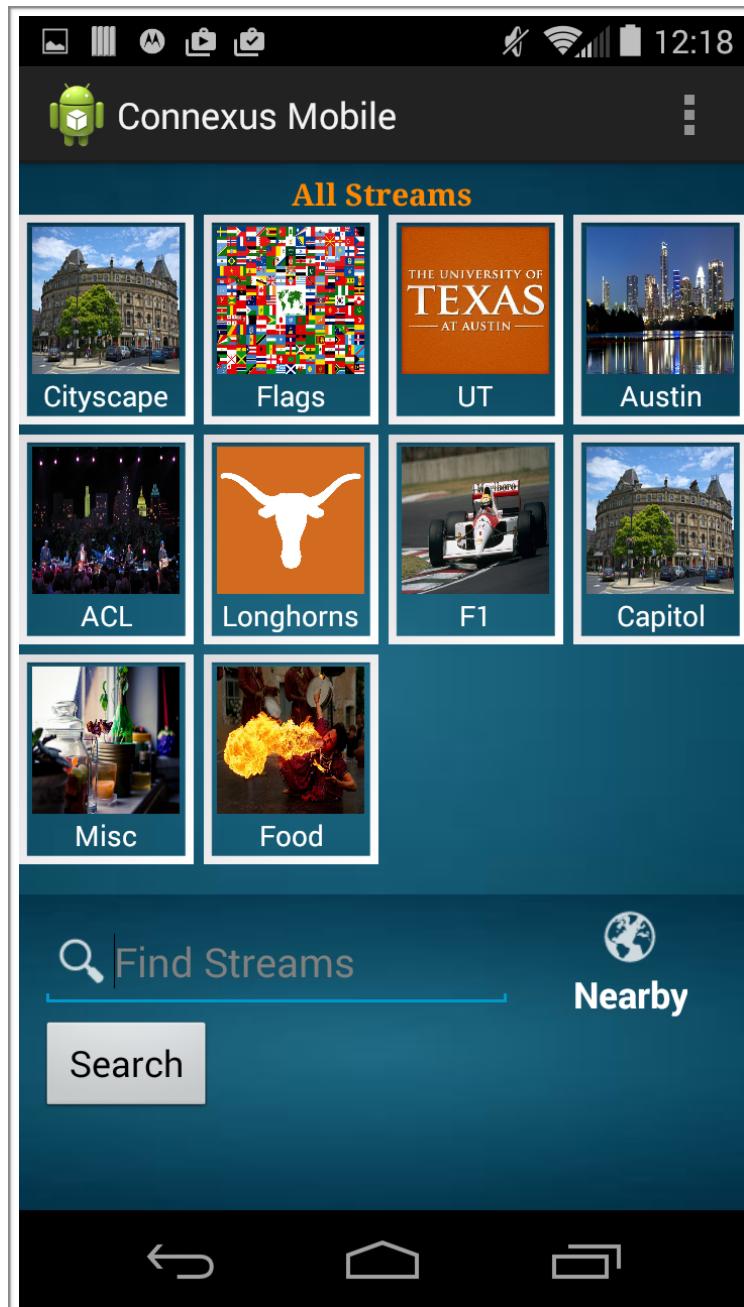


The “Stream Name” that was actually clicked on in the previous screen is displayed too to serve as a helpful reminder to the user regarding the stream they clicked on.

Photo Upload:

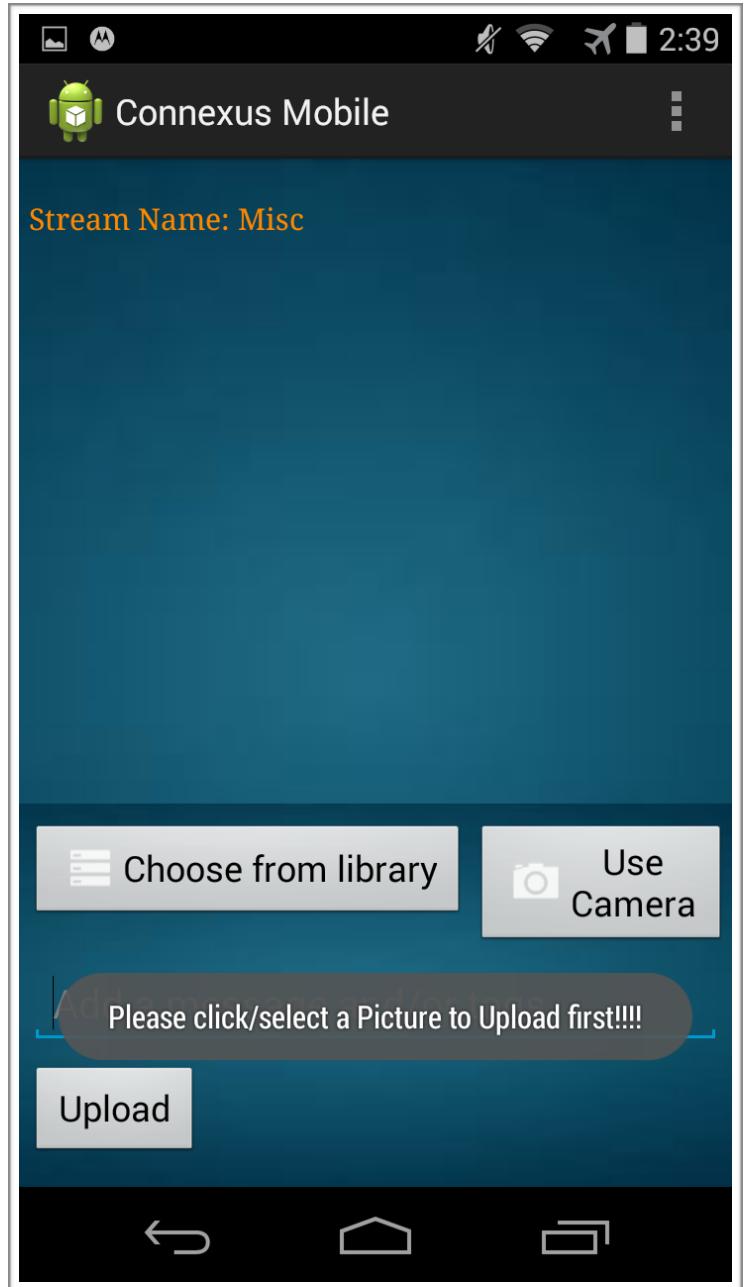
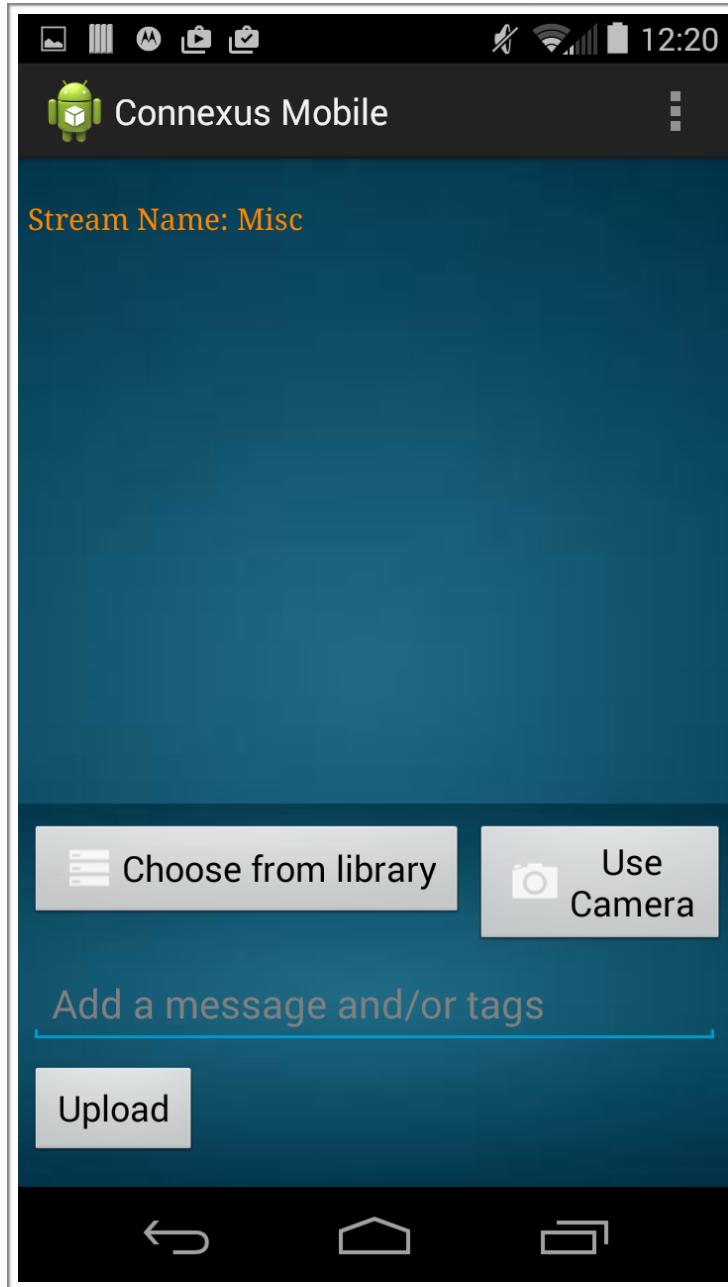
Users are allowed to upload images to a particular stream too. To explain this scenario, we begin from the “All Streams” page. Now let’s click on the “Misc” stream to view the details related to that particular stream.

As seen in the images below, clicking on the “Misc” image opens the corresponding stream



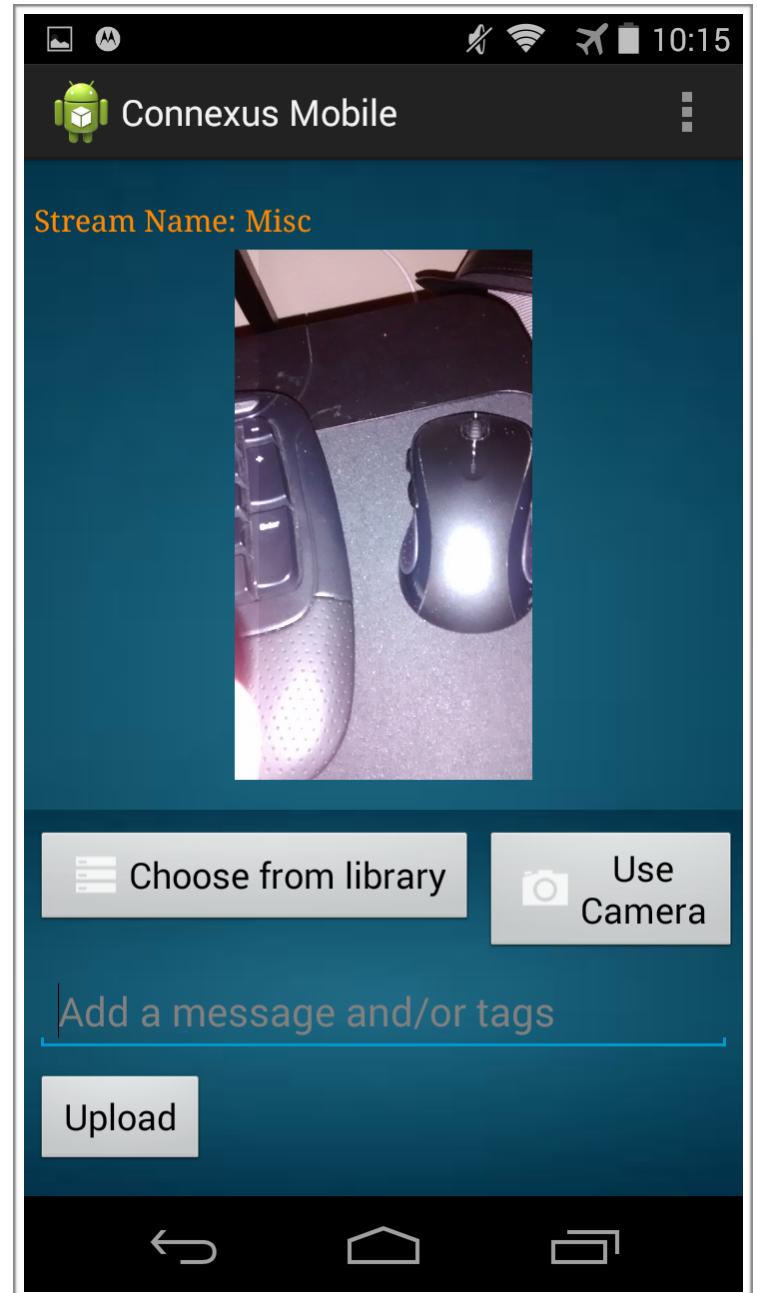
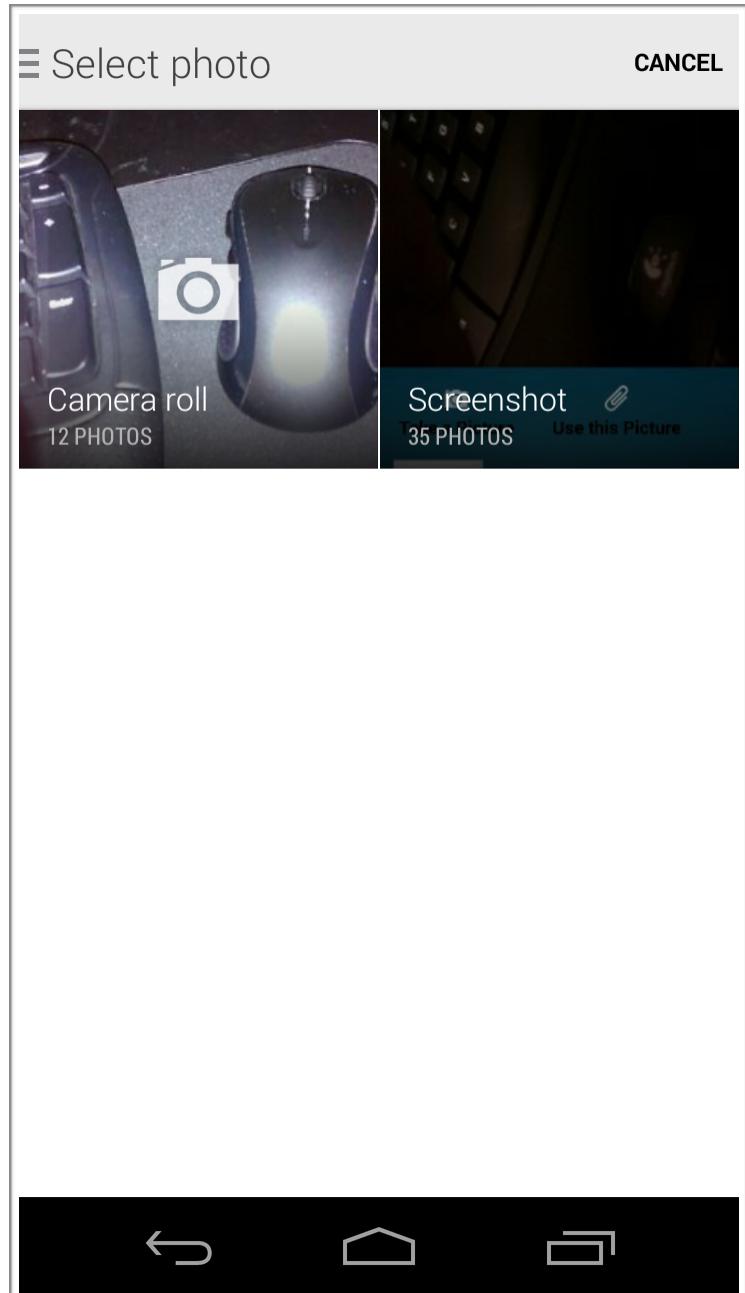
Now in order to upload images, we can click on the “Upload an Image” button. This opens up the screen given in the following section.

Users are provided the options to either select an image from the library or use the camera to click a new picture which can then be uploaded to the selected stream. If a User tries to upload an image without making any selections, an error message is displayed on the screen to indicate the same

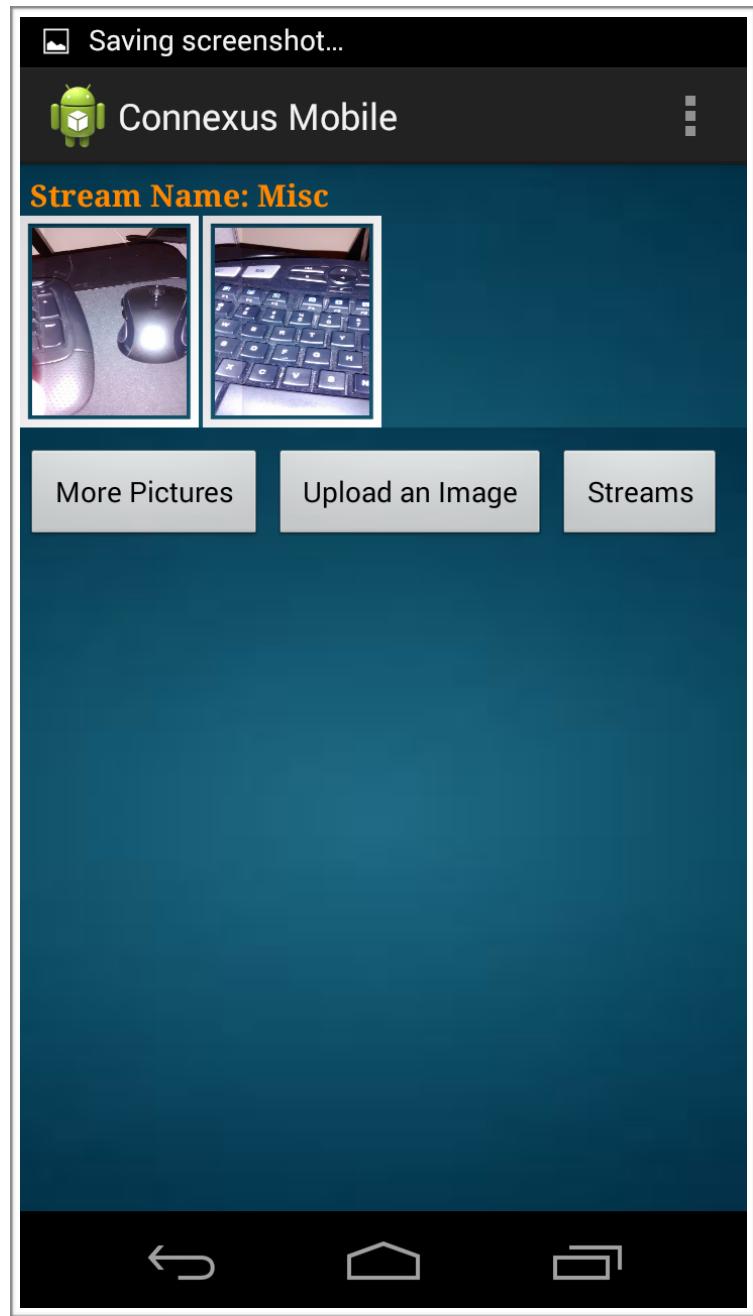
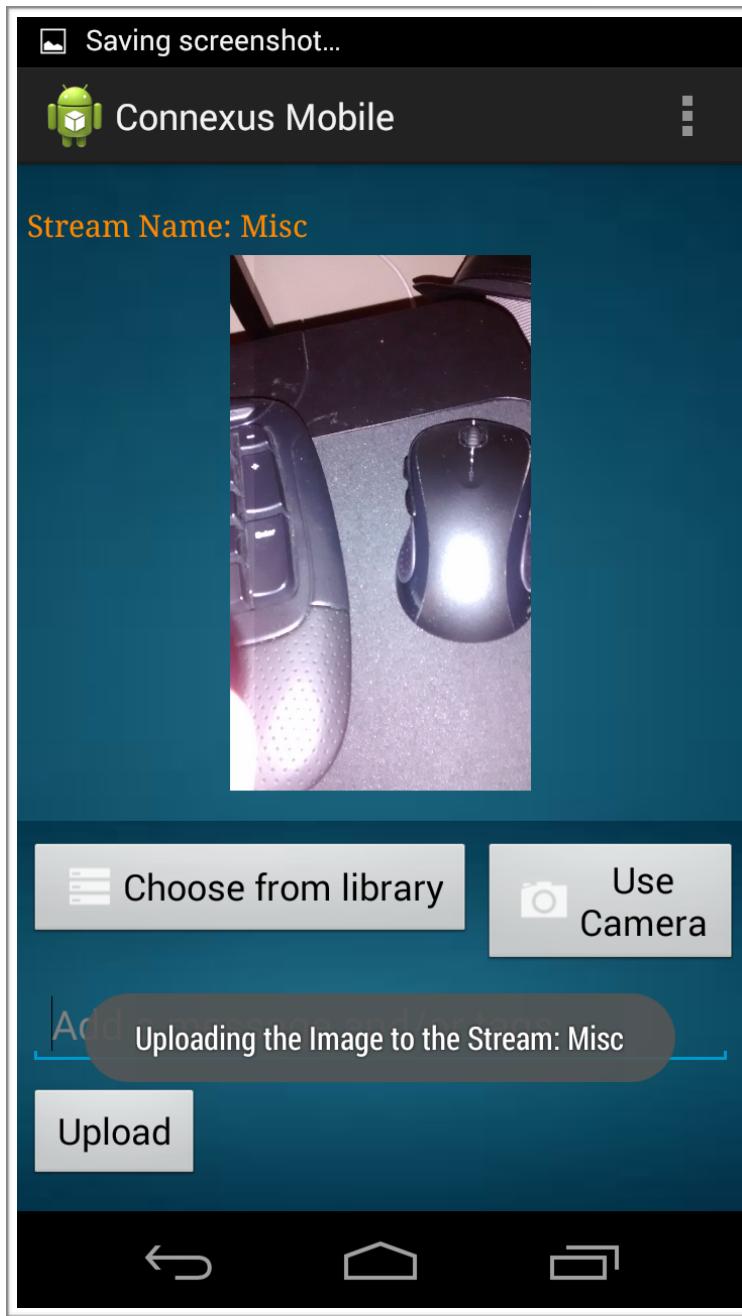


When the User clicks on the “Choose from library” option, they are displayed the Photo library screen. This gives the user flexibility to select any image from their library for upload purposes.

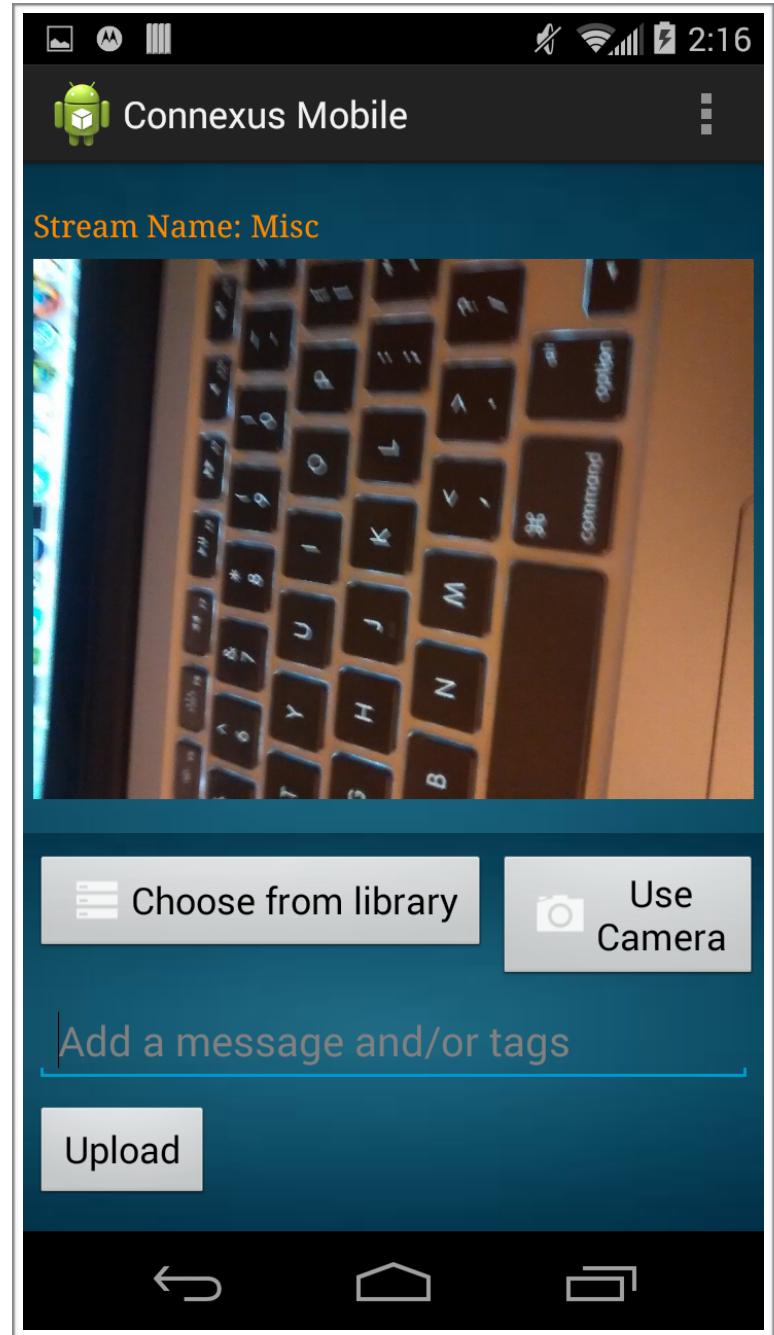
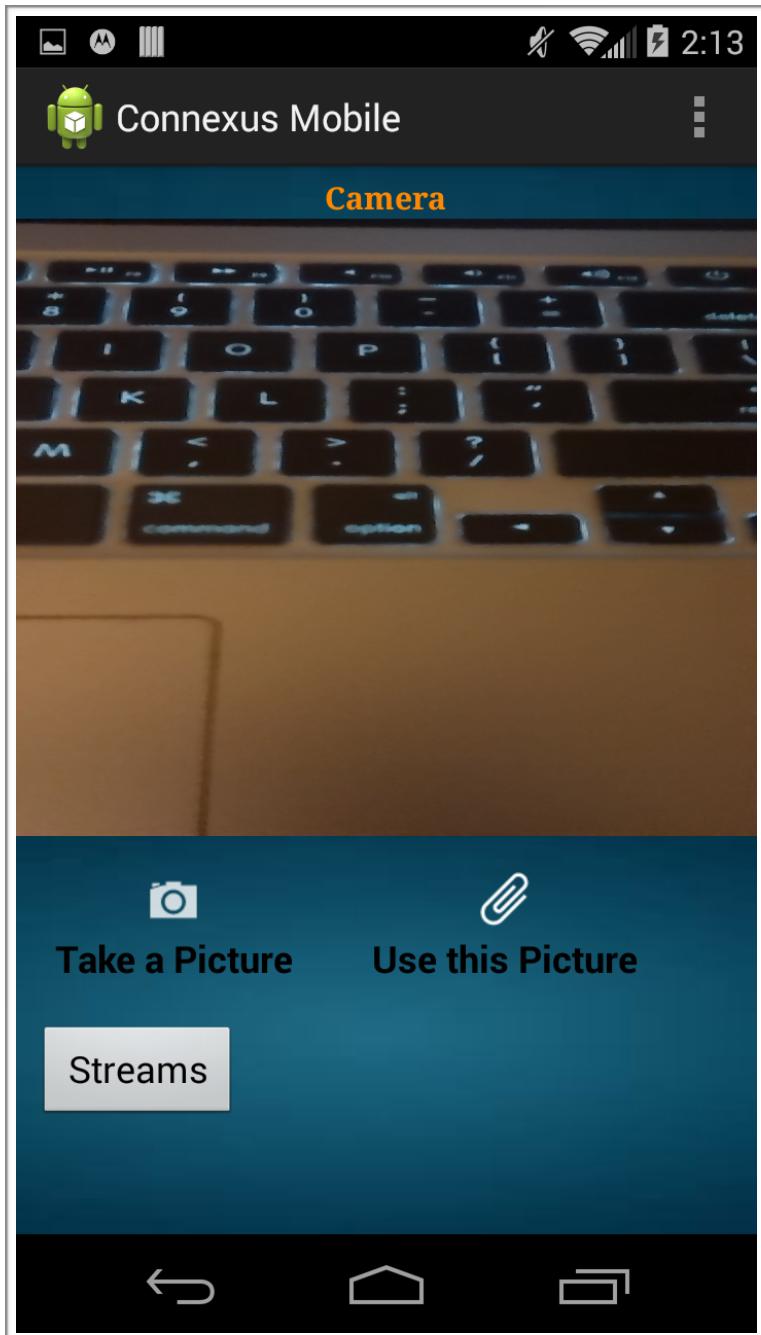
Once an image is selected, it is shown in a preview mode to the users as shown below:



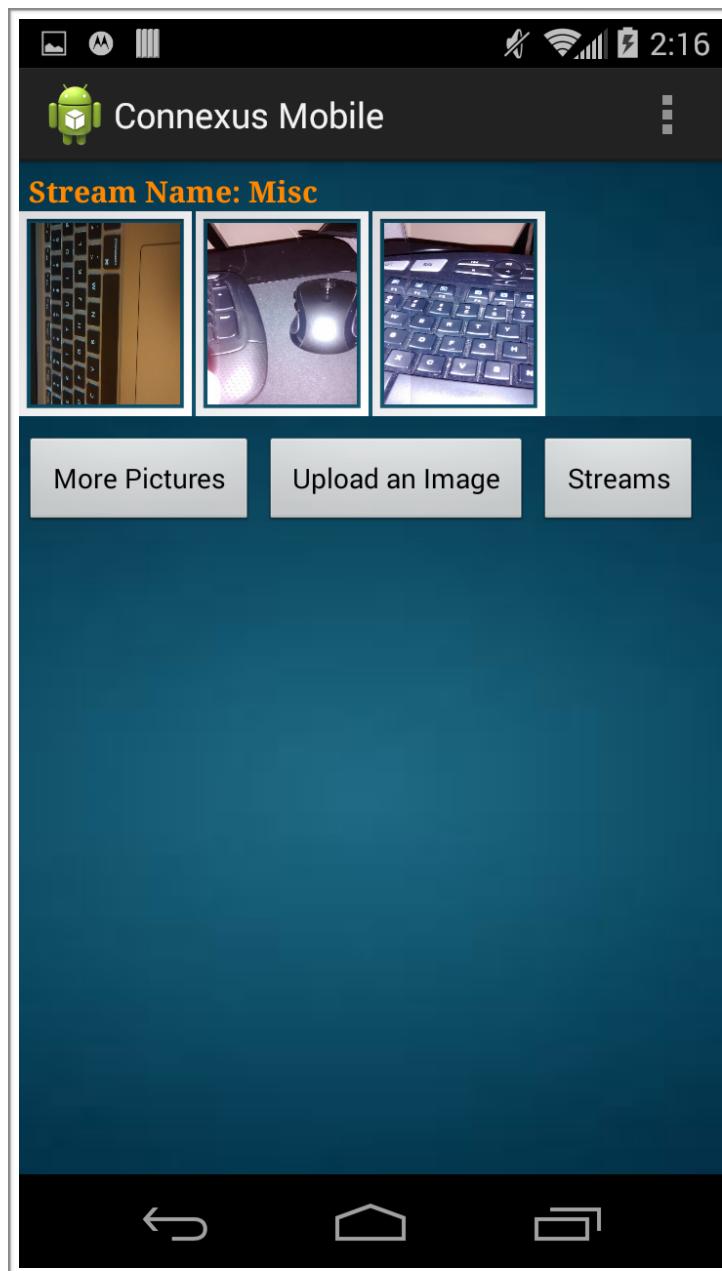
The user can then click on the “Upload” button wherein the image selected from the library is uploaded to the current stream and the stream view is updated to display the same. This is shown below after the upload is completed. We can observe that the stream “Misc” has been updated with the new image



In case the User decides to take a new picture rather than select from the Library, they would click on the “Use Camera” button. In such a case, the following Camera preview screen would be opened up and displayed to the User.



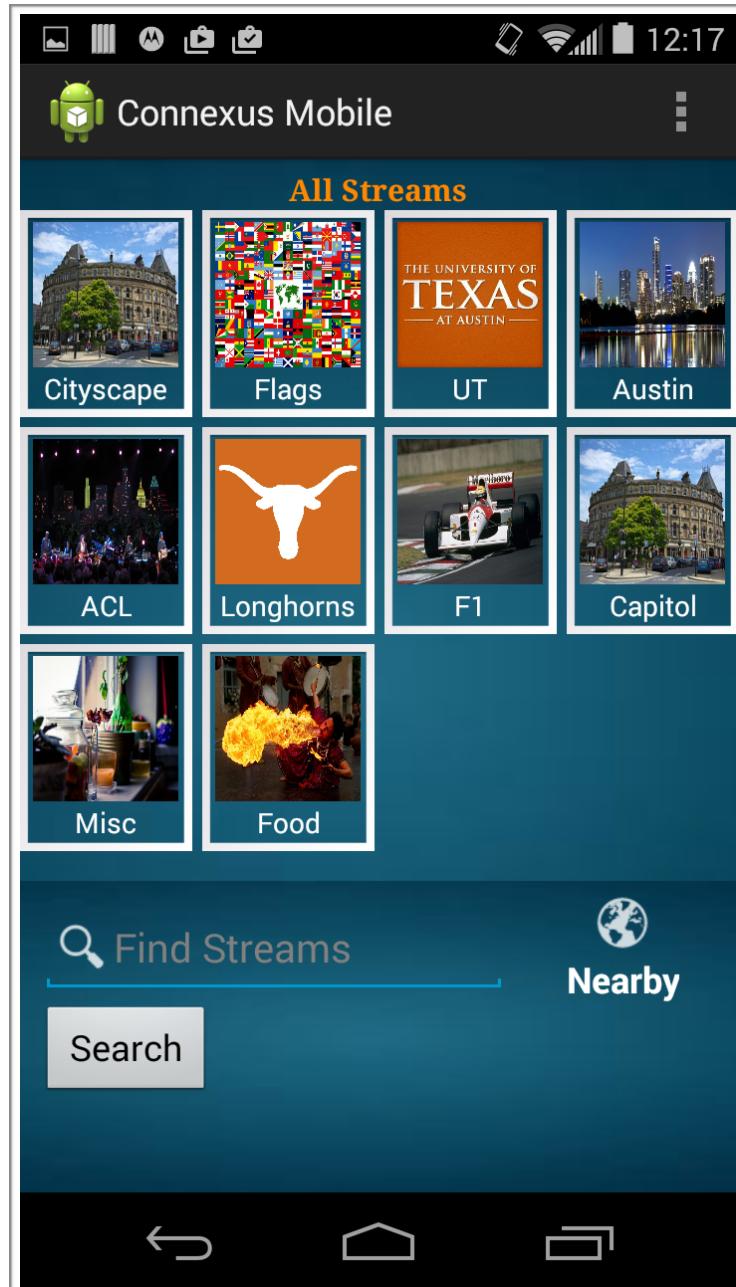
The User can take a picture and then upload it to the Stream by clicking on the “Use this Picture” button. This would take the user back to the screen which has already been explained as part of the “Choose from Library” option. Following the same steps, the user can then go ahead and upload the image to the specific stream



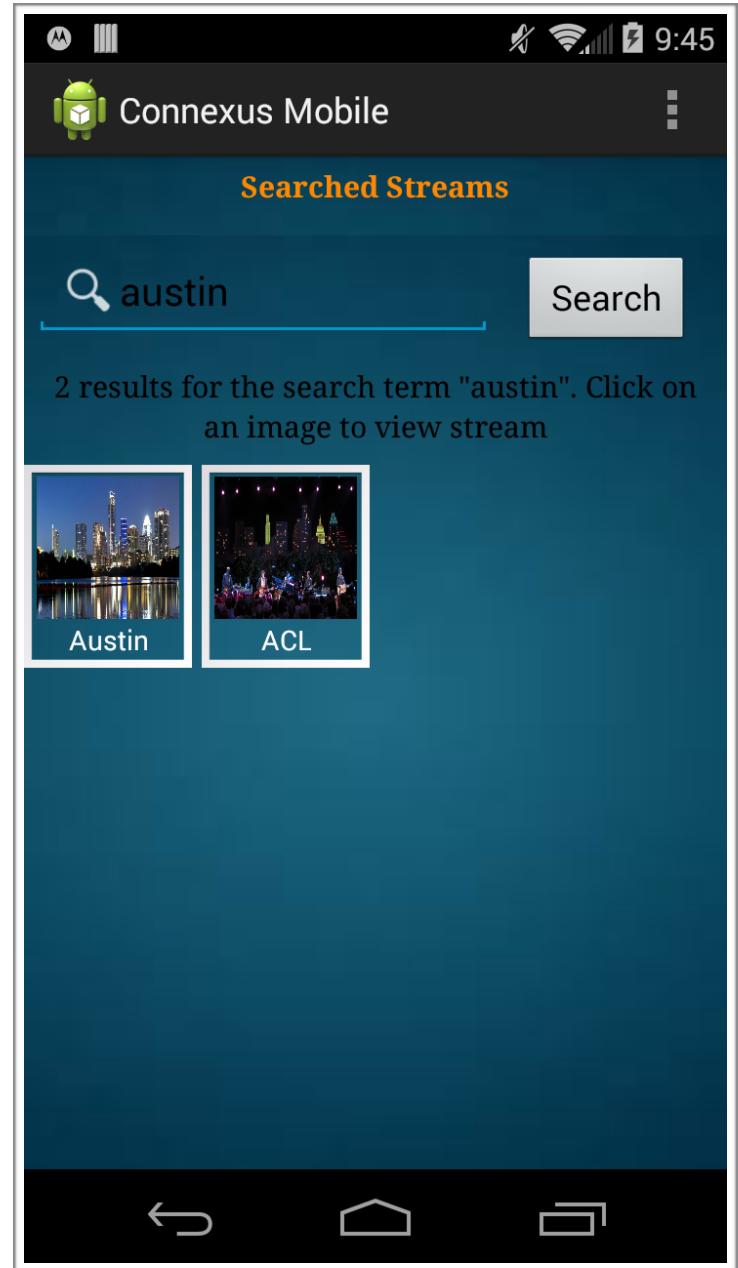
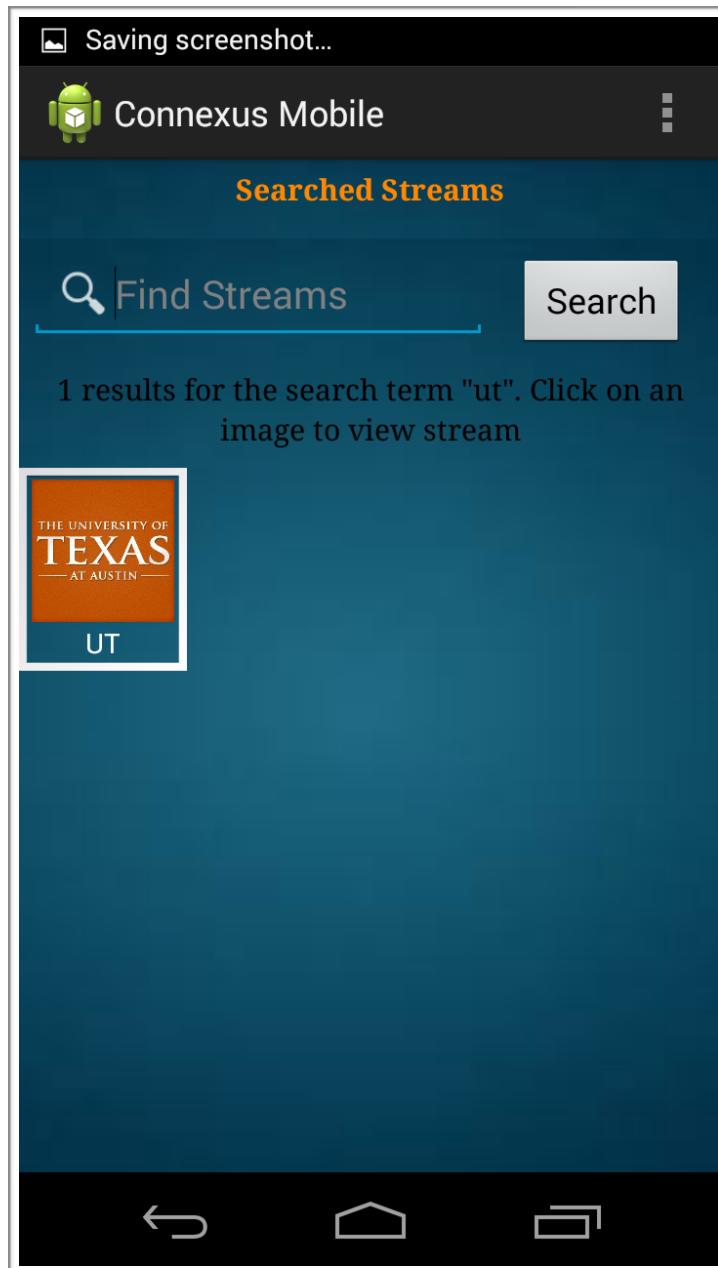
Search Stream:

Users are also provided the option to search for a particular stream or multiple stream matching the name. In order to do this, the user accesses the “View Streams” page. User can then enter the desired search term into the “Find Streams” edit text option provided.

In our example, we will search for a term UT, as shown below and then press “Search”

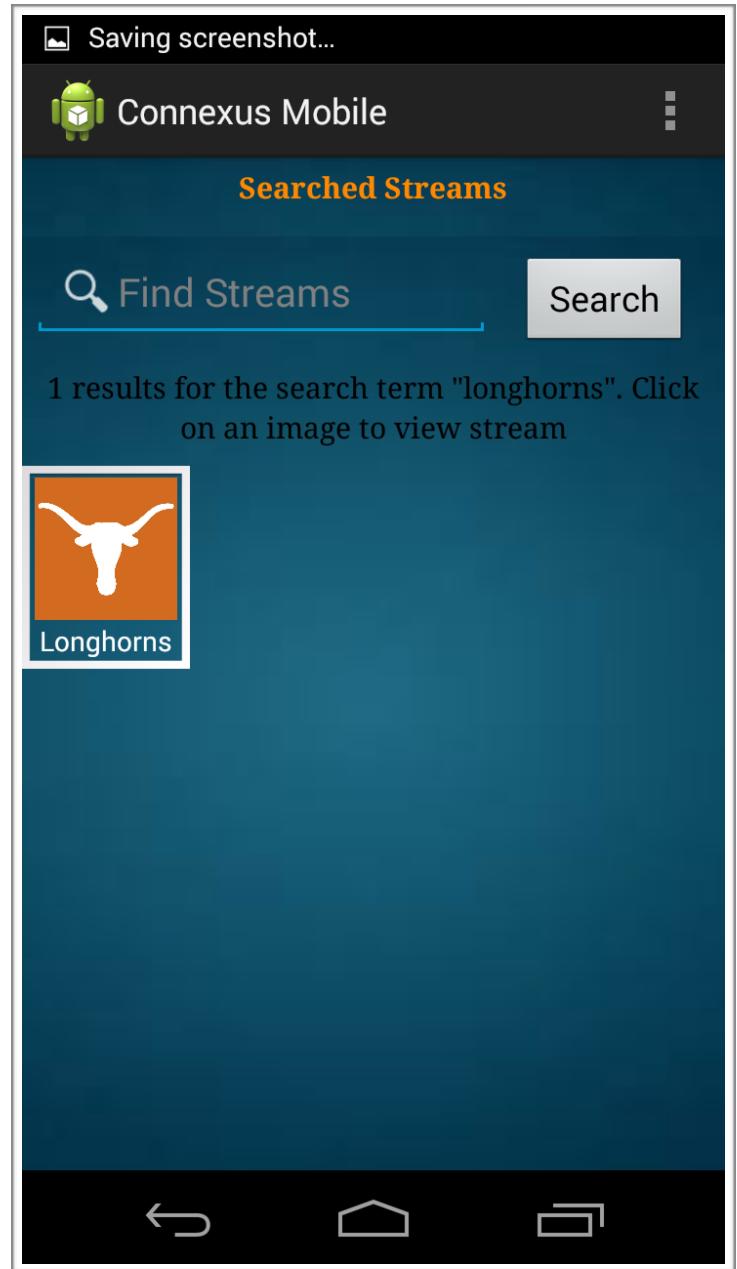
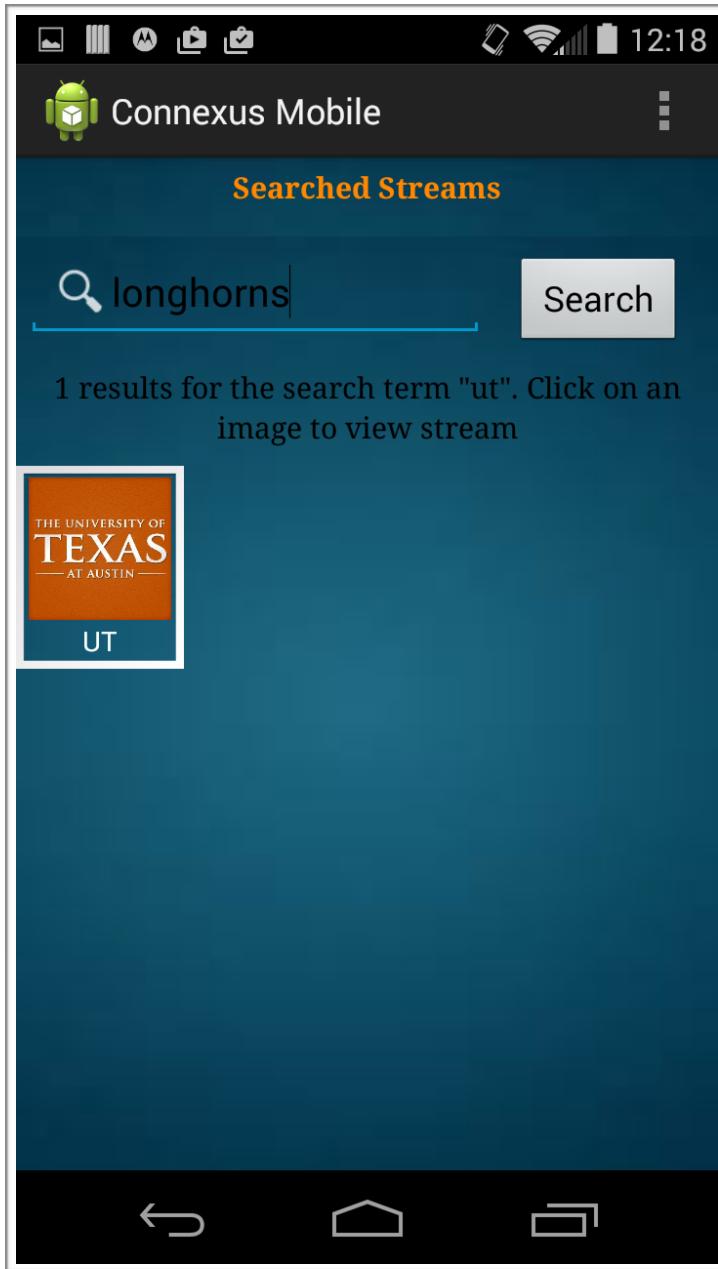


The search result of the previous query is displayed below. In addition to this, another screenshot is also provided to show the scenario where multiple search results are returned

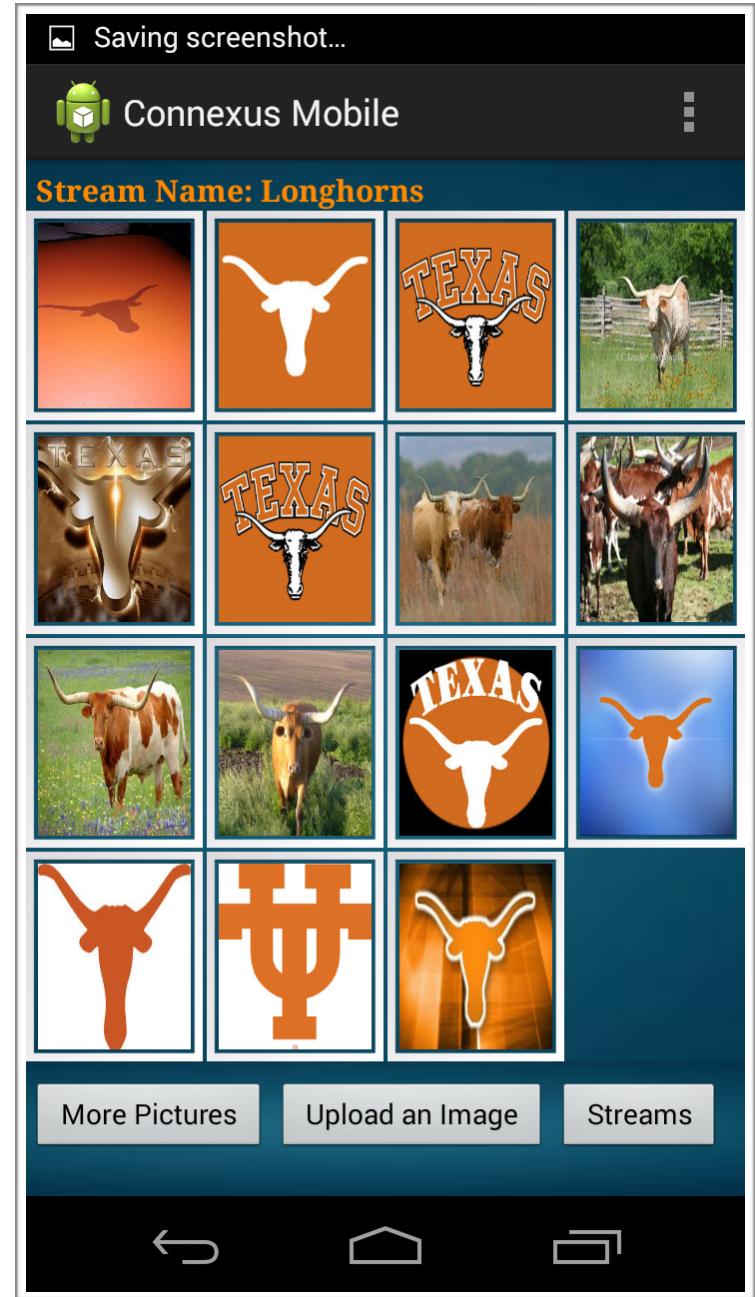
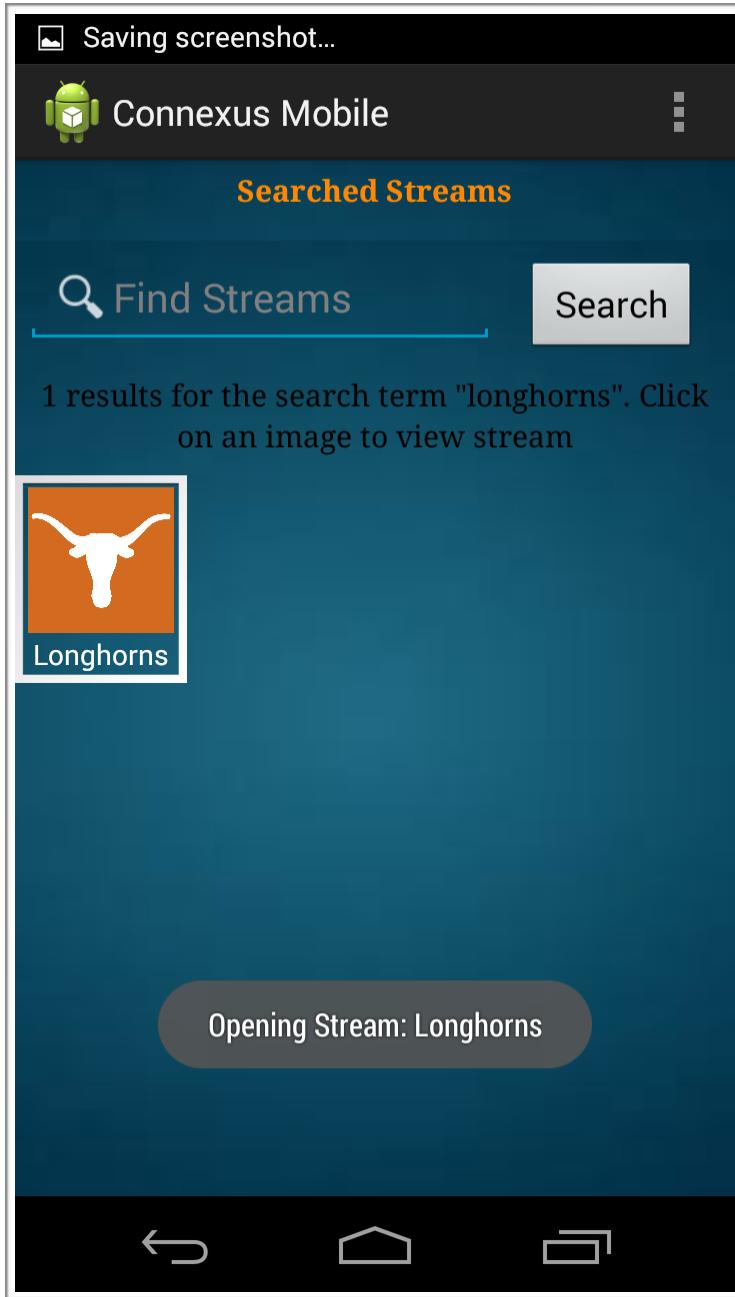


Users are allowed to click on the search results returned and open the details corresponding to the selected stream.

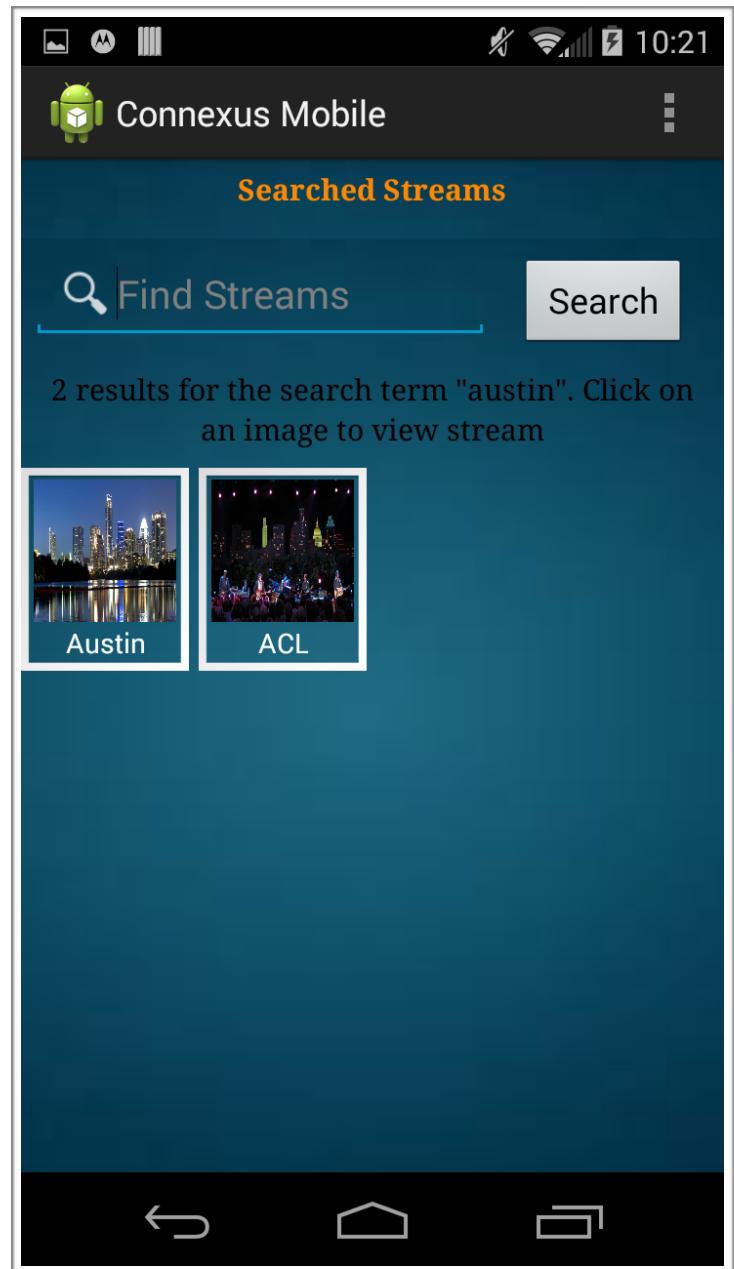
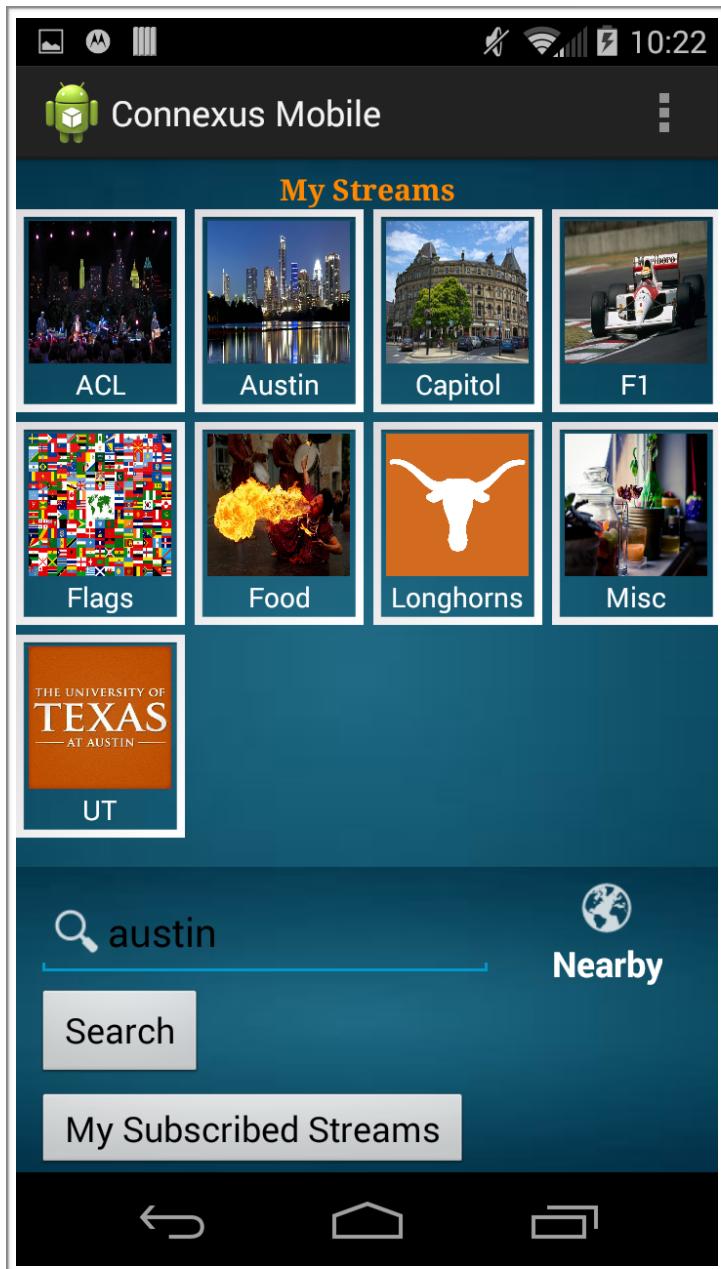
The Search Stream results page also provides users with the capability of conducting further searches. For instance, we can enter a new term “Longhorn” in our case and click on Search. This would rerun the query with the new search term and update the results of the Search page accordingly.



The Images are clickable and can be used to access details related to the stream. This is displayed below:



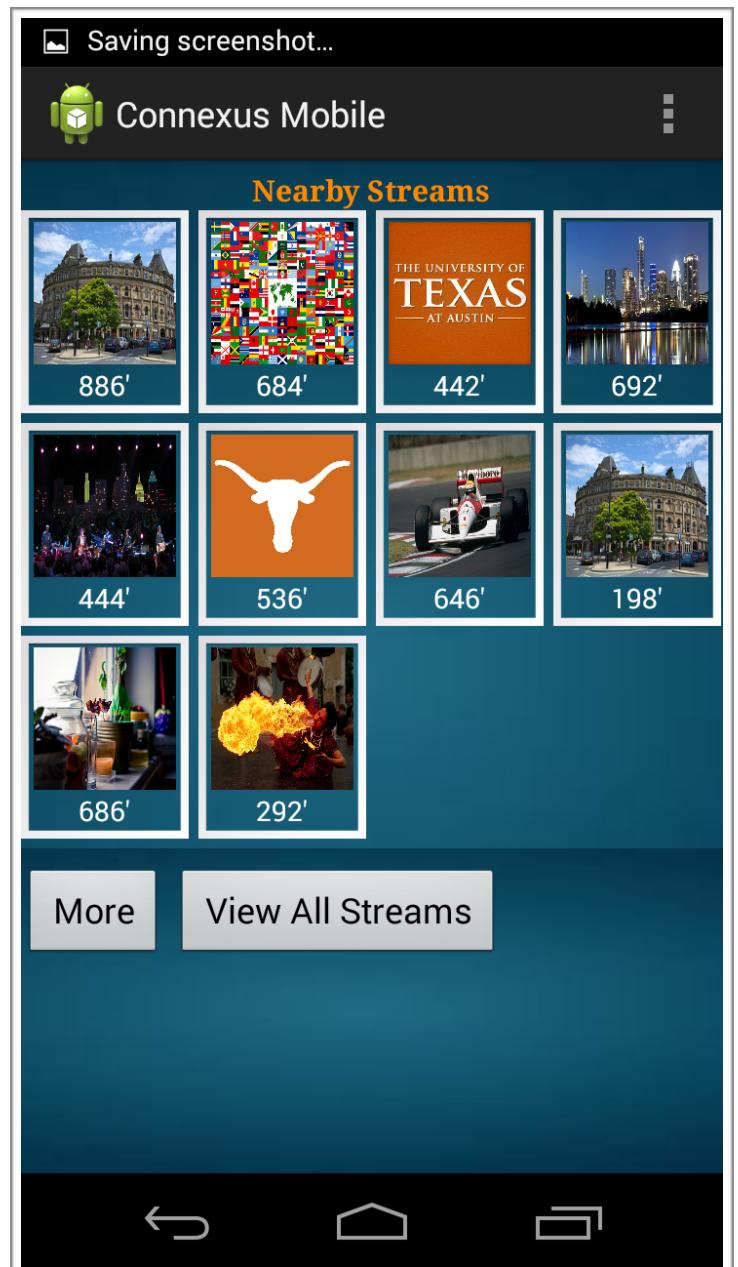
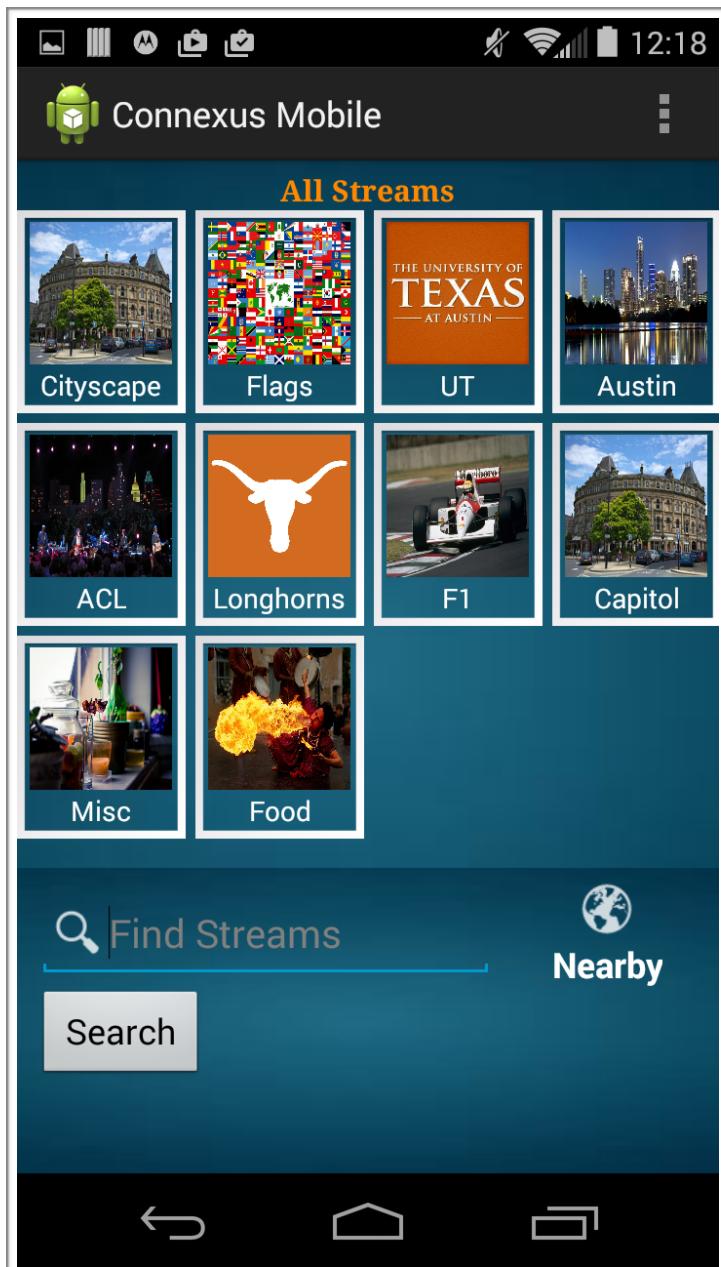
Users are also allowed to Search when they login to the application. The functionality is exactly the same as described above. A few screenshots are provided below to display the same from a logged in users perspective



Nearby Streams:

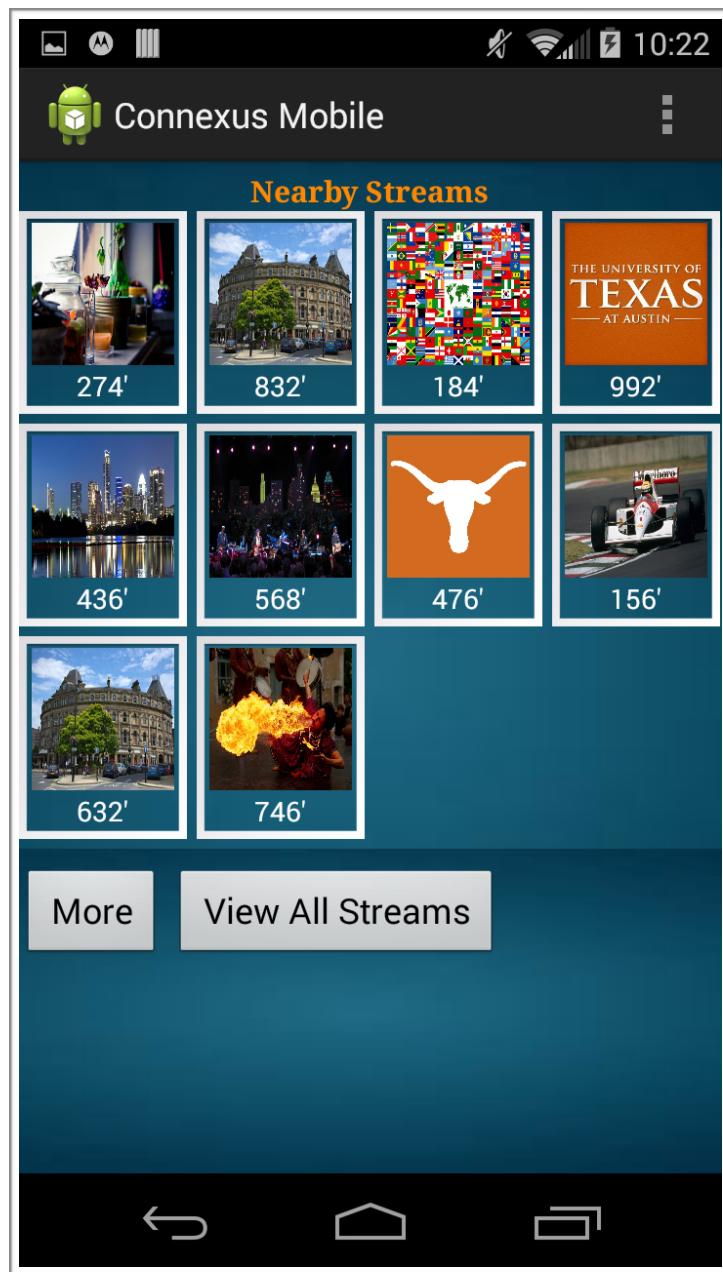
Users are also provided the option of searching for streams that are nearby. In order to do this, they would access the “View Streams” page

Inside the “View Streams” page, click on the “Nearby” button or the Globe icon. This would load images based on the distance from the current location. It has to be noted that random locations have been used during the image upload process in order to get a good data spread. As a result, the distance will also dynamically change.



Users will not be provided an option to open a stream from here. They can click on the “View All Streams” button to go back to the previous page and view the streams there.

Logged in Users can also view the Nearby streams by clicking on the Nearby button in the My Streams page. A sample screenshot of the Nearby Stream page is provided below:

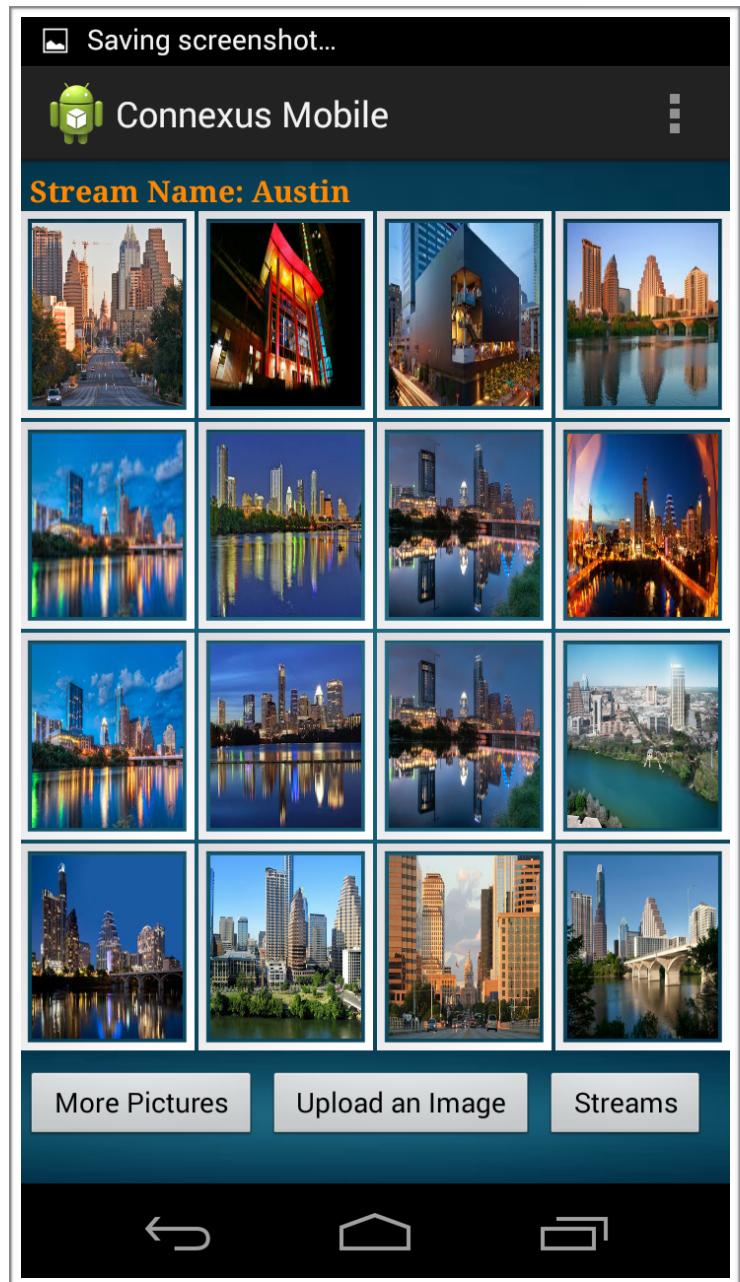
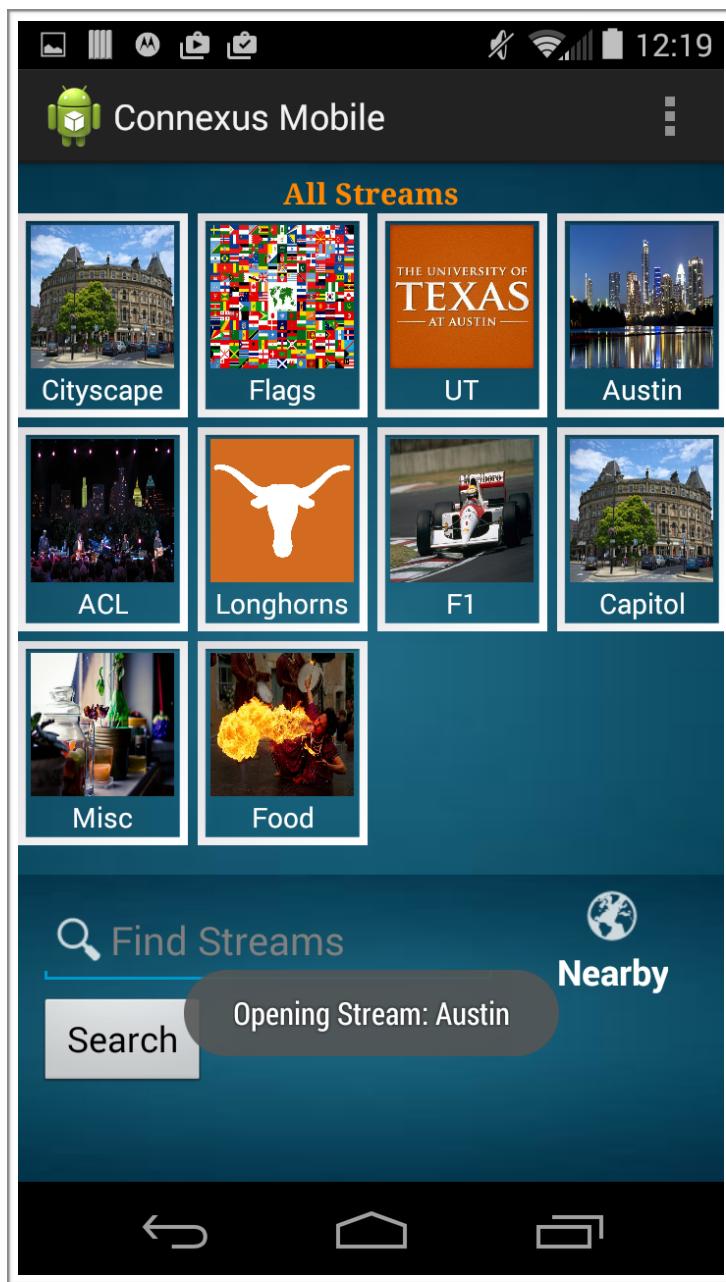


More Pictures:

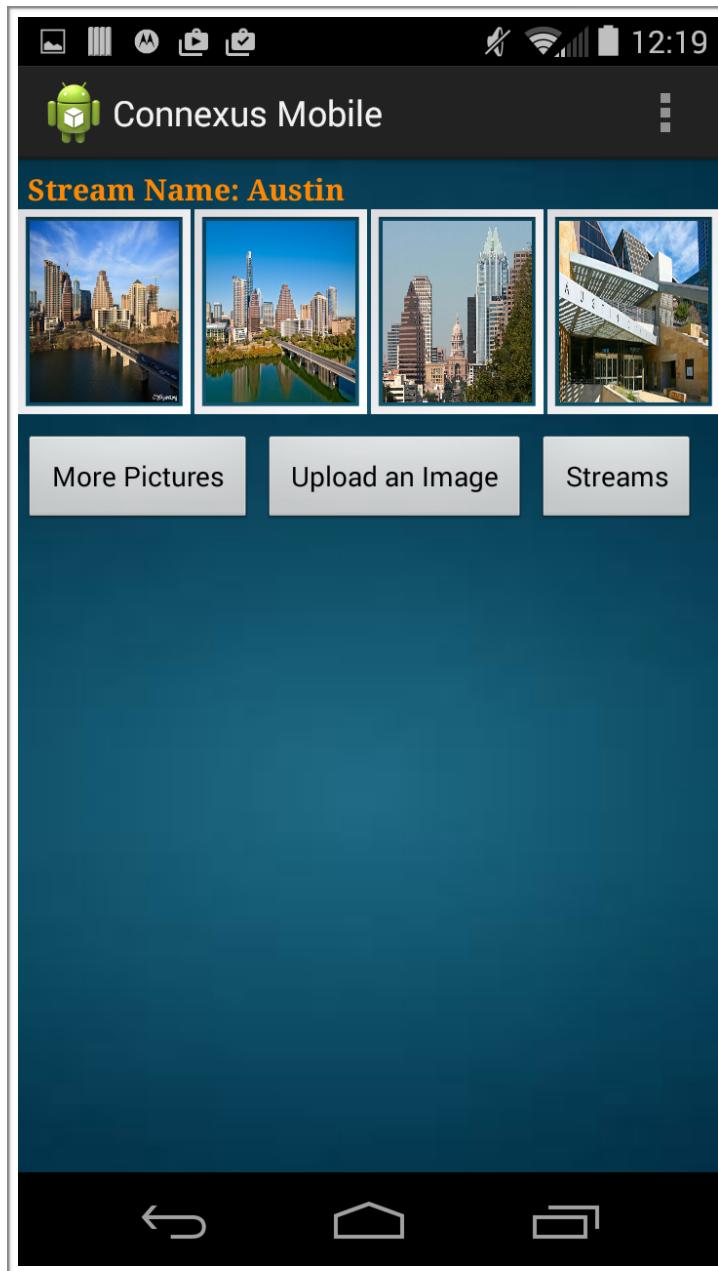
In order to control the scenario where huge number of images are uploaded to a single stream or if there are a large number of streams, a paging mechanism is in place. The design implementation constraints the app to display only 16 images at a time. When the “More Pictures” button is clicked, then the remaining set of images are displayed to the user.

Please note that even though the “More” button is visible in all the screens, it is functional only when there are huge number of images.

To further elaborate on the “More Pictures” logic, the following screenshots are provided. To access a stream with lot’s of images we access the “View Streams” page and open a particular stream with a lot of images. In our case, it’s the stream name “Austin”



As we can clearly see, there are 16 pages in the stream “Austin”. Now when we go ahead and click the “More Pictures” button, the next set of images will be displayed, as shown below, otherwise there is no effect.



With this, all the functionalities that are covered by the Connexus Mobile application have been described.