

Project plan

Group 8

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Project Name: Artsdatabanken Project sponsor: Artsdatabanken

1 Pre-Study

1.1 Tech comparison

1.1.1 Android

- Can be developed using any major operating system (linux, windows, ...)
- Does not require any specialized hardware
- Android devices can be emulated (AVD). This allows for testing on different screen sizes, etc.
- Open source

1.1.2 iOS

- iOS development requires
 - Macintosh running Mac OSX
 - iFamily device for testing
- iOS based applications can be developed on iPad or iPod Touch, but these devices lack accelerometer, compass, build-in GPS and camera accessibility facilities
- Apple is not fond of GPL or free software, problematic to use and develop open source solutions

1.1.3 Phonegap

- Applications can be developed for Apples iOS, Googles Android, Microsofts Windows Mobile, Nokias Symbian OS, RIMs BlackBerry and bada.
- Enables developers to take advantage of JavaScript, HTML5 and CSS3, which they might have already been familiar with.
- Access Native features such as compass, camera, network, media, notifications, sound, vibrate and storage etc.
- Open source

2 References

References

- [1] Richard Gaywood. The gpl, the app store, and you. *<http://www.tuaw.com/>*, 2011.
- [2] Mark H. Goadrich and Michael P. Rogers. Smart smartphone development: ios versus android. Technical report, Mathematics and Computer Science Centenary College of Louisiana and Computer Science Information Systems, Northwest Missouri State University, 2011.