

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

Android is an operating system developed for a variety of mobile devices. It is based on the linux kernel, and provides a developer-friendly framework for app development (subset of Java, Dalvik virtual machine). Most of it's code is released under the Apache Licence, a free software licence.

Android was listed as the best-selling smartphone platform worldwide in Q4 2010 by Canalys. [4]

Pros

- Can be developed using any major operating system (linux, windows, ...)
- Android devices can be emulated (AVD). This allows for testing on different screen sizes, etc.
- Developer-friendly
- Open source

Cons

- Apps developed for Android will not run on iOS or Windows phones

1.1.2 iOS

iOS is Apple's mobile operating system, originally developed for the iPhone. Apple does not license iOS for third-party hardware.

Cons

- Closed and proprietary
- Apple hardware and software is required to develop iOS apps
- Requires a yearly subscription to distribute apps developed for iOS

- Apple maintains the right to remotely disable or delete apps at will
- GPL and other free software licenses can conflict with Apple's terms
- Problematic programming language, Objective-C (lacking garbage collector)
- iOS development requires
 - Macintosh running Mac OSX
 - iFamily device for testing

1.1.3 Phonegap

PhoneGap is an HTML5 app platform that allows you to author native applications with web technologies and get access to APIs and app stores. PhoneGap leverages web technologies such as HTML and JavaScript. This makes you able to include PhoneGap is the only app platform available that can publish to 6 platforms. [3]

- 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.
- Can use existing CSS and Javascript libraries directly in your code
- Feels like a native application when in reality it's an offline web application
- Provides a build tool for automatically building binary application packages for six different platforms
- Provided under the (new) BSD license or alternatively the MIT licence, the framework is entirely Open Source and free for Open Source projects.
- Provides a well-written API, geared towards web developers

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2 Requirements Specification

2.1 Revision History

| Name | Date | Reason for change | Version |
|---------|------------|-------------------|---------|
| Initial | 06/09-2011 | - | 1.0 |

2.2 Introduction

2.2.1 Purpose

The purpose of this section is to outline the needs of the application. Map the flow of use to specific requirements and guidelines.

2.2.2 Target Audience

The Application is targeted to both professional users who will "use whatever they're given", yet have different main focuses than more casual users. Also the possible new user groups who might start using the services of Artsdatabanken if given an easy to use interface.

2.2.3 Project Scope

2.3 . Functional Requirements

2.3.1 "System Feature 1"

- Description
- Complexity
- Priority

2.4 Use Cases

2.5 Other Nonfunctional Requirements

2.5.1 Performance Requirements

2.5.2 Safety Requirements

2.5.3 Security Requirements

2.5.4 Software Quality Attributes

2.6 Other Requirements

3 References

References

- [1] Richard Gaywood. The gpl, the app store, and you. *<http://www.tuaw.com/>*, 2011.
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- [3] PhoneGap. About - phonegap, 2011.
- [4] Wikipedia. Android (operating system). *http://en.wikipedia.org/wiki/Android_%28operating_system%29*, 2011.
- [5] Wikipedia. ios. *<http://en.wikipedia.org/wiki/IOS>*, 2011.