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# EXTERNAL SPECIFICATION DOCUMENT FOR IMAP

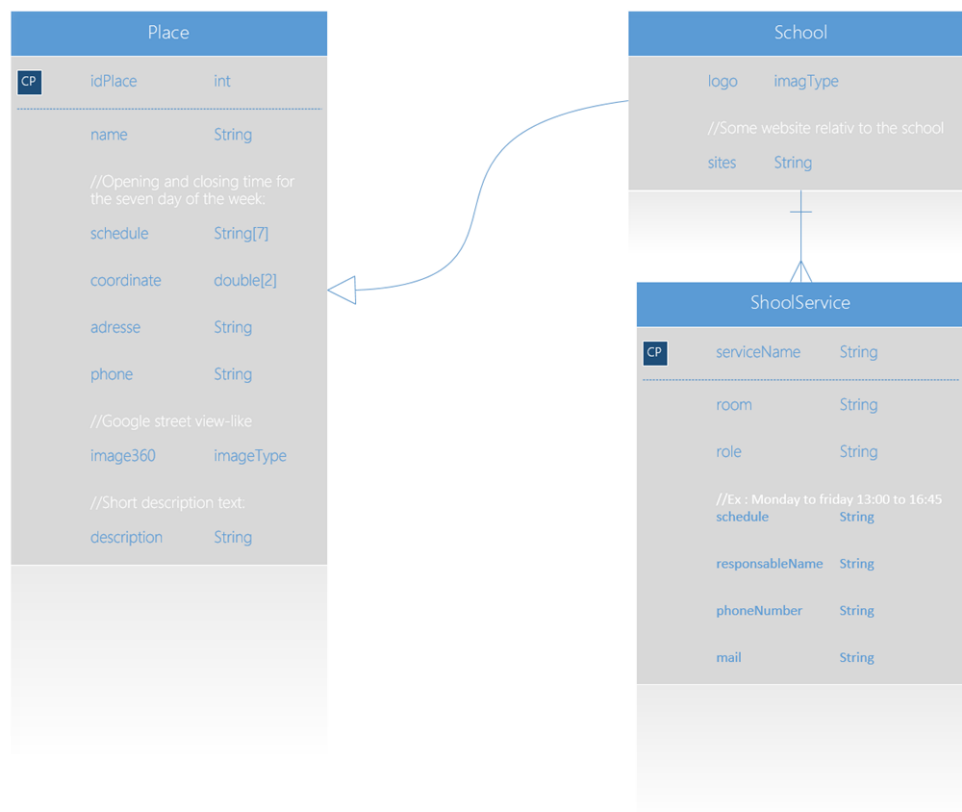
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## INTRODUCTION

IMAP is an application that aim to provide information to help student to find their way on the campus. It is a mobile application. This is the ESD of the Andoid's platform version.

In this section are provided all the information needed to understand this document.

## Database architecture



Place can be both railway station, commerce or school.

A « School » is a « Place » who got special atribute, it has a logo and many services linked to it. (Secrétariat, bureau de comunication, Bug buster) the information of a shcool be accesible only by student of this school. The information about places can be acesible by anyone. Acordingly a school can be consulted rather on 'place data' screen or on the 'shool data screen'where there is additional information.

## The dataState contextual variable.

This section is necessary to understand the feedback function. Each time an image will be loaded a state variable will be instantiated.

The state variable aims to store all the information related to :

- The current selected place.
- The user identity.
- The user physical position.
- The user preference.

```
struct stateData{  
  
    bool isLogged default = false; /* true if the user is logged in */  
  
    string userName; /*Name of the user*/  
  
    adeStateType adeParameter; /* The parameter that allow to configure  
                                ADE to display personal student skedual  
                                it rely on the cours he has signed in. */  
  
    int[3] idSchool; /*Ident of the school in withch the student follow he's  
                    formation.*/  
  
    double[2] userCoordinate; /* Position of the user on the campus map*/  
  
    int idSelectedPlace default = -1; /* The currently selected place */  
  
    double[2] selectedPlaceCoordinate; /*Coordinate of the selected place relativ  
                                        to the campus map data pictcture's frame*/  
  
};
```

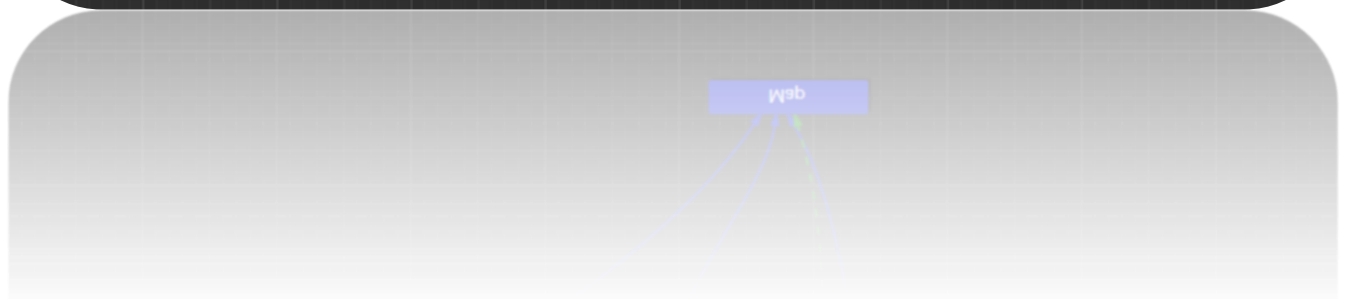
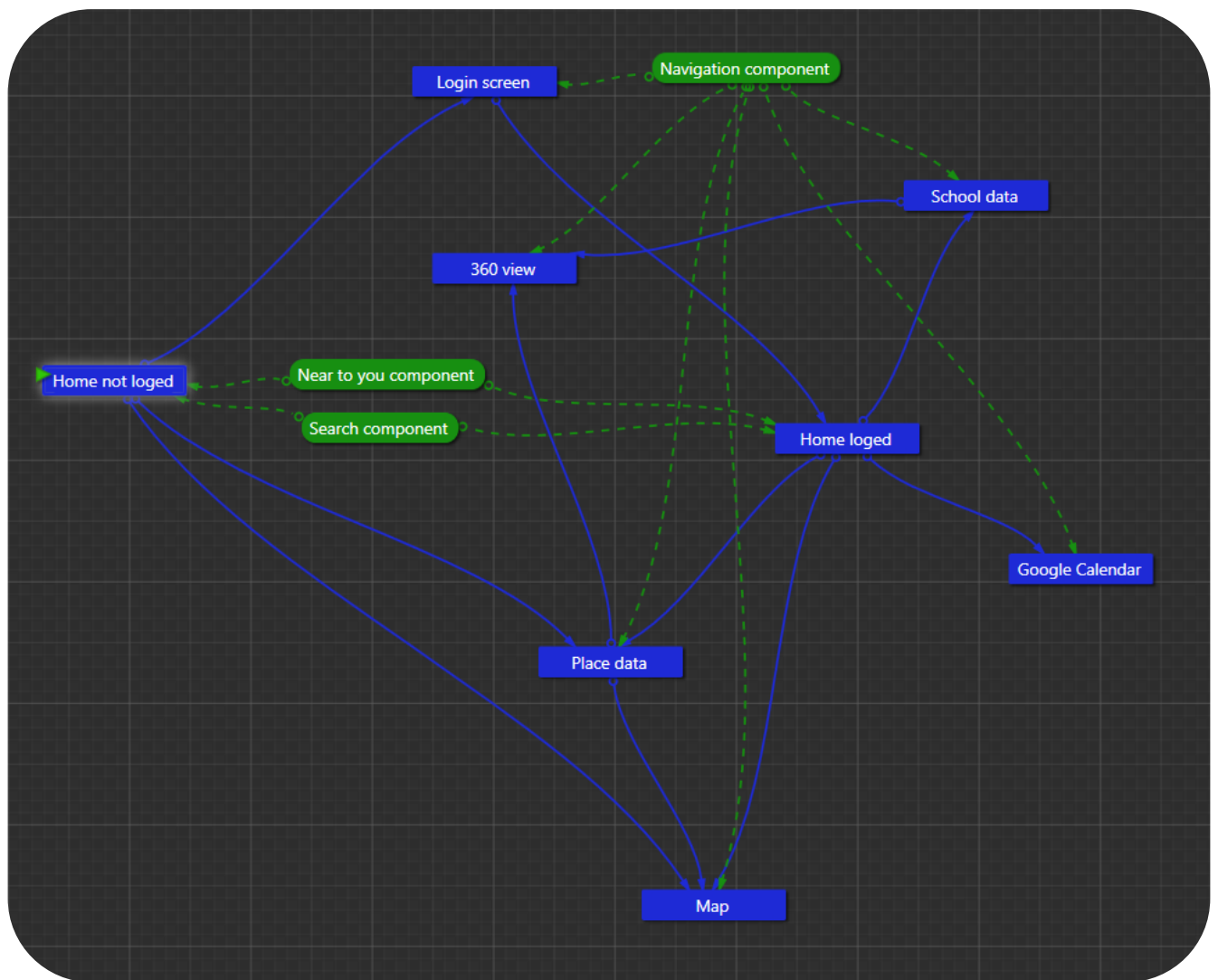
## DESCRIPTION

App Font default font: Microsoft JhengHei UI Light

Transition between screen : Fade in( ~100ms )

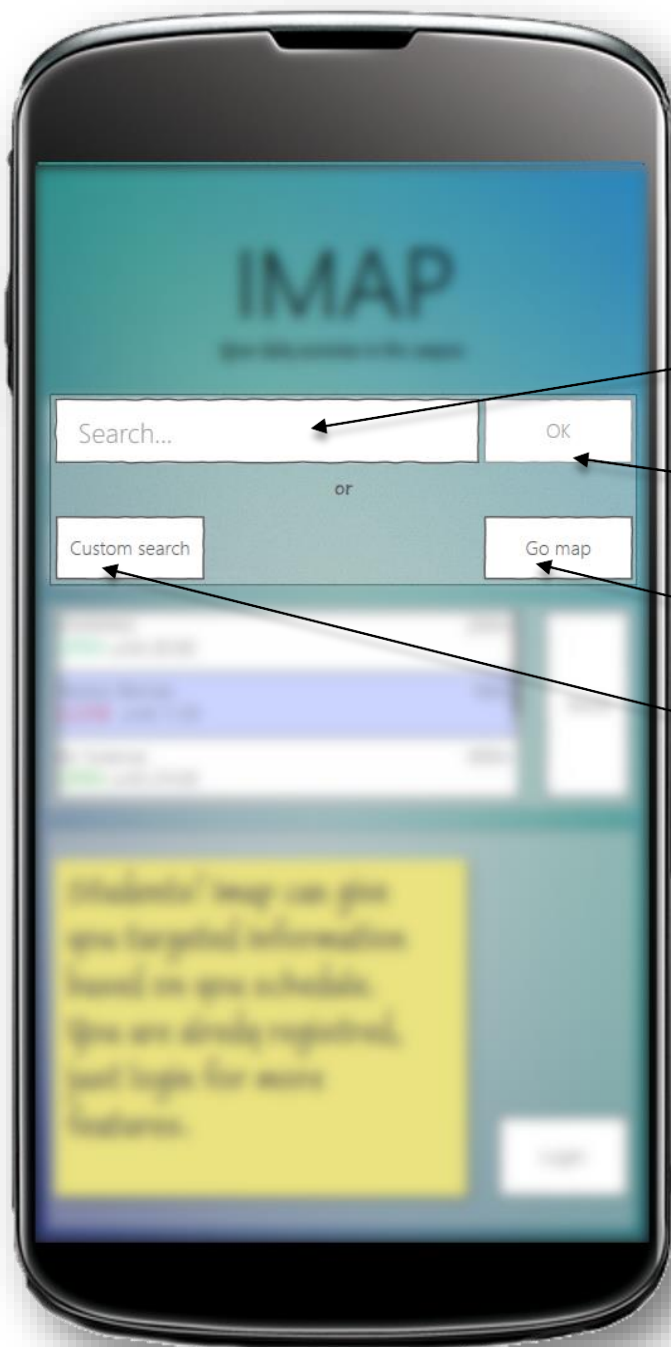
Loading feedback default: The screen gradually blur.

## Sketchflow map



## The 'Search' component.

A custom component is a set of controle UI that can be reused in multiple screen. The custom components appear in green in the sketchflow map.



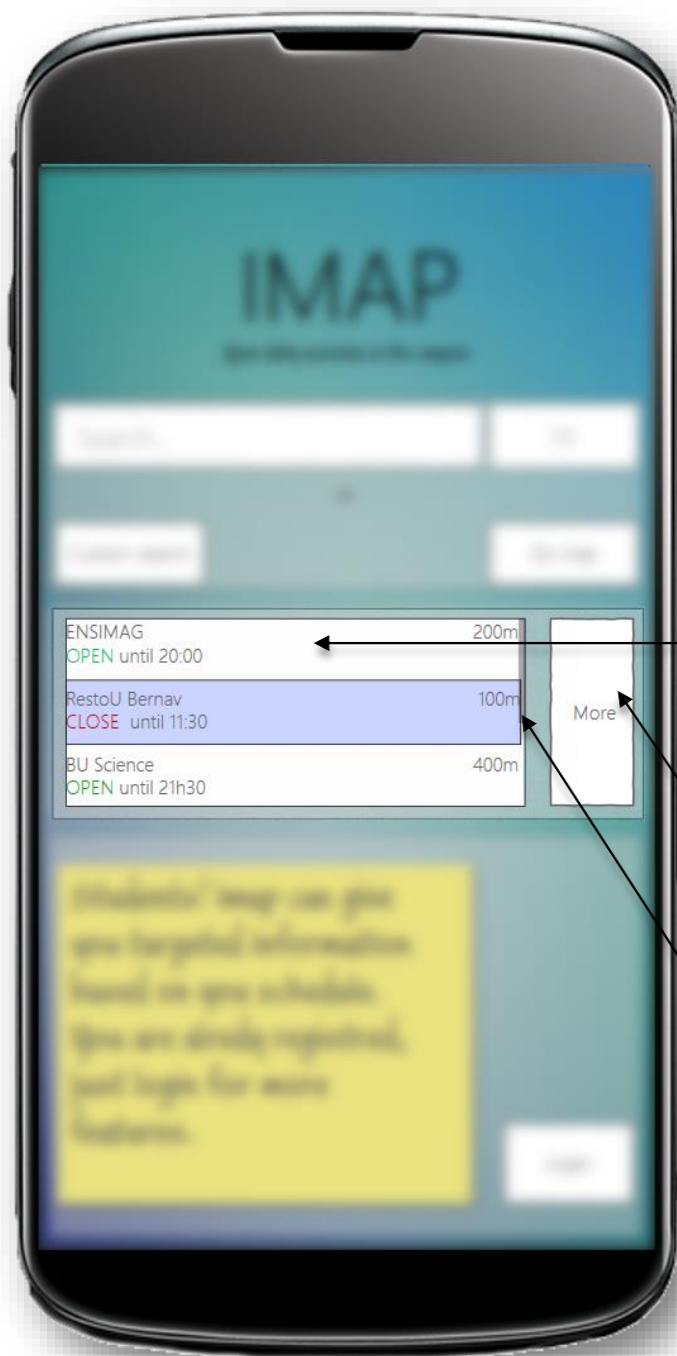
Contrôle : autoCompleteBox  
Source list : { place(\*).name }  
Matching : first letters  
/\*Note on the bisavour of an autoCompleteBox controle UI :  
First the user start to tipe something, a panel appers shoing all the results that start by what the user have typed, this panel update eatch time the user enter a new letter. Result can be selected by touching item in the matching list. \*/  
Selection callback : set active button "Ok"  
Ignore case : True

Contrôle : button  
IsActive : false  
Callback : set state.idSelectedPlace = autoCompleteBox.selectedItem  
Callback 2 : navigate to 'place data' screen

Contrôle : button  
Callback : navigate to 'Map' screen

Contrôle : button  
Callback : navigate to 'Place data' screen

The 'Near to your position' component.



Controle : TextBoxList

Scrolable : Yes

Source list : bind ( in ) to { format( place(\*).name, place(\*).schedule[ ], place(\*).coordinate ) }

Format : -use Device.curentTlme and Device.currentDate to determrmine rather if the place is open or close.  
-use State.userCoordinate to determine how far the place is from the user postion

Selection callback : Set active button "More"

Sorted : Yes, by decreasing distance form the user position ( Not applied on the sketch, it's a mistake)

Controle : Button

isActive : false

Callback : set State.idSelectedPlace = solve( place(x).name = textBoxList.selectedItem )

Callback 2 : navigate to 'place Data' screen

Controle : Scrollbar

Height : textBoxList.Size.y/device.screenSizeY

Position : bind (in ONLY) to proportion of scrolling.

In a word : A scroll bar only for guidance, the scrolling is done by dragging.

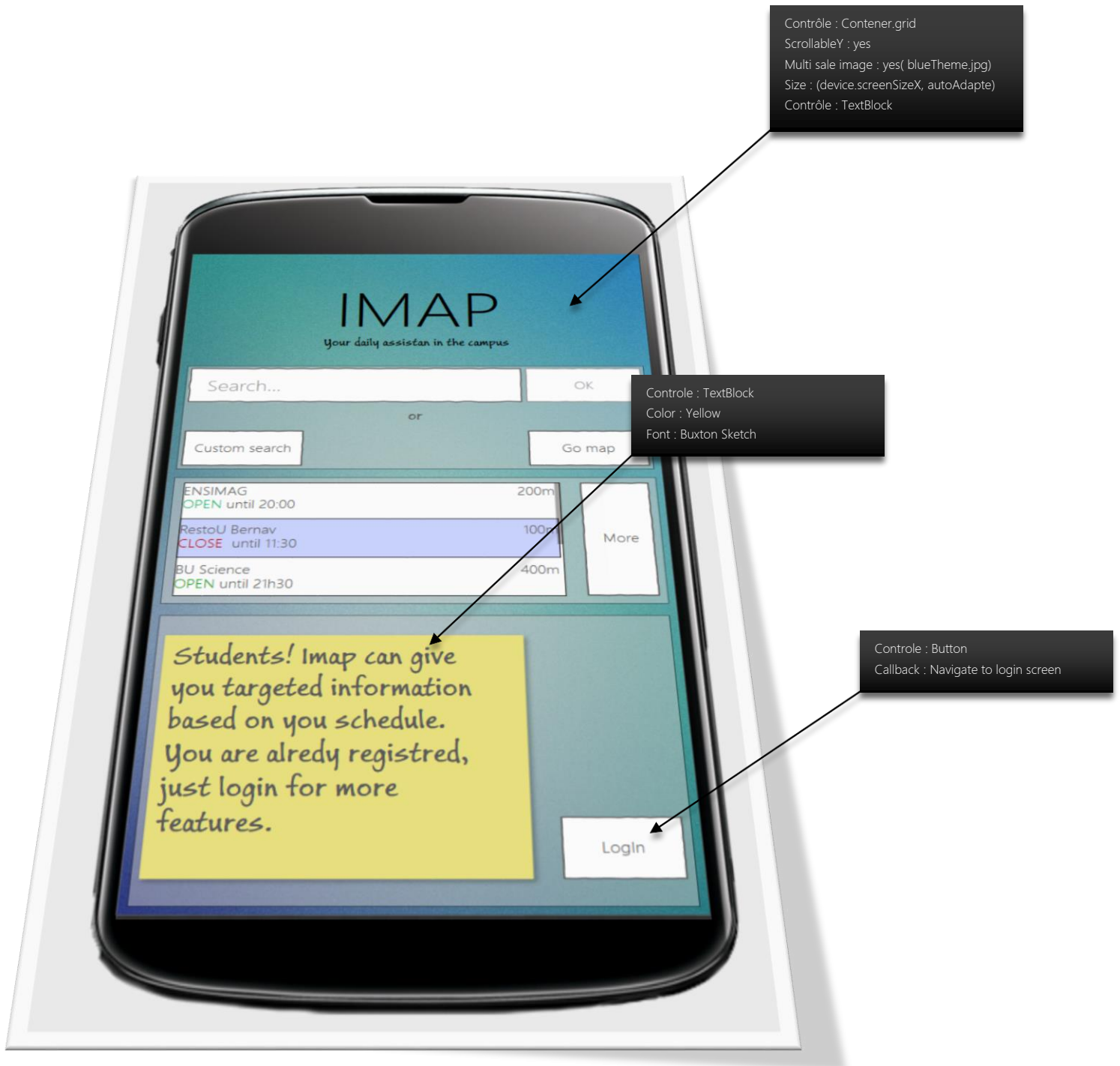
The 'Navigation' component.



Controle : button  
Callback : Navigate to previous screen

Controle : Button  
Callback : if `state.isLogged` then  
    Navigate to Home logged  
Else  
    Navigate to Home not logged

The 'Home not logged' screen.





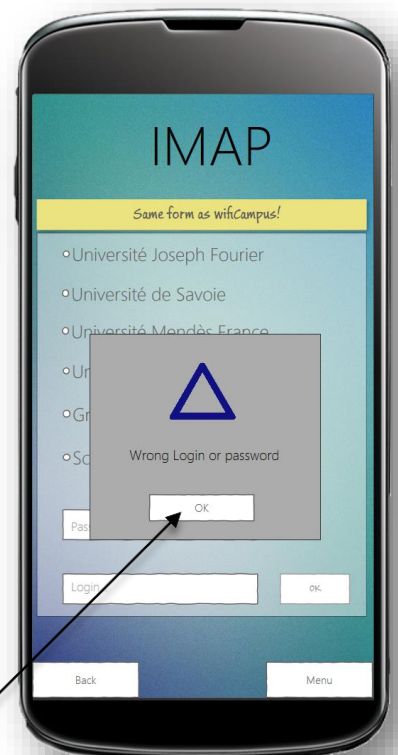
## The 'Login' screen

Controle : Radiobutton  
Set callback :  
Data in callback : if textInbox("Password").dataIn != null  
and textInbox("Password").dataIn != "" then  
Set active button("Ok")

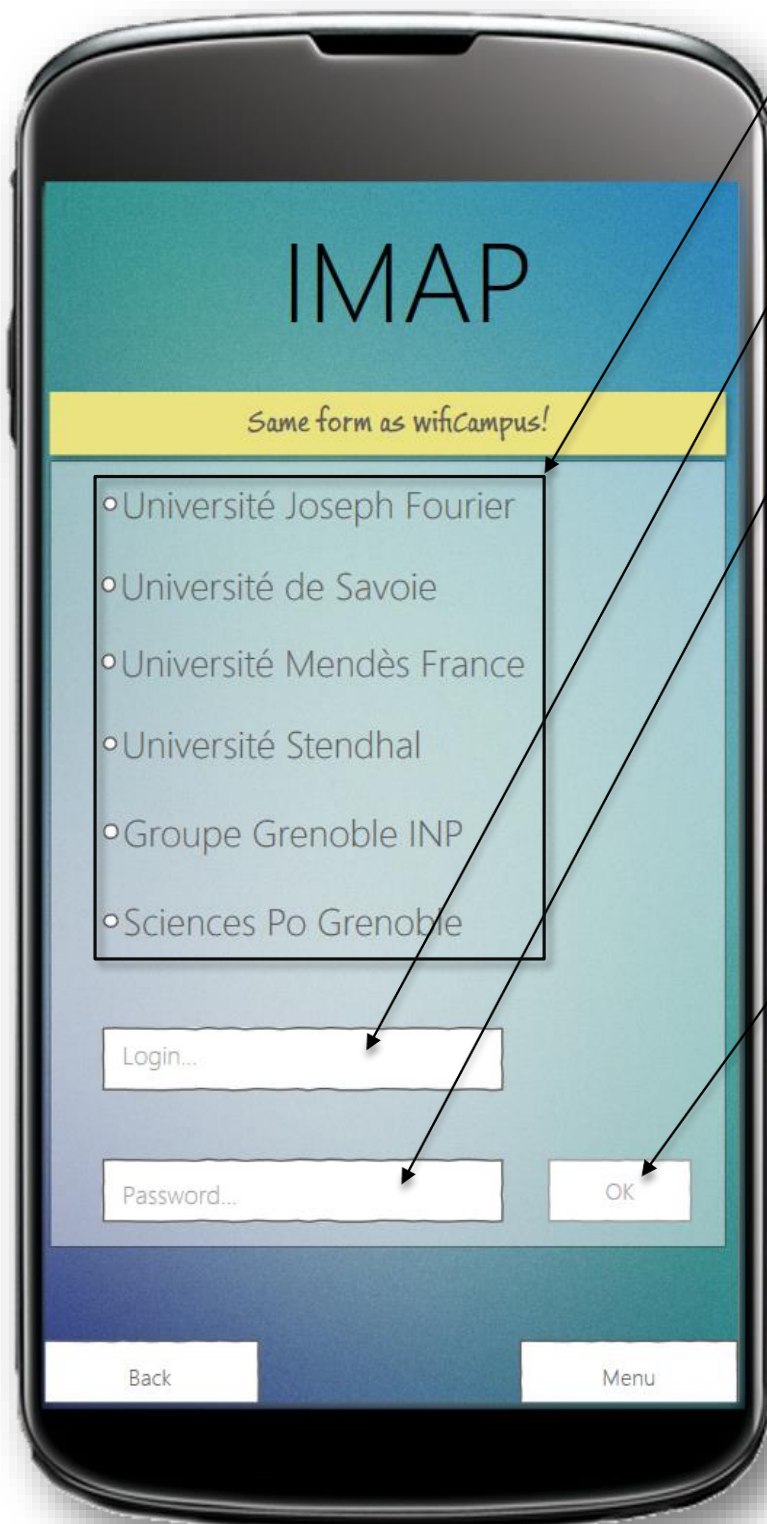
Controle : TextInBox  
Data in callback : if radiobuttons.isSet  
and textInbox("Password").dataIn != null  
then  
Set active button("Ok")

Controle : PasswordTextInBox  
/\*The password textIn box hide the character typed\*/  
Data in callback : if radiobuttons.isSet  
and textInbox("Login").dataIn != null then  
Set active button "Ok"

Controle : button  
IsActive : false  
Loading feedback : The size of the main contener grid  
decrease by 10%.  
Callback : set state.userLogin = TextInbox("login").data  
Set state.userPassword = textInbox("Password").data  
Callback 2 : (web connexion needed)  
if (Login,password) are in the database then  
set state.adeParam  
/\*We get the ICS param from ade and store it in the  
state.adeParam, ICS param contain all information needed to  
re built the user schedule.\*/  
Set state.idSchool  
/\*Based on the ICS param we set the state.idSchool value to  
correspond with the school(s)/university(s) the student attend  
classe of. \*/  
Navigate to 'Home logged' screen  
Else  
Display errorMessage  
fi



Controle : Button  
Callback : Close this error frame

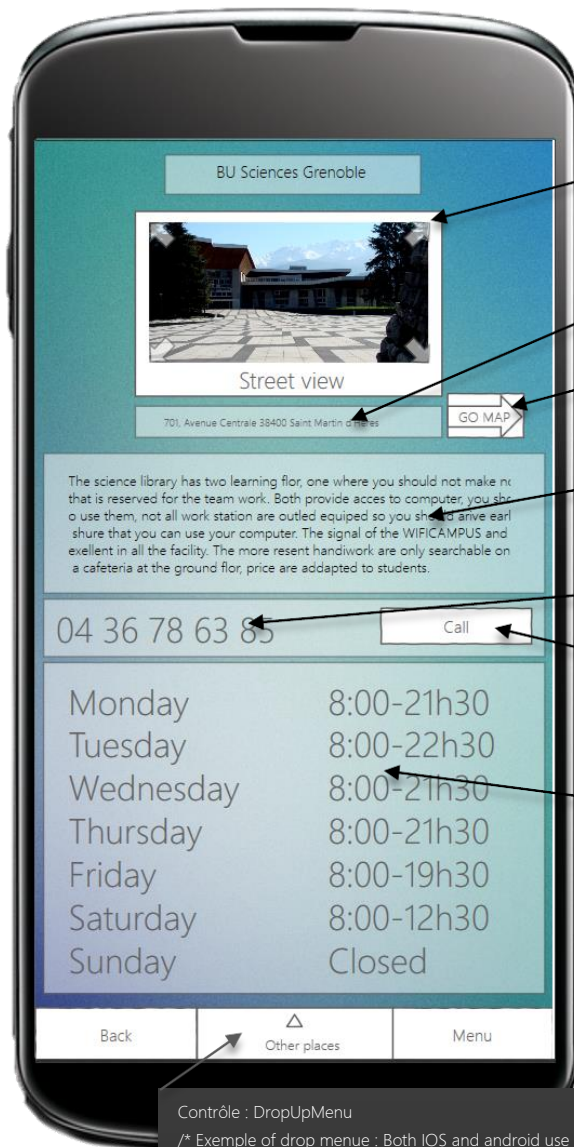




## The 'Home Logged' screen



## The 'Place data' screen



Contrôle : button  
 Style : Custom depend of place(state.placeld).image360)  
 Callback : navigate to screen360view  
 Callback transition : extend the source image to all screen

Contrôle : TextBox  
 Source : bind(in) to place(state.selectedPlaceld).adress

Contrôle : Button  
 Callback : Navigate to 'Map Screen'

Contrôle : TextBox  
 Source : bind(in) to place(sate.selectedPlace).descriptionText

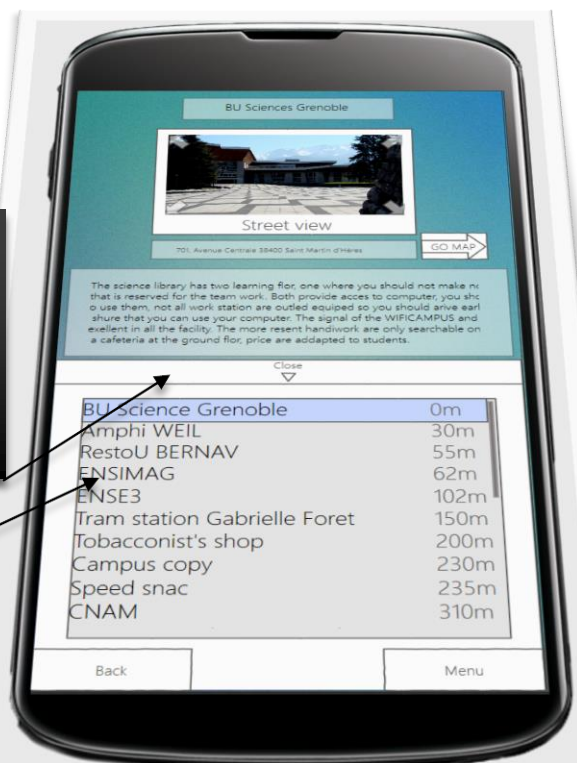
Contrôle : TextBlock  
 Source : bind(in) to place(sate.selectedPlace).phoneNumber

Contrôle : Button  
 Callback : Open the phone application of the phone with entry parameter place(state.placeld).phoneNumber

Contrôle : TextblockList  
 Source : bind(in) to { place(state.selectedPlace).schedule[ 1..7 ] }

Contrôle : DropUpMenu  
 /\* Exemple of drop menu : Both IOS and android use dropMenu to acces options \*/  
 Extend by dragging : On  
 Touch callback : Auto extend (~200ms transition ), sort TextBox list.  
 Forced Height : yes = device.screenY/2  
 Width : devic.screenX  
 Hitbox of the retract barr : extendet to all the top of the screen.  
 /\*ie when the dropMenu is extended any action on the half top on the screen will cause the Menu to retract.

Contrôle : TextBoxList  
 Scrolable : Yes  
 List source : bind(in) to format({ place(\*).name, place(\*).coordinate})  
 The format function use the place(state.placeld).coordinate to compute the distances of the differents place from the selected one. \*/  
 Sorted : Yes, by desending distance order, the sort is updated only when the DropMenu is extended  
 Selection callback : set state.placeld = solve( place(x).name = this.selectedItem )

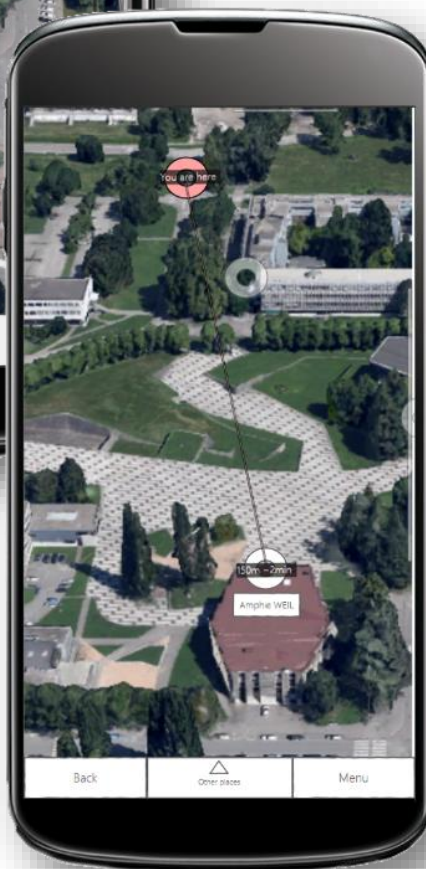
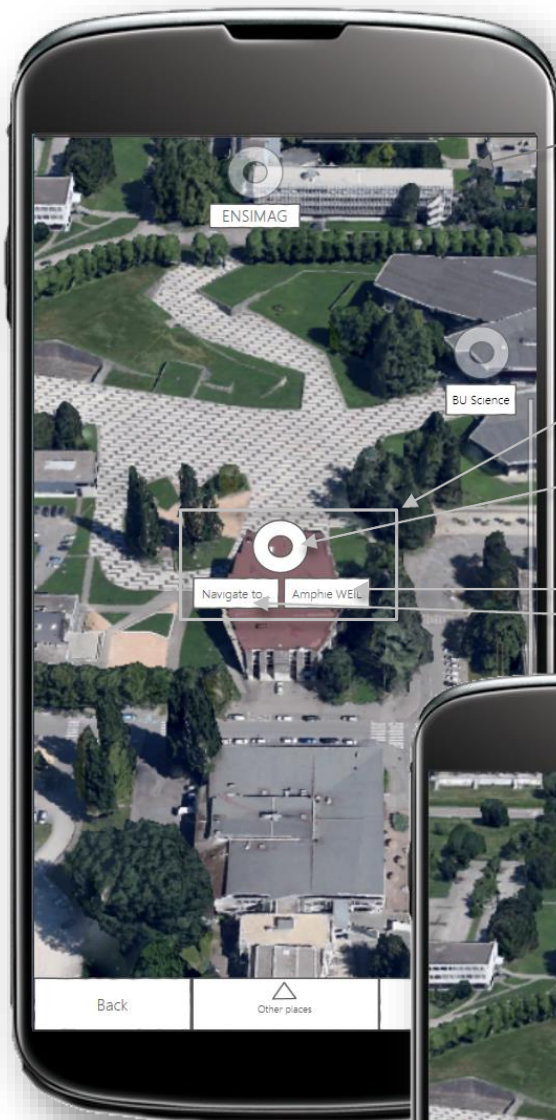


## School screen





## The 'Map' screen



Contrôle : Contener.grid  
 Scrollable : Yes X and Y  
 Scalable : Yes, by pinch and zoom  
 Backgroud Image : Yes( CampusMap.jpg)  
 Default position : When loading the page and etch time  
 state.selectedPlaceId changes value the image should be centred on  
 place(state.selectedPlaceId).coordinate  
 /\*The screen only display a little part of the all campus map. The campus  
 map should be extracted from the google earth's 3D view. Many screen  
 should be put together to create a large image in a perspective view.  
 Perspective view is mutch more efficient than a regular hoverhanging map

Controle : custom component  
 This set of tree user contrôle define a custom component.

Controle : Shape  
 Transparency : 50% if context.placeId != state.selectedPlace else 100%  
 Callback : set stat.selectedPlace = Context.palcId

Controle : button  
 Text : Bind(in) to place(context.placeId).name  
 Callback : Set state.selectedPlace = context.placeId  
 Callback 2 : Navigate to the 'data place' screen

Controle : button  
 Is visible : if context.placeId == state.selectedPlace then yes else no  
 Callback : f( context.placeId )  
 The f function zoom in or out ant move the map so that tu user position  
 and the context place stand in a same screen. A link is also draw between  
 the two position and the distance and time to reach by foot are disply on  
 the context circle. The drawing is persistant until the stat.placeSelectedId  
 changes value .



/\*The only particularity of the drop menu on this screen is that  
 the hitbox of the reduce bar is no more extendet to all the  
 screen. The half top of the screen continue tu behave like if the  
 menu was not extended.  
 The textBlockList behave the same way that the one on on the  
 data place screen except that it got no sorting\*/

## The 'Google calendar' and the '360 view'

Google Calendar is a tool that can be used as a standalone as far as integrated in a third party application. It is set by an .ics file. The ICS data describing the schedule of the student are stored in state.ADEparam.

The 360 view is just a multiscale by Y axis, scrolable picture. The source image `place(state.selectedPlaceId).image360`.

