**Multimedia Programming**

Assignment

**Picture Sender**

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# Short description:

The system consists of two parts: a server application and a client running on a Windows Phone 7 device or emulator.

The Server hosts a WCF webservice. It can be used to send messages to the server from the client application, and also the clients can access the messages from the server. The server uses WPF to visualize the messages. It uses a 3D viewport, with some message history. While no new messages arrive, it plays a slideshow of the previous messages.

The client software can take pictures with the camera of the device, but we couldn’t manage to try a real device only the emulator. The emulator displays a black box moving on white background as the camera image. Text and the sender’s name can be input and sent together with the image. Last n messages can be downloaded from the server. Messages can be saved to favorites.

# Installation and execution instructions

Visual Studio 2010 and Expression Blend was used to develop. Both the client (on the emulator) and the server (on the desktop) starts when debugging/running from Visual Studio. It is important to give administrator privileges to the server otherwise it is not allowed to host a webservice.

As only the emulator was used and on local machines, in real application it is important to provide the appropriate (webservice) server address. We have no experience using the real device.

# Used libraries

For webservice WCF is used (part of .NET Framework), similarly WPF was used for the visualization.

In the client application, the “Silverlight for Windows Phone Toolkit - Nov 2010” was used for nicer UI components and page transitions.