

CMPE277: Smartphone Application Development

KARTISIAN - ANDROID APPLICATION

Submitted By

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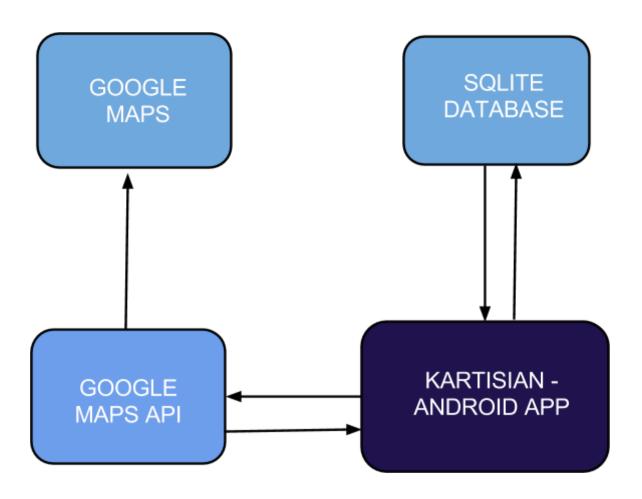
Submitted To

Prof. Chandrasekhar Vuppalapati

GOAL OF APPLICATION:

This application aims at providing a solution for easy navigation for frequently visited or other places, a user would like to bookmark, so as to ease the process of getting driving directions through Google Maps application. This is useful for people who use GPS navigation very often because they do not have to go through the hassle of typing in a destination address each time they look for directions.

HIGH LEVEL ARCHITECTURE:



ANDROID TECHNIQUES

This application provides options to bookmark a user's favorite / frequently used addresses using two methods, namely, by address and by location. When a user saves a location by address, the address of a location is asked to be entered and then saved in a SQLite database where all the address components are merged into one single concatenated address line. When a user chooses to save a location by current location, the Google Maps API uses the GPS coordinates for the current location which is in turn saved in the SQLite database, but by using the using GPS coordinates this time instead of the address. These locations thus saved can be accessed in a spinner. When the user chooses a location and clicks on the Navigate button, an intent is used to open the Google Maps application where the source address is set to current location and the destination address is set to location chosen by the user from the Kartisian App.

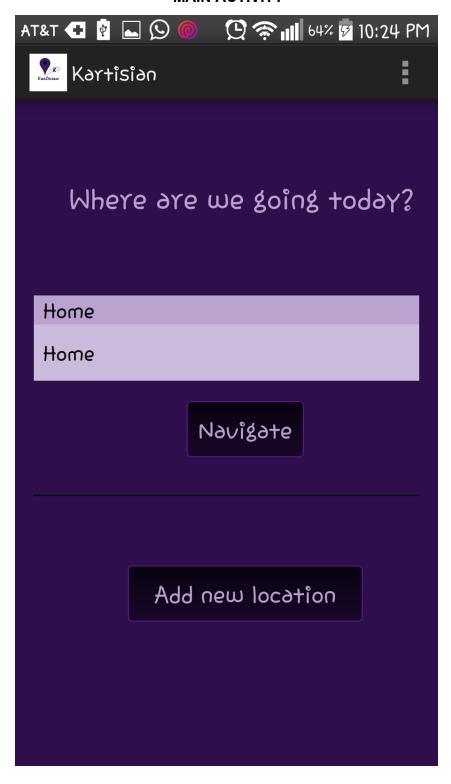
TESTING

This application has been tested manually by providing sample input parameters. The screenshots below illustrate the testing sequence.

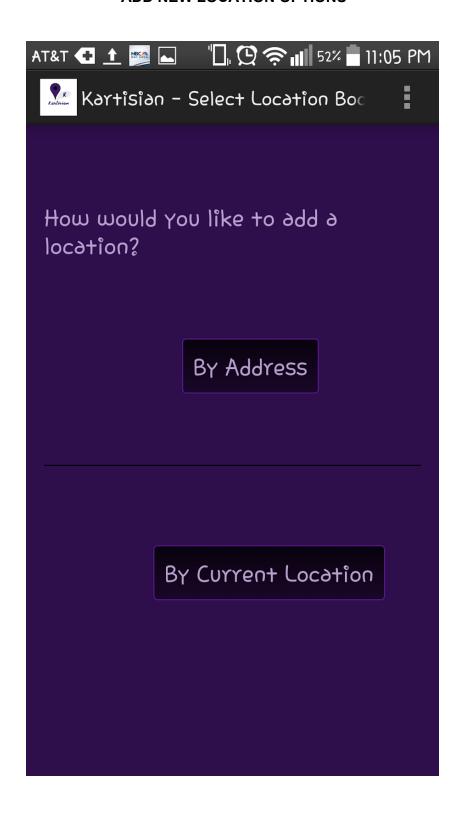
KARTISIAN SPLASH SCREEN



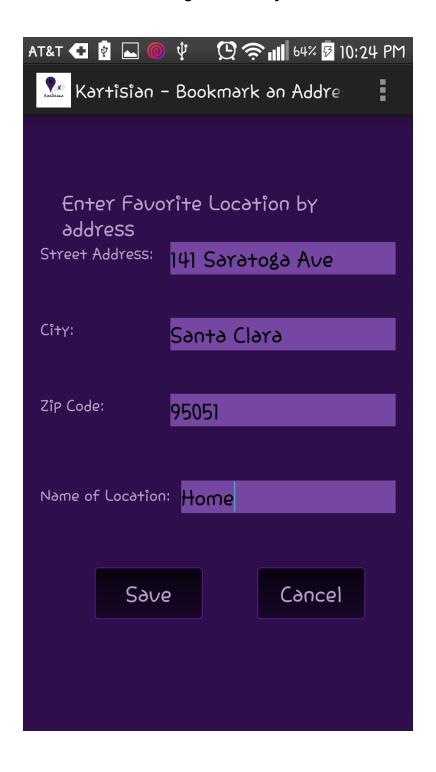
MAIN ACTIVITY



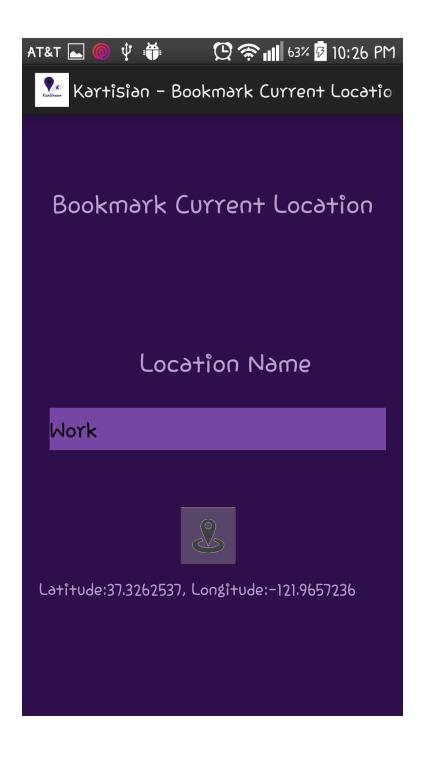
ADD NEW LOCATION OPTIONS



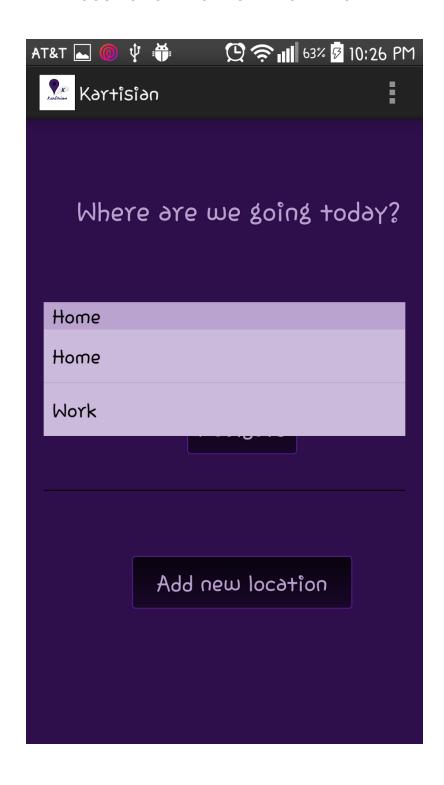
Bookmarking Location By Address



CREATING A LOCATION USING CURRENT LOCATION



CHOOSING LOCATION TO NAVIGATE TO



AFTER CLICKING ON NAVIGATE BUTTON

