Understanding GDP per Capita

Daniel Ocampo & Jeremy Moore

Summary

1 Introduction

2 Related Work

3 Mobile Applications

4 Databases

5 Application Study

6 Back up plan

7 Future work

8 Conclusion

Introdcution

- 6.2 billion Smartphones by 2020
- 1.8 billion active users in Facebook alone
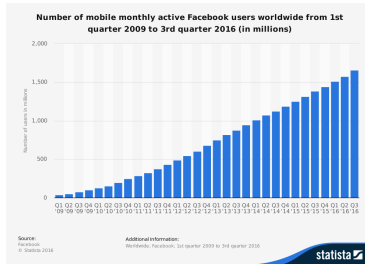- Mobile phone addiction
- Negative effects

Figure: Facebook users

Related Work

- User who used phones for 2 hours longer had higer chances of lower back pain
- Attention span is now down to 8 seconds
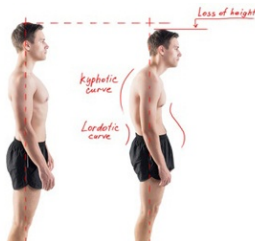- Less hours of sleep
- User look at phone before bed

Figure: User and back pain

Mobile application

- Andriod Studio
- Tasker, App Inventor
- Pros
- Cons

Figure: Creation of mobile applications

Databases

- Sqlite3
- Queries
- Analysis


```
ocampod@aldenv105:~/comp$ sqlite3 user.sqlite3
SQLite version 3.11.0 2016-02-15 17:29:24
Enter ".help" for usage hints.
sqlite> .schema
CREATE TABLE userTime (
ip int NOT NULL,
gender text int NULL,
age text int NULL,
entertainment int NOT NULL,
educational int NOT NULL,
social int NOT NULL,
internet int NOT NULL,
games int NOT NULL,
date int NOT NULL,
PRIMARY KEY (ip)
);
CREATE TABLE userData (
ip int NOT NULL,
gender text int NULL,
age text int NULL,
entertainment int NOT NULL,
educational int NOT NULL,
social int NOT NULL,
internet int NOT NULL,
games int NOT NULL,
date int NOT NULL,
PRIMARY KEY (ip)
);
sqlite> _
```

Figure: Creation of mobile applications

- Survey Collect Data
- Create Mobile Application
- Collect data
- Return data (visual)
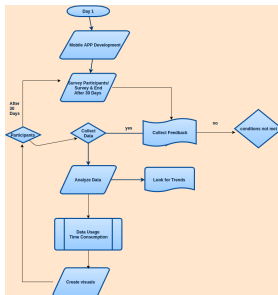- Store data
- Analyze data

Figure: Steps taken

Back up Plan

- Tasker
- App Inventor
- Tablets
- Participants

Future Work

- Filters
- Fitbit
- Constant checking

Conclustion

- Problems
- Possible soultion
- Reasons