

## MSc Information Technology

**Here I am !**  
- An Android Application

### Why this project?

- - My interest in the **David O'Halloran missing case** .  
<https://findingdavid.crowdmap.com/>
- The idea was to use information (sightings, clues) and place them in a map.

## Why this project?

- My interest in location-aware applications.
- Growth the smartphones
- And to provide an additional tool to minimize the chances of another human loss.
- Attempt to tap in to the University of Stirling Safe Taxi Scheme

## The project

- The project would aim to achieve:
- Provide the user's with the ability to disclose his approximate location, **easily and to a pre-defined receivers using** two , three clicks maximum.
- **Why 2, 3 clicks?**  
Because I want the app to be easy and quick to obtain and to communicate the data.

## The project

- Goals:
- 1- Record contacts
- 2- Obtain the user's location
- 3- Transmit the user's location
- 4- Easy to operate. The 2,3 rule.

## Obtaining the user location

- Using android to obtain your geographic location is .. Sweet and sour.
  - Not hard to code an app that could obtain our location. There is plenty of information and existing applications for this purpose.
- Complex challenges = a reliable user's location reading ?

## Challenges

### **Multitude of location sources**

- GPS, Cell-ID, and Wi-Fi can each provide a clue to users location. Determining which to use and trust is a matter of trade-offs in accuracy, speed, and battery-efficiency.

### **User movement**

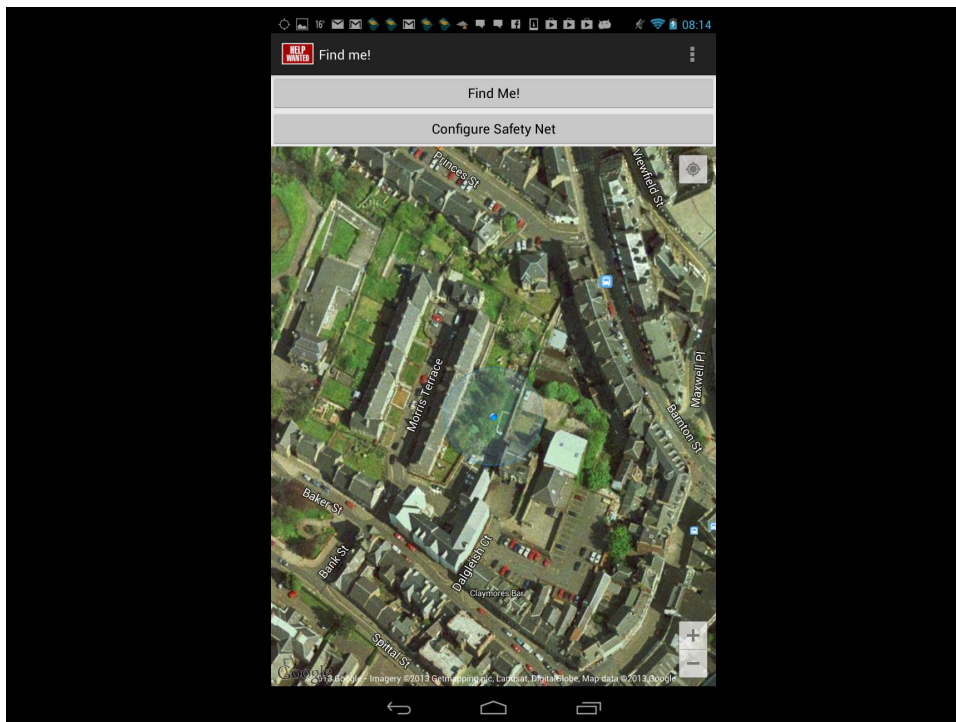
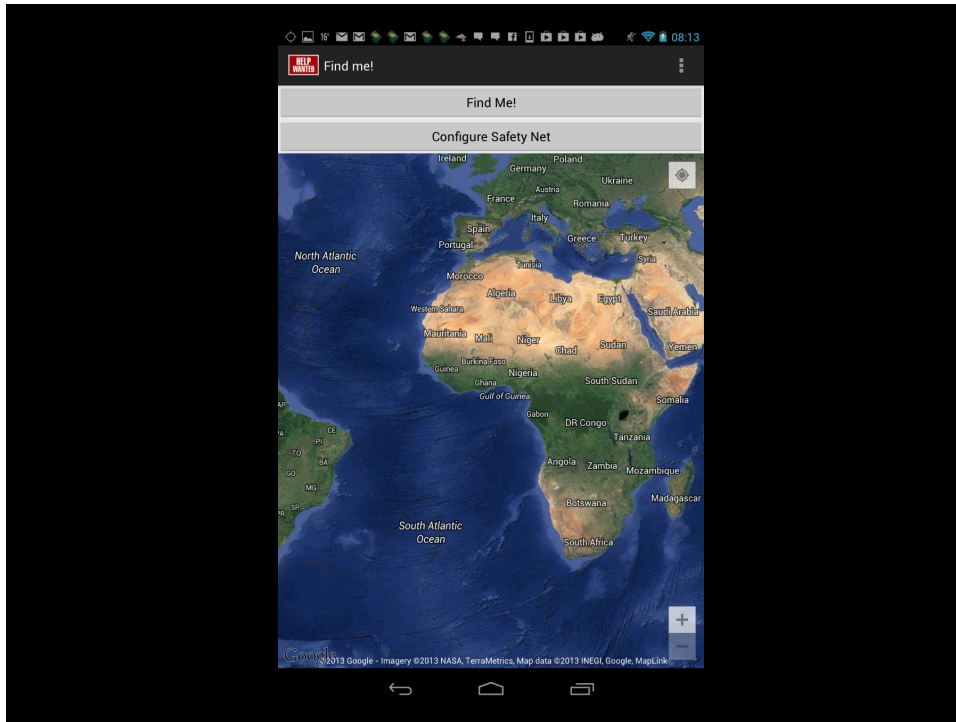
- Because the user location changes, you must account for movement by re-estimating user location every so often.

### **Varying accuracy**

- Location estimates coming from each location source are not consistent in their accuracy. A location obtained 10 seconds ago from one source might be more accurate than the newest location from another or same source.



Find me!



## The receivers

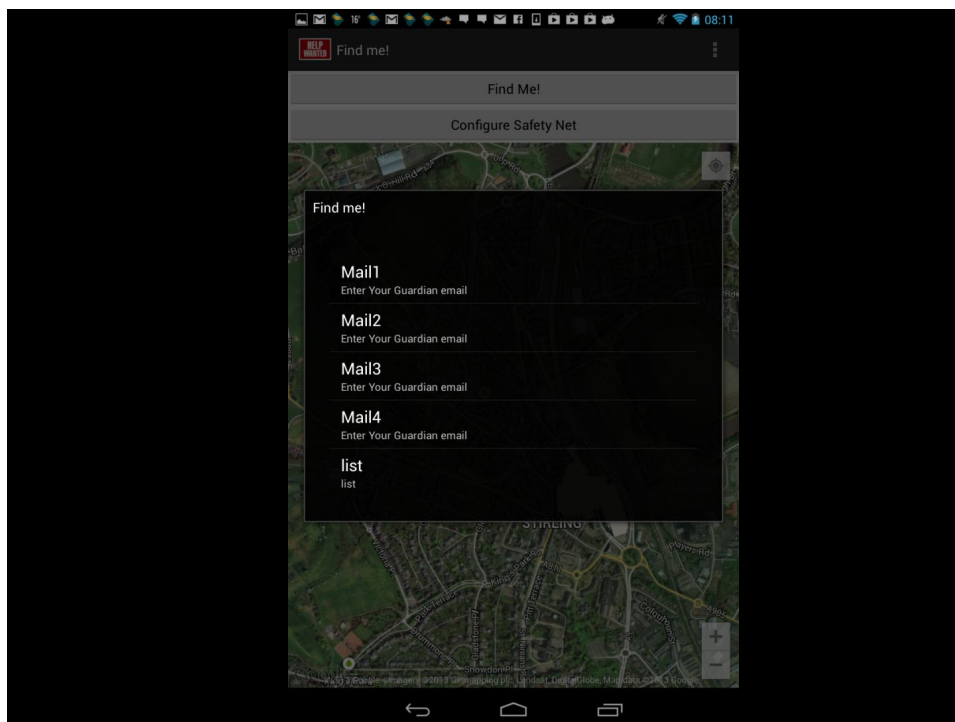
- Sending your location to whom?
- My first thought was to leave that option open. But that was going to conflict with the 2-3 click rule.
- What was the solution?

## TO PRELOAD OR NOT TO PRELOAD!

- A contact list = database that could hold a predefined set of contacts, what would load with the application.
- Such as loading preferences,
- Or Allowing the user to customize circles of contacts that could be preloaded and fine tuned depending on the circumstance
  - for example using a radio button.

## Challenges

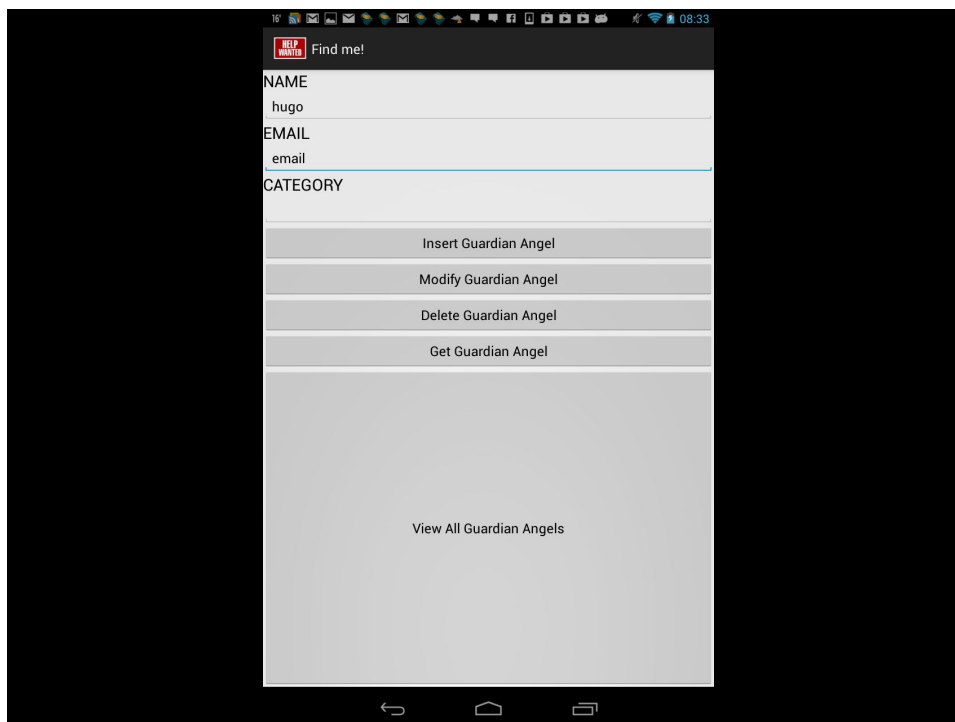
- Storing information and retrieving information
- Using this data to link to the other components (Email , Phone numbers).
- Using Preferences?  
Using the PreferenceActivity class to store user's preferences and using them when the application starts. Google has created a preferences framework for us. The provided mechanism allows us to show, save and manipulate user's preferences very easily.



## Or Using SQLite?

Android applications can create and manipulate their own private SQLite relational databases.

- **What is SQLite?**
- SQLite is a lightweight relational database engine. SQLite is fast and has a small footprint, making it perfect for Android devices. Instead of the heavyweight server-based databases like Oracle and Microsoft SQL Server, each SQLite database is stored within a single file on disk. Android applications can choose to store private application data in a SQLite database.
- SQLite = QLite is basically a stripped-down SQL database engine for embedded devices.





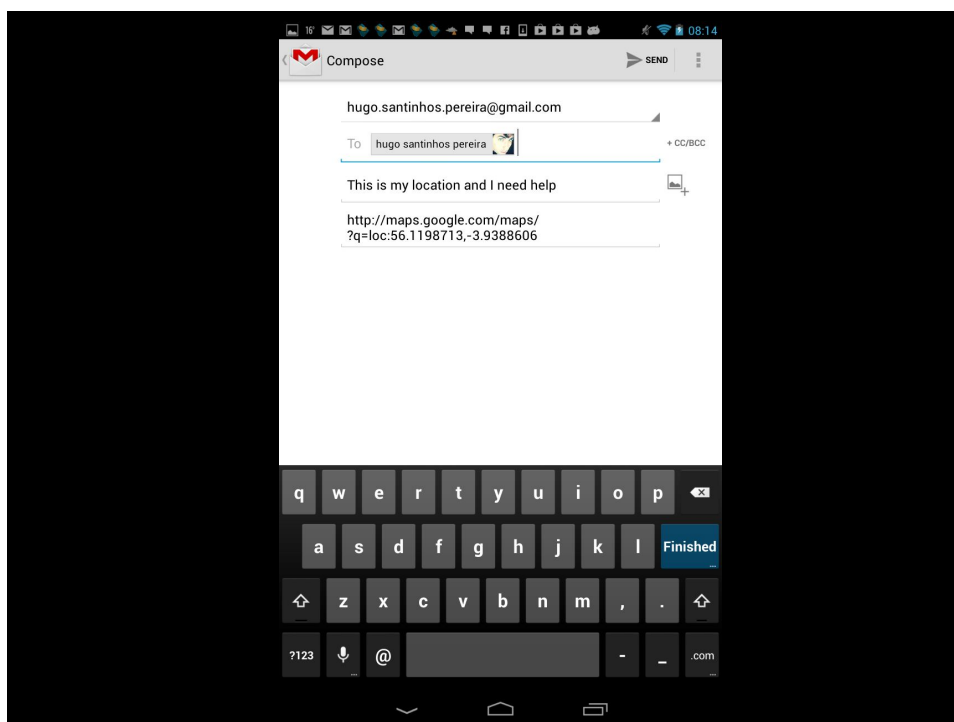
## 3 Methods

- User types in the contacts > saves contacts > when application starts, the contacts are going to be loaded. [PreferenceActivity method]
- User uses a radio button to invoke a group of contacts that tell the application where to send the information [ SQLite method]
- The goal : using SQLite + PreferenceActivity !



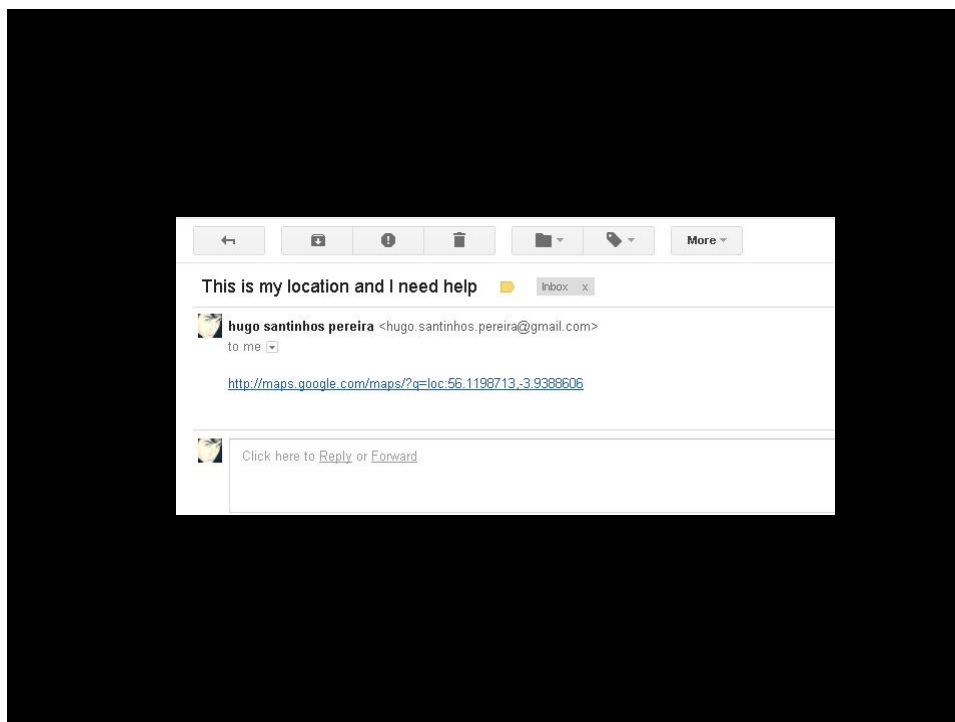
## The message

- **What will our message contain?**
- Hyperlink that allows the receiver to visualize the location via Google maps.
- The coordinates are formatted to permit the receiver to click and see the location.
- The content of the message is customized. Besides the coordinates, it can include the address by reverse geocoding and additional information.
- **How to transmit the message?**
- Email
- Text message



## USING EMAIL

- Using the application loaded into the android (Gmail.com)
- With the application asking permission to use gmail.com to send the message.
- Or bypassing and sending the email directly without using any installed application.
- Using the email application challenges the 2-3 clicks rule, but it is the simpler option.
- I am currently working in bypassing the email application.



## USING TEXT MESSAGE

Its possible to send this information via txt message but currently it's not available in my prototype and I will try to implement it if time permits.

I see the benefits of having the capacity to send one's location via txt , and that's why I will try to implement this feature, with a different type of message.

## WHY SHARE YOUR LOCATION

- This is not sharing your location publically.
- The user is making aware his or her location to a pre-defined set of contacts.
  - It may be one friend , it might be 10 friends. Not limited.
- Although this is a one-way application, it is using email, therefore the receiver can communicate back in order to obtain more details if needed.
- Reasons for having this application might range from security: making people aware about your location;
  - To micro-coordinating friends for a pub crawl.



