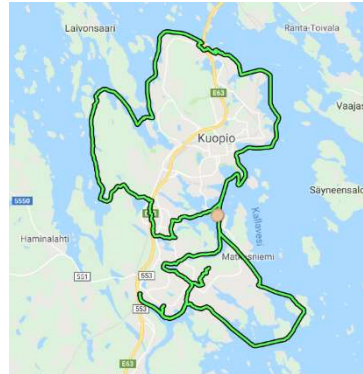


# Location-aware mobile application development

Exercise 4/6, 16.11.2018

1. Time for detective work! Go to [Radu's route collection](#) and try to find the route shown on the right by using any available means. Record the time it took to find it.
  - a) What is the transportation mode?
  - b) Are there similar routes in the database?
  - c) Was Radu traveling alone?
  - d) How round is the route?
  - e) How many stops are there?
  - f) How many hills are there?



2. Use the Mopsi [recommendation system](#) somewhere in your city. Write down the top five results. Why do you think these items are in the list? Is the result useful? Is anything surprising in the list?
3. Do you use Strava or Waze? If not, how about another sports tracker or navigation app? Write down why you are using it / them and why not other alternatives?
4. Test the *Where's Mopsi* app. Give any feedback in the comment section of Radu's slide: [https://docs.google.com/presentation/d/1-3we03mmuRa-Rg0qxFvyteIMrmKo04buVm-d4XZLU\\_Y/edit?usp=sharing](https://docs.google.com/presentation/d/1-3we03mmuRa-Rg0qxFvyteIMrmKo04buVm-d4XZLU_Y/edit?usp=sharing)  
Feedback can be anything: report bugs, suggest improvements, what features would be cool?
5. In software development compatibility is important. Explain in your own words what the following concepts mean:
  1. device compatibility
  2. backwards compatibilityCan you give hypothetical examples for each?

6. Every team should have at this stage one of two things:
  - A. A project prototype: make a zip file that contains the project and a ReadMe file explaining how to set it up in case it is not a webpage. Upload it to the submission system.
  - B. Questions – not knowing what to do. Write them down in a text file and send them to me.

We will use one hour of this exercise session to study the projects.