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Case Study for Group Photo Sharing Mobile App

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Client Requirement

- Pinlogue, your social travel companion
- Helps you meet new people through their location, share photos, videos, images, view friends updates, group interest and more
- Pinlogue is one of the best photo and information sharing platform
- One can take a photo, share it with their friends, families and groups
- Even share useful information with them which shows how you live your real life
- One can also build and strengthen the personal and professional connections while pulling together the Facebook and Phone book contacts
- Pinlogue will also help you discover people in your life all in one place
- Whether you are searching for old school or college friends, loved ones

Project Challenges

- Developing a mobile app that works as a social travel companion and is capable of delivering location-based, proximity content distribution services within a certain
- Developing a social area network through the system and making data accessible to any wireless device located at a specific location
- Enabling the app to use GPRS wireless technology for quick communication
- Ensuring safe and secure transfer of data
- Equipping the social app with framework capable of supporting a range of value-added services & localized information made available to the users over the net

Technologies Used

Operating System & Server Management	Linux Cent OS,Multi-Server Architecture with Staging & Production environment through Version controlling releases Load Balancer,Apache optimization,security and SSL implementation,scheduler for backups, alert monitoring system integration,server performance tuning at regular intervals,software firewall configuration and maintenance,email server configuration etc
Development Tools & Environments	PHP5, HTML5, Java Script,Android OS, iOS, Android SDK, iOS SDK etc
Database	MSSQL,DB Clustering,DB Optimization, High Availability ,Master– Slave Replication, Query optimization,Slow Query Optimization, scheduler for backups, Alert Monitoring System integration etc

Manpower

Project Leader	1
Developers	2
Designers	2
Quality Assurance Testers	1

Planning

- The web server using HTTP protocol for communication with the web browser
- The mobile clients using Packet based UDP/IP for accessing mobile devices in case of GPRS
- Confirm the GPRS network standards to provide a better access to the mobile users those who are using Pinlogue
- The use of location based Push to receive appropriate alerts when the mobile device is active
- Use of UDP as widespread usage of WAP & MMS would alter the traffic in wireless networks

Architecture

Providing quality location based value added services

Web server was identified as the core component of the system

Web server would allow for centralized monitoring

Service oriented architecture is based on the principle of separation of concerns

These concerns are separated as modules or services

SOA consist of architecture which:

- Uses SOAP as messaging protocol
- Uses HTTP to transport message
- Use Web Services Description Language (WSDL)

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Android Architecture

Android relies on Linux version for core system services such as security, memory management, process management, network stack and driver model

The kernel also acts as an abstraction layer between the hardware and the rest of the software stack

The middle ware level includes Runtime and Libraries

The Runtime include score libraries,providing most of the functionality available in the core libraries of the Java programming language

Dalvik virtual machine which allows every Android application runs in its own process

The Libraries is used by various components of the Android system such as Media Libraries, 3D libraries etc

The upper level is Application framework and Application

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iOS Architecture

The Core OS and Core Services layers contain the fundamental interfaces for iPhone OS including

Used for accessing files, low-level data types, network sockets and so on.These interfaces include technologies

Core Foundation, CF Network, SQLite and access to POSIX threads and UNIX sockets among others

The Media layer contains the fundamental technologies used to support 2D and 3D drawing, audio and video

This layer includes technologies like OpenGL ES, Quartz and Core Audio

The Cocoa Touch layer provides the fundamental infrastructure used by your application

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Sources :

http://www.brainvire.com/yellow-pages-based-business-networking-application/

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