

Distributed Systems – Assignment X

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ABSTRACT

Concisely state (i) which Android device you used, (ii) which tasks you completed and which are working correctly or limited, and (iii) what your specific enhancements are.

1. INTRODUCTION

Use the introduction for background information on the assignment. See your assignment sheet for specific questions on the topic that you have to answer in this section. Use references such as books [2], papers and theses [4], or specifications [3] whenever available. Web sites for documentation [1], tutorials, etc. are a special case. In a thesis, you would put them as footnotes. At this stage, however, you will only have a few “real references,” so we put the Web sites into the bibliography. Cite every source you used throughout the assignment.

2. FIRST TASK

Describe your first task. Use helpful figures such as Figure 2 and explain them in the text where you reference them.

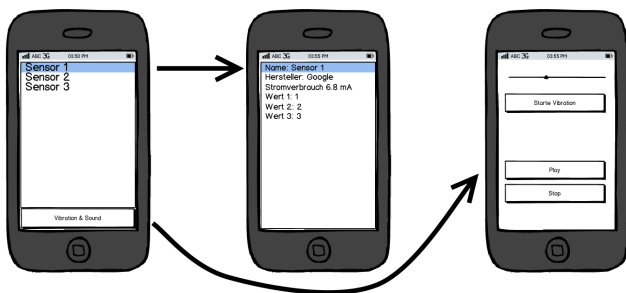


Figure 1: Only include useful figures. Do not simply copy something from a Web page.

Just like figures, code listings can convey concise information about your solution. However, you still need to reference and explain them in the text (cf. Listing 1). Only use a listing for really important parts and omit them if it would just be a random part of your code.

```
1 @Override
2 protected void onProgressUpdate(final Integer...
   values) {
3     textView.setText(index + " done");
4     progress.incrementProgressBy(values[0]);
5 }
```

Listing 1: Descriptive Caption Text

3. SECOND TASK

Describe your second task. You can also pack multiple figures next to each other such as Figure 2(a) and Figure 2(b).

4. ENHANCEMENTS



Figure 2: Pack portrait screenshot next to each other and make them referable through the subfigure package. When next to each other, make them the same height.

This is usually the final part of an assignment. Here you are free to describe what you did, however, stick to a concise, scientific writing style.

5. CONCLUSION

Give an overall conclusion that summarizes the main challenges you encountered and your lessons learned.

6. REFERENCES

- [1] Services: Sending Notifications to the User. <http://developer.android.com/guide/components/services.html#Notifications>. Accessed on 29 Aug 2013.
- [2] E. Burnette. *Hello, Android: introducing Google's mobile development platform*. Pragmatic Bookshelf, 3 edition, 2010.
- [3] R. Fielding, J. Gettys, J. Mogul, H. Frystyk, L. Masinter, P. Leach, and T. Berners-Lee. Hypertext Transfer Protocol – HTTP/1.1. RFC 2616, 1999.
- [4] R. T. Fielding. *Architectural Styles and the Design of Network-based Software Architectures*. Phd thesis, UC Irvine, 2000.