

Designing Note Sharing Application on Android Platform

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Abstract— in life we write are things that can not be removed. many shortcomings if we use paper to write. such cannot be shared simultaneously by the time we write. but there are advantages to write that does not exist in the digital world. such as writing techniques that can be in accordance with our wishes. What if we could combine 2 things, the profits to write a paper and can be transferred digitally. there will be major changes in our lives. writing we cannot do computer. because it tied with the keyboard. so the choice of using a smartphone or tablet is the right choice. because the development of smartphones, and tablets that is growing very rapidly which will replace the computers in the future. because it can engage in activities that are not bound to be somewhere with a monitor, keyboard, and PC. the reason why choosing a platform android development android target because now very rapidly. will more easily spread through the android platform than other platforms. the writer here wants combines the benefits of writing with a loss made into a profit as it is used in digital media

I. INTRODUCTION

Note is an article which helps to illuminate objects that become problems and even remember what the important things in the object. Note not only focused by a species writing technique or more, usually because the record was written by the authors as needed. Even the author sometimes adding images to clarify the object. Initially writing can only be a paper only, but as the development of technology tools wallet-sized (smartphones) only can be used to write even keep such records.

Writing a note using the smartphone or the pad has its limitations. Because written word only consist of the types of letters and symbols on the keyboard. It would be nice if we could write our record as we write in the paper but using a smartphone or media pad. So the note can be stored in a nice and easy to be seen again.

When attending a seminar or meeting sometimes we can only catch a little of what was delivered. Since we only outline distributed material failed to make clear about what was discussed. When we're busy writing a note sometimes we miss

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the explanation is being discussed. We need something to solve a problem like this. If the note can be written directly in a device that can be viewed simultaneously, of course, it can solve the problem and save time when writing notes

II. MOBILE APPLICATION

What is Mobile Applications

- Mobile: Switching places.
- Application that can be run:
- "Even though the user switching places

"As users move

- Use Mobile Equipment (the most popular: mobile)

Types of Mobile Applications

Based on technology Used

- a. Server-Based Request
- b. SMS based
- c. SIM-card based
- d. Mobile Equipment Based

A. Server-Based Request

- Mobile Equipment (ME) requesting data from the server.
- WAP. Using WML, an XML-based markup language specific.

Profit

- Platform Independent
- Easy applied
- Type diverse applications

Loss

- There are still many who do not support WAP ME.
- Payment for the data.
- Interface limited

Implementation

- Use Web Server with additional settings in the configuration
- WML files created should create an HTML file

B. SMS based

- SMS: Short Message Service. Sending of short messages between ME / with a server
- Limited \pm 160 characters.

Profit

- Platform Independent
- ME mostly have to implement SMS

Loss

- Payment for each action.
- only text Interface, the user must remember the command
- Very limited text length

Implementation

- Use the interface between the ME with the server
- Applications awaiting data from the interface and send data through the interface

C. SIM-card based

- Applications placed on the SIM-card
- Applications can be accessed via a new menu that will appear at the phone.
- Javacard. Especially for javacard are downloadable applications.
- Shipping data via SMS

Profit

- Platform Independent (?)
- Data stored locally and can be used when switching ME

Loss

- Size limited. Applications should be very small
- Difficult applied

Implementation

- Download Javacard.
- Use Simulator

D. Mobile Equipment based

- Placed in Mobile Equipment Applications
- Sample Programming on Symbian OS
- Shipping SMS data.

Profit

- Interface is very easy
- Type applications are very diverse, it can even be used for demanding applications

Loss

- Platform Dependent
- When changing possible applications and data can not be used

Based on function

- Information
- Communications
- Entertainment
- Productivity Tools
- Commerce and Banking
- Location based

Application Functions

- Information: Delivery of information to the user ME
- Communications: Communications between a user with one or more other users.
- Entertainment: Applications entertain such Games.
- Productivity Tools: Applications that can increase productivity even when switching
- Commerce and Banking: Buying and selling through ME.
- Location based: The application that converts data according to user location. The location can be determined by GPS and the cell occupied by the user[1]

III. SMARTPHONE

A. ABOUT SMARTPHONE

A smartphone is a device that lets you make telephone calls, but also adds features that you might find on a personal digital assistant or a computer. A smartphone also offers the ability to send and receive e-mail and edit Office documents, for example. While there is no standard definition of the term "smartphone" across the industry, there are a few features that you'll find on every smartphone. Here's a list: Operating System: A smartphone will be based on an operating system that allows it to run productivity applications, such as the BlackBerry OS, the Palm OS, or Windows Mobile Software: A smartphone will offer more than just an address book. It may allow you to create and edit Microsoft Office documents or manage your finances. Web Access: A smartphones offer some sort of access to the Internet. You can use your smartphone to browse your favorite Web sites. QWERTY Keyboard: A smartphone includes a QWERTY keyboard, so the keys are laid out in the same manner they would be on your computer keyboard. Messaging: All cell phones can send and receive text messages, but what sets a smartphone apart is its ability to send and receive e-mail. Some smartphones can support multiple e-mail accounts. Others include access to the popular instant messaging services, like AOL's AIM and Yahoo! Messenger.[2]

B. Android in smartphone

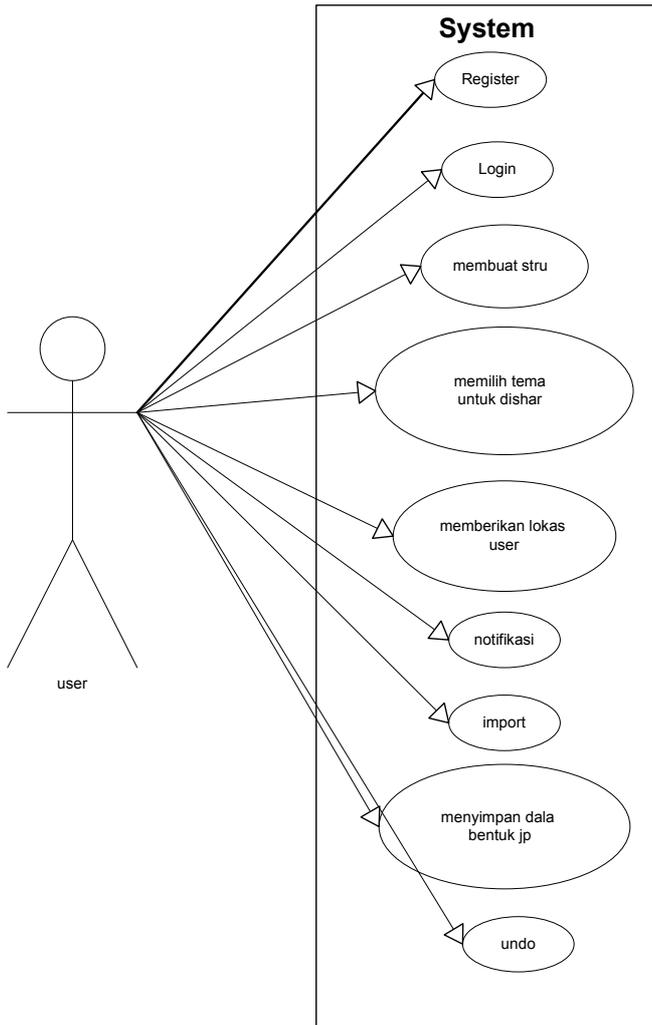
IV. DESIGNING

note sharing that developed in OS android created with java-like language.

by using this application we can write the note and immediately be seen by our friends who we invite to share, can also use the maps and import files and save files

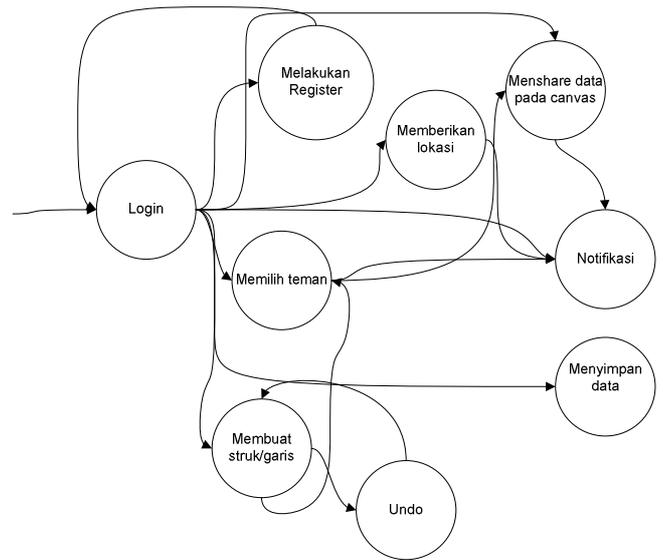
A. Use Case Diagram

Use case diagram visualizes the functionality expected from a system. The stress is on 'What' can be done by the user, not 'How'. A use case represents an interaction between actor and system. Use case is a certain task. An actor is an entity of human or machine, which interact to a system to do certain tasks.[3]



B. Data Flow Diagram

DFD or Data Flow Diagram in this image is used to determine whether any data flowing. on the other side of DFD also describes the process that occurs in the system [3].



V. IMPLEMENTATION

A. Login and Register

before using the applications we must register and login first. when starting the application will display a login page if you already have a username and password then click login. if you don't have please register first.

B. Create note

by dragging on the screen will be formed in accordance with the wishes of the line. with the aim that the user can create a note with her own way

C. Giving the positions

maps by pressing the button will display a screen which shows the position of other users that are shared with you

D. import

by dragging the file into the screen then the file can be part of the canvas so that we can add files that have been inserted.

E. Save file

if pressing the button done. then the last screen appearance will be saved in jpg format

F. Undo

we can erase what we have done previously by pressing the undo button

VI. CONCLUSION

from the application design phase we can conclude by making a line, insert files, maps. they can make their own notes on digital media and can be shared in real time.

VII. REFERENCE

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