

IPRO 312 Final presentation outline /abstract

Objective

The goal of IPRO 312 was to create metrics to evaluate widgets* utilizing the Tru2Way platform**.

Goals

Our main goal for this project was to develop test widget applications and identify resource metrics that affect the performance. The secondary goal was to create new widget application ideas and evaluate consumer usability of such widgets.

Basic organization and tasks

The IPRO group was divided into two sub-teams: the development team and testing team. The task of the development team was to develop an application to gather performance and resource metrics. The task of testing team was to test and collect data for the metrics identified such as: bandwidth usage, required memory, and response time.

Achievements

- Creation of a Twitter widget application
- Collected the following data: Memory consumption, performance, bandwidth and multiple applications running concurrently
- Identified optimal system requirements to run the Twitter widget

Obstacles and Barriers

- Adapting to older application development technology
- Inconsistent performance of the emulator initially used to run the widget application (This was resolved by working with the Vision Workbench emulator.)
- Insufficient documentation for widget application development using the initial emulator
- Lack of decent emulator and error checking/debugging—brute force testing
- Inability to run the Vision Workbench on Windows Vista and Mac software

Code of Ethics

Due to lack of a fully functioning emulator at the beginning of the semester, the project group had to find a solution so the requirements of the sponsor could be met. This was achieved by finding an emulator that could be used for the creation and testing of a widget application.

Conclusion

The IPRO group was able to successfully develop and test a widget application and collect the data for the metrics identified at the beginning of the semester. This IPRO has laid a foundation for a future IPRO group(s) to develop and test more complex widget applications.

* Widget: An interactive application (example: iPhone widgets)

**Tru2Way Platform : allows you to run interactive applications on your cable tv set.