

**GEDIZ UNIVERSITY**  
**COMPUTER ENGINEERING DEPARTMENT**

**COM 497- SENIOR DESIGN PROJECT I**  
**PROPOSAL FORM for INSTRUCTORS**

Academic Year: 2015-2016

Semester: Fall

<b>1. Logistics</b>	
<b>Supervisor :</b> Inst. Gökhan AKYOL <b>Co-supervisor:</b> <b>Proposal No. :</b> 1 <b>Proposal Date :</b> 05.10.2015 <b>Number of Students :</b> 3 <b>Prerequisites :</b> Knowledge of Mobile Programming and Services, Web Programming, Database Systems and deep understandings of Google Web Services or Geocode Javascript.	
<b>2. Subject Classification</b>	
Mobile Application Development, Web Programming, Database Systems, Google Web Services	
<b>2. Title of Project</b>	
Find an ATM Machine Near Me	
<b>3. Description of the Project <sup>1</sup></b>	
Mobile applications facilitate our daily life day by day. There are many applications on the market. People use these applications that they need everywhere. One of the problem is in daily life to find an ATM Machine in the vicinity (nearest places).  In this project, students make a mobile application to find a nearest ATM Machine where people look from their mobile device. Students use Google Map algorithms or Geocode Javascript or Google Web Services in this system. The person who use this system, search an ATM machine on her/his mobile application, the system responds her/him to show nearest ATM location and explain details of the location.	
<b>4. Scope of the Project</b>	
The project is a mobile application and location finder. Students learn software engineering concepts and searching algorithms. Students learn how to construct a mobile application with the usage of Google Web Services and Google Maps algorithms.	
<b>5. Goals of the Project :</b>	
The aims of the project are: <ul style="list-style-type: none"><li>- Learn to specify requirements for the system.</li><li>- Learn to design system architecture for this application.</li><li>- Learn project management technics.</li><li>- Gain to experience in Google Maps and searching algorithms.</li><li>- Gain to experience mobile application development.</li><li>- Learn to understand the software is a team project.</li></ul>	
<b>4. Key techniques</b>	
Good programming knowledge ( JAVA – JAVA EE or C# - ASP.NET) Mobile Programming Google Services	

<sup>1</sup> If necessary please use a separate sheet

<b>5. Project outcome</b>	
Learning Innovative Mobile Application Google Services and Google Maps algorithms and mobile computing.	
<b>6. Hardware/Software/Lab/ Equipment Requirements</b>	
JAVA and JAVA Based Platforms or C# and C# Based Platforms Mobile Application Platforms (Android, IOS or Windows Mobile) Web Technologies	