Urban mousetrap: a project for EEL6788

Tom Cat and Donald Duck

University of Central Florida, Orlando, FL 32816, USA
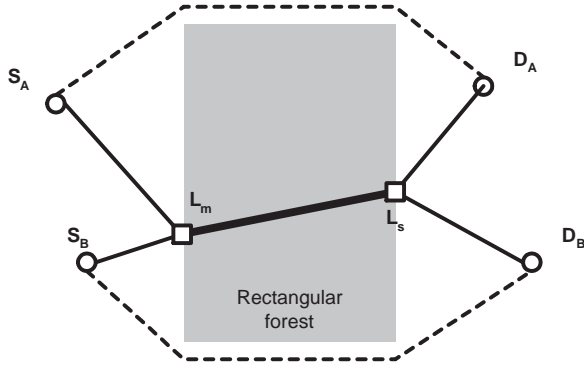
Fig. 1. The architecture of our mousetrap. Two mice need to traverse a dangerous forest, or go around it.

Fig. 2. The average number of mouse trapped in function of their size.

Abstract—**This document describes our implementation of a gruesome, cellphone operated mousetrap for urban environments.**

Index Terms—**Urban Computing, Android, Mice**

I. INTRODUCTION

We decided to implement a mouse trap, for urban mice. Previous micetraps, although gruesome, specialized either for rural mice or could only catch grey mice. It is perceived that there is a need for mousetraps which can catch white, green, or itsy-bitsy teenie-weenie yellow polka dot colored mouse in urban environments.

The remainder of the paper is organized as follows. In Section II, we describe related work. In Section III, we describe the architecture of the mouse trap. In Section IV we describe the gruesome experimental results. We conclude in Section V.

II. RELATED WORK

There were no previous work for mouse traps, but here is something for urban sensing: [1] and here is another one [2].

III. SYSTEM ARCHITECTURE

The architecture of our system is described in the Figure 1.

IV. EXPERIMENTAL RESULTS

We have tested our system over a number of mice of various colors and sizes.

V. CONCLUSIONS

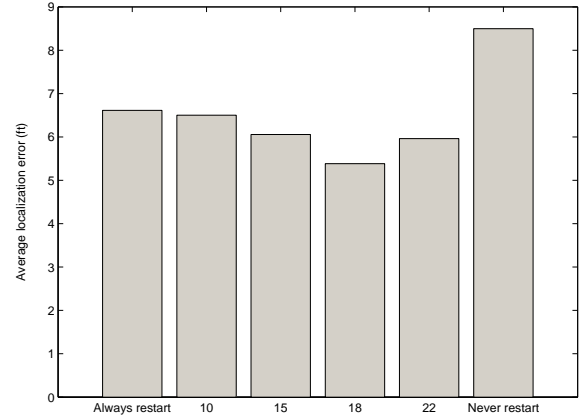We conclude that we have built a better mousetrap.

REFERENCES

[1] J.I. Hong and J.A. Landay. An architecture for privacy-sensitive ubiquitous computing. In *Proceedings of the 2nd international conference on Mobile systems, applications, and services*, pages 177–189. ACM New York, NY, USA, 2004.

[2] K.L. Huang, S.S. Kanhere, and W. Hu. Towards privacy-sensitive participatory sensing. In *Proceedings of the 2009 IEEE International Conference on Pervasive Computing and Communications-Volume 00*, pages 1–6. IEEE Computer Society, 2009.