

Cloud storage service

A multi- and cross-platform cloud storage service designed for companies that pay increased attention to data security. The software is a cloud-based drive on a computer that is similar to other well-known consumer online storage services. However, the big difference is that the data is stored in a private cloud storage environment on premises.

The result is that client side is as transparent to the end users as a local PC drive.

Project type: online cloud storage

InToSoft team: 6 specialists

Team structure: Architect, BA, Designer, 2 senior developers, QA engineer

Project duration: 6 months

Technologies: Microsoft .NET framework 4.0, Windows Forms, WPF, APS.NET Web Services, ASP.NET MVC, C#, VB.NET, JavaScript, 3rd party components (ELDOS CBFS, SharpShellExtensions), SqlLite

Environment: Microsoft Windows 7, 8, 8.1, 2008R2; Mac OS X; Windows Phone 7, 8; iOS 6.1, 7, 7.1, 8.0, 9.0; Android 2.3-4.4, Microsoft Internet Information Services, XCode, Xamarin Studio, Microsoft Visual Studio 2010, 2012, 2013

Platforms: iOS, Android, Windows Phone, Web

About the client

Client is a Dutch company driven by innovation, quality and aimed at developing software for the cloud storage market.

Challenge

By the time the development of mobile clients started, the desktop part of the system had already been implemented. There were several mandatory requirements to the application: it should possess the performance peculiar to native platforms and include features and design that can be applied at different versions. InToSoft carried out a detailed technical analysis that helped to optimize key desktop functionality, such as local cache, work in offline mode and data transportation. Properly established mobile architecture enabled the team to re-use many modules from desktop version. Business analysis gave full picture of all functional requirements. Prepared designs met the look and feel of the existing system.

Project

To ensure constant data availability, the solution includes:

- Web application and web server.
- Desktop applications for Windows and Mac OS.
- Android, iOS and Windows Phone apps.

The final product has the following functionality:

- Downloading and uploading files of various size
- Assigning rights to view the folders
- Files versioning
- Ability to take picture on the smartphone and upload it to the cloud
- File synchronization among all connected devices
- Providing access to third parties and non-registered users via web interface
- Pin code ensures extra security and prevents illegitimate access

Scrum was chosen as the most suitable development approach. The team had 2-weeks sprints with stabilizations and periodic releases. Xamarin allowed to reduce implementation costs by 39% and further support costs at 30%.