

Remote Admittance & Demonstrate For Client Control Mobile Computing

¹R.Srinivasan, ²R.Vinoth, ³D.Kalidas, ⁴D.Vinoth, ⁵D.Vimala

^{1,2,3,4}Dept of EEE, Muthayammal College of Engg, Rasipuram

⁵Dept of EEE, PGP College of Engg & Tech, Namakkal

¹srinihbk@gmail.com, ²vinokavin@gmail.com,

Abstract: *This project represents how one PC can be controlled from remote place with one smart-phone device with the help of Internet. It means the monitor of PC will be seen in mobile. It turns your phone into a wireless keyboard and mouse with touchpad, using your own wireless network. This application can be performed on android based mobile. It requires server application for your computer. It requires device running on the Android operating system with some sort of wireless connection between them. By getting IP address from the PC and directly browse it on mobile phone. The PC screen will be access on the mobile. It Supports web applications with database for storing the web pages. On Mobile applications retrieves the required data information in certain time interval by connecting with the web server. Able to view your phone's screen on your computer monitor which is great for: putting your Android notifications right along the side other notification boxes on your monitor, using it like an on-monitor caller ID, and taking screenshots and screen casts. Remote keyboard/mouse control is great for inputting data on the tiny screen without needing to peck at the on-screen keyboard.*

Key Words:

Android operating system, Google's Android, Interactive live streaming,

I. Introduction

A mobile computing device is effectively any computer not constrained in its location to a desktop or data centre. In recent years the variety of mobile computing devices available has rapidly increased. In doing so, it has also turned from theory to reality a trend for ubiquitous computing, whereby computers are all around us in the world, enabling access to digital content anytime, anyplace and anywhere. Mobile computers can usefully be divided into a number of categories. Firstly, many mobile computers are laptops -- or basically portable versions of desktop PCs, based around the same type of hardware, and capable of running the same software applications. Since late 2011, some very thin, light laptops that meet certain Intel specifications have started to be branded as ultra books. A third category of mobile computers is the net book. These are considerably smaller than most laptops, though usually capable of running the same or similar software as a laptop or desktop PC.

Fourthly, we then have tablet computers -- such as the Apple iPod -- which are like a laptop or net book computer but without the keyboard and operated via touch screen. While some tablets run traditional desktop operating systems such as Windows 7, the vast majority are loaded with sleeker embedded operating system like Apple's iOS, or Google's Android. E-book readers are then a fifth category of mobile computer, and are effectively tablets dedicated to the presentation of electronic documents.

Decreasing in size, the sixth mobile computing category is smart phones -- which are mobile phones with Internet connectivity. Also of pocket able size we then have media players and mobile games consoles. Finally under mobile computing we may also include ambient computing devices that attempt to embed digital data into mobile computer hardware that operates at the edges of our perception. A full discussion of every kind of device that could be considered a mobile computer is not just beyond the scope of this website, but would arguably serve little purpose. What follows is therefore a summary -- including specific, key product examples as appropriate -- of the aforementioned device categories and how they are likely to develop. Other good sources of information on mobile computing include suppliers Fused Mobility and Clove Technology. Indeed, quick surf around these two websites can provide you with a very good idea of the vast range of mainstream mobile computing devices now available.

II. Problem Definition

A universal remote can be a fairly complex procedure it is most often performed by technically-minded individuals, although non-technical users can often operate the remote after it has been programmed. Although advances in miniaturization continue, the desire to preserve the advantages mobile devices have over desktop systems in weight, size, and device autonomy will always impose intrinsic limits on processing power, storage capacity, battery lifetime, and display size. Researchers must redesign conventional desktop applications to operate on mobile hardware platforms, thereby often reducing functionality, whereas more demanding applications typically require specific hardware resources that are unlikely to be available on mobile devices. At the same time, the Web hosts increasingly powerful computing resources, offering applications ranging from simple word processors to all-encompassing enterprise resource planning suites to 3D games.

III. Drawback

More fundamental challenges for mobile cloud computing lie in the short battery lifetime of mobile devices, the limited and varying bandwidth on wireless links, and the interaction latency between user input and display updates.

IV. Method of Problem Solving

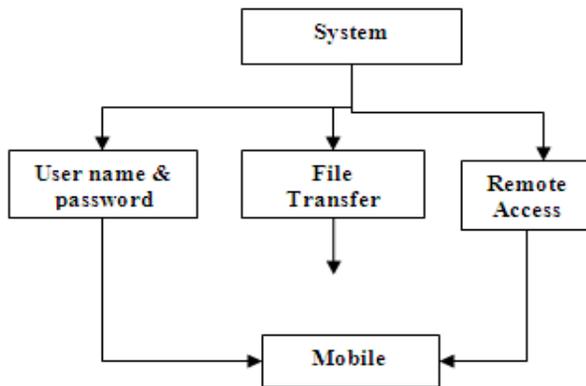
Mobile client application is required to install on Android phone. While installing, it will be prompted to set a password for connecting to the server from your phone. The same is on the phone side. On mobile phone, first enter the password to connect your Android phone to your computer or laptop. The devices must be connected to the same Wireless network. Once the devices are connected, you can open the file browser from your Android phone and start controlling from mobile. For more controls, you need to bring up the virtual keyboard by tapping on the keyboard icon. A proposed cross-layer power-saving approach operates between the MAC layer and the remote display protocol layer. Encoding multimedia graphics applications would require numerous drawing primitives because they update large parts of the screen at high refresh rates and they often contain fine-grained and complex color patterns. This kind of graphics can be more efficiently encoded using a video codec, such as H.264 or MPEG-4. Using video codecs for remote display purposes is referred to as *interactive live streaming* because the graphics are mainly the result of user interaction,

Therefore, IP is assigned to PC and can be accessed on mobile browser with the help of wireless router attached with dongle for the internet. The mobile device will work like a remote control for the PC.

A. Advantages

- The highest bandwidth reductions are achieved for interactive applications with frequent user events and lower round-trip times.
- Sleep mode consumes three to five times less energy than idle mode because the radio interface is turned off.

B. Dataflow Diagram



V. Technology

A. Authenticated Login

Authentication is the process of identifying an individual. It is usually based on a username and password combination. This process verifies the identity of the individual, ensuring that the person really is who he or she claims to be. In order to set up fingerprint verification for a particular user, that user needs to swipe his or her finger up to three times. This serves as the initial identification process. After this process is complete, the user needs to link the stored fingerprint to his or her personal account. The setup is now complete and the user can use his or her fingerprint to log on to the system.

B. Battery Life-time Saver

A proposed cross-layer power-saving approach operates between the MAC layer and the remote display protocol layer. It is unaware of the arrival of the next display update. The appropriate sleep intervals must therefore be determined at the remote display protocol layer.

C. Encoding Videos

Video codec seek to represent a fundamentally analog data set in a digital format. Because of the

design of analog video signals, a common first step in image compression in codec design is to represent and store the image in a Cyber color space. This kind of graphics can be more efficiently encoded using a video codec, such as H.264 or MPEG-4. Using video codec for remote display purposes is because the graphics are mainly the result of user interaction.

D. Reduced Buffering Period

A system receives streaming media data and stores the received data in a buffer to fill the buffer. The system selectively extracts the received data from the buffer to begin playback of the streaming media data. The system further analyzes remaining media data in the buffer, to identify a location in the buffer that stores an inactive period in the media data, when the buffer is emptied to a certain percentage of its capacity. The system also halts playback and re-fills the buffer with received streaming media data when the buffer reaches the location in the buffer and selectively extracts the received data from the buffer to resume playback of the streaming media data. The highest bandwidth reductions are achieved for interactive applications with frequent user events and lower round-trip times.

E. Evaluation

It provides the client and clientless access for a broad spectrum of desktop and mobile platforms on a single appliance. Delivers ubiquitous clientless access to authenticated users on both managed and unmanaged endpoints, helping to increase productivity by providing “anytime access” to the right

corporate resources and empowers secure deployments with scalable always-on user protection.

F. System- Mobile Remote Access

After this login phase, the mobile is connected with the corresponding pc remotely to access. It means the monitor of PC will be seen in mobile. It turns your phone into a wireless keyboard and mouse with touchpad, using your own wireless network. This application can be performed on android based mobile. It requires server application for your computer. It requires device running on the Android operating system with some sort of wireless connection between them. By getting IP address from the PC and directly browse it on mobile phone.

G. Child Prediction

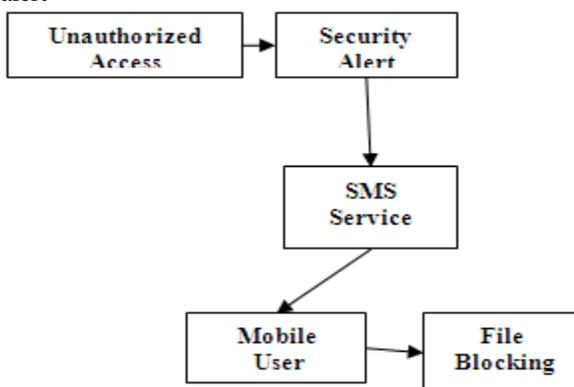
In this system, parents can monitor their children by means of tracking system. This system is really very helpful for the parents to monitor the children through mobile phones. By using this system, the parents can avoid the unnecessary things happened for the children those who are having mobile phones by monitoring the mobile phone usage and also by tracking the children's current location through the GPS.

I. Scene object caching

For more static applications, such as office applications, the potential next updates can be more accurately predicted as, for example, a menu layout will rarely change. Consequently, the number of corrective server updates will be more limited. A typical example would be the list of recently opened files in a text editor's File menu. Scene description languages such as MPEG-4 BiFS are particularly suited to support this client-side handling of user input.¹³ The client not only receives graphic updates, but also is informed about the structure of the displayed scene and its composing objects, as well as how the user can manipulate these objects.

K. Security Alert:

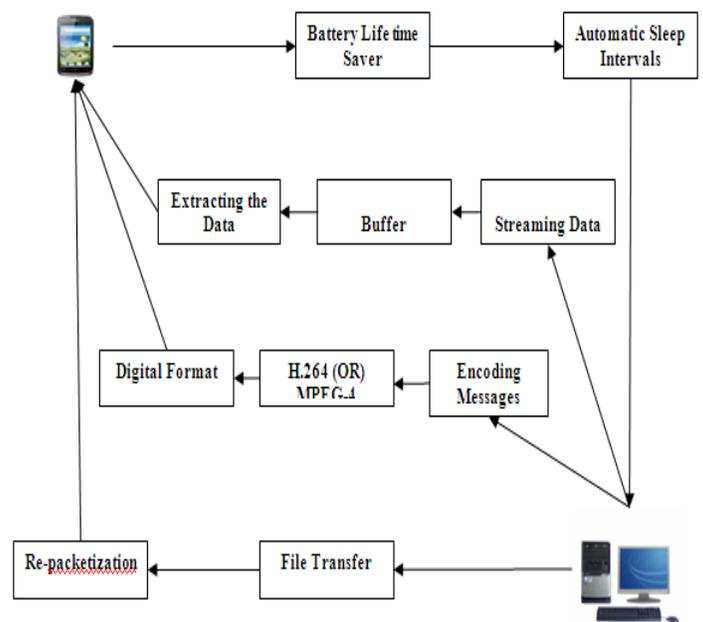
When someone accesses the user's confidential file without his permission then this system provides the automatic alert



L. Performance Evaluation:

It provides the client and clientless access for a broad spectrum of desktop and mobile platforms on a single appliance. Delivers ubiquitous clientless access to authenticated users on both managed and unmanaged endpoints, helping to increase productivity by providing "anytime access" to the right corporate resources and empowers secure deployments with scalable always-on user protection. message to the user. This message consists of name of the file, accessed time

J. System Architecture



VI. Conclusion

Future research should therefore focus on the design of a comprehensive framework that integrates the existing solutions and activates the most appropriate one depending on the current device, Network, and cloud server status. Because of user mobility, the wide diversity of applications, and the varying wireless channel status, the mobile cloud computing context is highly dynamic. Decreasing in size, the sixth mobile computing category is smart phones -- which are mobile phones with Internet connectivity. Also of pocket able size we then have media players and mobile games consoles.

References

- i. C. Albanesius, "Smartphone Shipments Surpass PC Shipments for First Time. What's Next?" *PC Magazine*, 8 Feb. 2011; www.pcmag.com/article/2/0,2817,2379665,00.asp.
- ii. V.S. Pendyala and S.S.Y. Shim, "The Web as the Ubiquitous Computer," *Computer*, Sept. 2009, pp. 90-92.
- iii. F. Lamberti and A. Sanna, "A Streaming-Based Solution for Remote Visualization of 3D Graphics on Mobile Devices," *IEEE Trans. Visualization and Computer Graphics*, Mar./Apr. 2007, pp. 247-260.
- iv. H. Kawashima et al., "Virtual PC-Type Thin Client System," *NEC Technical J.*, Sept. 2007, pp. 42-47.
- v. K. Pentikousis, "In Search of Energy-Efficient Mobile Networking," *IEEE Comm. Magazine*, Jan. 2010, pp. 95-103.
- vi. K. Kumar and Y.-H. Lu, "Cloud Computing for Mobile Users: Can Offloading Computation Save Energy?" *Computer*, Apr. 2010, pp. 51-56.
- vii. T. Kim et al., "An Energy-Aware Transmission Mechanism for WiFi-Based Mobile Devices Handling Upload TCP Traffic," *Int'l J. Comm. Systems*, May 2009, pp. 625-640.
- viii. P. Simoens et al., "Cross-Layer Optimization of Radio Sleep Intervals to Increase Thin Client Energy Efficiency," *IEEE Comm. Letters*, Dec. 2010, pp. 1095-1097.
- ix. K. Balachandran et al., "Performance Assessment of Next-Generation Wireless Mobile Systems," *Bell Labs Technical J.*, Feb. 2009, pp. 35-58.
- x. C.C. Miller and B. Stone, "App Makers Worry as Data Plans Are Capped," *The New York Times*, 6 June 2010; www.nytimes.com/2010/06/07/technology/07data.html.
- xi. I. Nave et al., "Games@Large Graphics Streaming Architecture," *Proc. IEEE Int'l Symp. Consumer Electronics (ICSE 08)*, IEEE Press, 2008, pp. 205-208.
- xii. K.-J. Tan et al., "A Remote Thin Client System for Real-Time Multimedia Streaming over VNC," *Proc. IEEE Int'l Conf. Multimedia and Expo (ICME 10)*, IEEE Press, 2010, pp. 992-997.