

Data Transfer Using Touch and Cloud

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ABSTRACT

This system is simple way for transferring data in which data can be transfer efficiently. The one and second digital devices are connected to a network including a data storage cloud. The one and second digital devices must be touch-enabled smart phones and personal computers or tablet computers or any other touch supported digital devices. In the enactment of this system, data is transferred between digital devices in spontaneous way. The user touches whatever he/she wanted to copy from the first device and then user touch the other device wherever he/ she wanted to paste or pass the copied data. Touch-based interaction is used as indication for what to copy and where to paste or pass the data. Now-a-day computer technology is totally based on the touch screen technology. In today's generation user want to use any digital devices with touch screen technology, as it is easier and faster way to overcome their work. Transferring of data and protect it is common issue in digital world, so to acquire different and great method for transferring the data, there is need to focus on simpler way to transfer any type of the files between two digital devices. There is also need to provide the functionality to sharing of the file over the wireless network by using simple touch gesture as well as to provide secure and effective way of the data sharing over cloud to the users.

Keywords: Data Transfer, Touch Based Interaction, Copy and Paste, Cloud Computing.

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I. INTRODUCTION

In Computer terminology, Data transfer utilizes about different kinds of communication medium formats to move data from one or more devices. The transferred data can be of any user defined type, size and nature. There is a vast development and growth over sharing of Data in distributed systems. Nowadays we follow number of ways and it has become the need of an hour to transfer the data from one digital device to another. So therefore all the required considerations have been taken to elaborate and deploy such a system which can equip or supply easy and simple way to transfer data among different digital devices. Our principle behind this system is to construct an application which will be used for transferring of data between two or more digital devices providing adequate competent way to share the data using touch action over Cloud. Data sharing can provide the ability to share the same data resource with multiple applications or users very efficiently. Cloud computing[1] is a sort of computing that relies on sharing computing resources

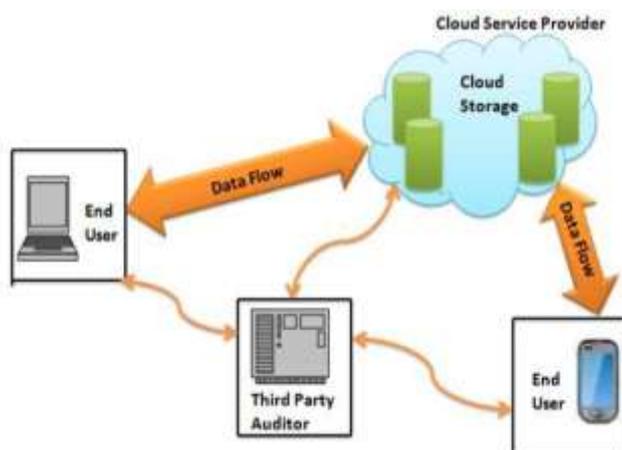
rather than having local servers or personal devices to handle applications. It is mainly a type of "internet-based computing", where distinct services such as servers, storage and applications are conveyed to an organization's computers and all the devices connected over Internet.

HTML5 is a World Wide Web Consortium (W3C) specification that describes the fifth major revision of HTML (Hyper Text Markup Language). HTML revision 5 (HTML5) is a markup language for the architecture and appearance of World Wide Web contents. HTML5 supports the traditional HTML and XHTML-style syntax and other different features in its markup, New APIs, XHTML and error handling. By using HTML5, clients correspond or communicate with the server with different unique ways, better speed up techniques and better employment of hardware [5]. The CSS (Cascading Style Sheets) [7] is a programming language which is used to write rules for formatting instructions. These rules tell a

web browser about how webpage content should preview in terms of: layout, position, alignment, width and height, etc. It also provides greater GUI (Graphical User Interface).

JavaScript [4] is a dynamic programming language so when applied to an HTML document, can provide dynamic attractively on websites. Thus designed for the distributed environment of Internet to handle TCP/IP protocols [3]. JavaScript also backs RMI (Remote Method Invocation), this component empowers a program to invoke methods across the network. JavaScript as Application Program Interface (API) accord with text, arrays, regular expressions [4]. Bootstrap is the capability of loading a program into a computer by the aid of a few basic instructions which enable the introduction of the remains of the program from an input device. It is a framework for HTML, JavaScript and CSS and therefore can be used to develop web pages which naturally adapt with respect to environment and outturn interactive User Interface. One can measure website or any application with the single code base, from mobile devices to tablets to all personal computers with CSS queries. [7].

Therefore, with the help of these technologies system can equip best User Interface which will be multi platform and can operate on different operating systems which are mainly android, windows, etc. These systems are platform independent through which users can have many digital devices supporting above operating systems. Any user can directly get entered in the application over various methods and functions for sharing of data by many users. The data can be transferred conveniently by the means of touch gesture from one digital device to another digital device with the aid of Cloud Computing [8]. This data can be shared from one or more digital devices through Cloud and the data can be efficiently stored and preserved with the use of Cloud Storage [9].



II. RELATED WORK

Today in our digital world data sharing is most important part, there are various type of methods are introduced and

developed. Transferring of data between two devices is very practicable by using different methods. Sharing and transferring of the data is main principle of this system which can solve the problem occurring in the following data sharing technology which have been used in daily life.

- a) **Physical devices used:** Data sharing from one entity to another entity can be done through physical devices medium. Which are like Usb Cable, Hard disk, Sdcard and Pendrives.
- b) **Mobile application usage:** There are plenty of mobile application which supports sharing and transferring of data like Data Cable sharing, Xender, Airdrop, Super Beam, Share It.
- c) **Bluetooth:** with the help of Bluetooth technology we share the data. Data can be transferred or shared with in limited range. When both of the devices support the Bluetooth.
- d) **Cloud storage:** cloud gives the service for storing the data also. We can store the data from any devices from anywhere and retrieved it back when we need it . Cloud service providers are like Google Drive, Drop Box and One Drive.
- e) **Sharing through LAN:** data can be transferred using medium like LAN (Local Area Network). To transfer the data devices are connected t the same LAN.
- f) **Flick Gestures:** Flick Gesture devices allow the user to share or transfer the data by using some flick devices. Flick motions [10] are like NFC transfer, swipe gestures

Transferring of the data is done most frequently. There are many application and technologies but they have some limitations. This system try to fill the limitations and gives out the solutions using the cloud storage services and touch gestures with better User Interface.

III. MOBILE CLOUD COMPUTING

Mobile cloud computing (mcc) can be defined as “The combination of cloud computing, mobile computing and wireless networks to bring rich computational resources to mobile device [1] user, network operators, as well as cloud computing providers”. Cloud computing [2] increases the performance of the mobile device. Here in this system mobile computing is implemented, to make the performance of this system best and to efficiently transfer the data. In this system drop box [12] is used for the management and for storage of the data. Foremost requirement of this system is two touches enabled digital devices with internet connection for transferring of the

data. By single touch to the first device any type of the file can be shared. Same data can be retrieved in second devices by the single touch in specific location with the help of touch gesture. For storage and management of the data, cloud storage is used. With the help of, *Application Service Provider (ASP)* providers we can develop and run the application.

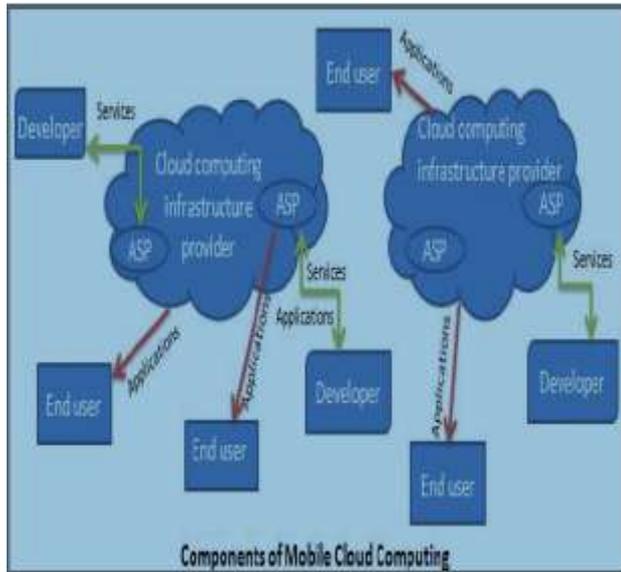


fig:1 components of the mobile computing

In the above fig:1 shows mobile cloud computing analysis in which user uses an application program. Which is hosted to the cloud, an ASP (Application Service Provider) provides services to the user so that service can be used by user as they need.

IV. LITERATURE SURVEY

In this paper we have studied different approaches used for transmission of data between two devices and equivalence between two devices which are used for developing this approach are analyzed. There are different models which are used in computer science for transferring data from one device to another device like Bluetooth, LAN, mobile application, physical devices and etc.

Local storage is used for storing the files data which are going to be shared. Instead of using local storage we can also use cloud storage, cloud storage is better than local storage because cloud protect data which are going to be shared. Data can also be shared using simple flick gesture, but using this model the restriction is that the data going to be shared must have within system defined specific range. In simple flick gestures model the distance between two devices[10] should not be more than enough so in this model there is problem of sharing long distance data.

Simple touch gestures is the simplest method for transferring data between two touch based devices on

only single touch and it is very effective way of sharing files over different devices. The working of this model is under cross platform environment. This model is supported by all operating system so all types of user can use it easily. Mostly we use cloud for data storage [11] which are going to be shared because cloud provide advanced security mechanism like authentication recognition, strong password etc. Cloud solves different problem related to security issue can be easily resolved.

V. CONCLUSION AND FUTURE WORKS

In this paper we have mainly discussed "*Touch based data using cloud*". There are various technologies used for developing this project like CSS, HTML5, JavaScript, Bootstrap, cloud computing mainly used for efficient utilization of resources used for developing this project. We store data on cloud and transfer and retrieval of data can be done on anytime and anywhere. This system is used for transferring data on digital devices efficiently. It used different method for data transfer than traditional method. This system can be used in several areas where data storage and retrieval is necessary.

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