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Implementation of Remote Access & Control Desktop using Smartphone

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ABSTRACT

Computer is used for controlling processes, navigation, event detection, interaction and other varieties of both industrial and everyday use. A number of strands of field specific computer exist, each of which deal with case relevant scenarios. Emulating mouse movement has been implemented by methods both including and excluding video tracking. The latter is performed by simply translating finger movement on touch sensitive phone screens to the computer via a common network. Our system proposes a method to emulate and perform standard mouse operations and programmable commands with the usage of a user's computer, a simple software running on a smart phone, and involving a hardware setup consisting of a regular home machine and a smartphone, which is part of commercial computer packages; or is built-in most laptops. This setup require the smart phone and the machine to be linked over a network (WLAN).

Key Words: Smart phone, Access control, One Time Password (OTP)

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I. INTRODUCTION

Mobile devices such as mobiles/tablets are rapidly becoming an important part of human life. Performing of different types operations can be done either sitting at one place and focusing at single thing OR The System can be used from anywhere (within the radius) and operate it freely and can focus on multiple things at the same time. The proposed System does not require any new gadget to control our Personal Computer, so we can say that our system is cost efficient. This system can be used for presentation purpose. This system can also be used in industry for representing other things.

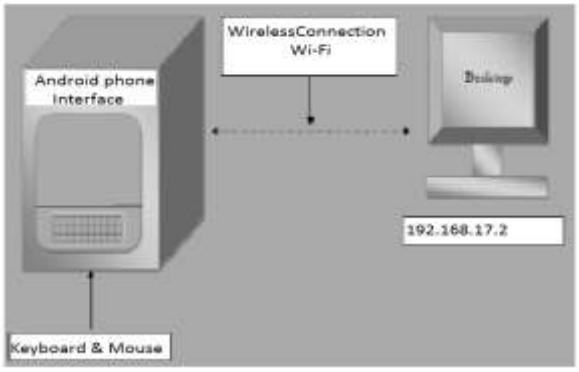

Fig1: Remote Access Architecture

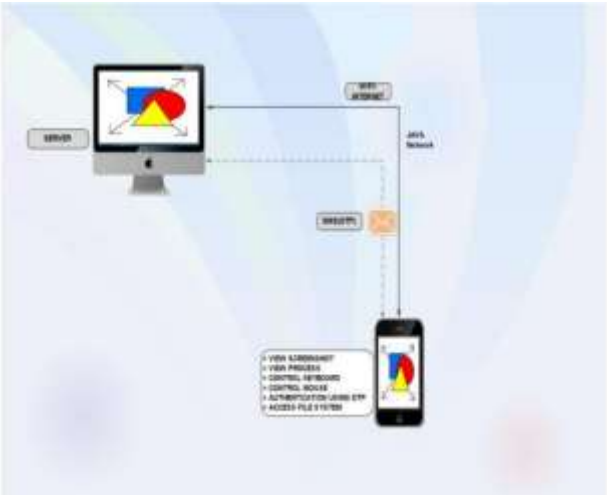

Fig2: Overview of System

Client-Server Method:

Client – Server Model is a distributed application structure in which client sends request to the server and server then process the request and sends response.

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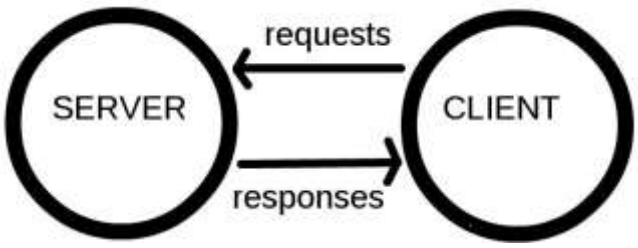

Fig3: Client-Server Model

II. LITERATURE STUDY

Bluetooth remote control application is based on client-server application. The client application runs on mobile phone and the server application runs on PC using J2ME and J2SE respectively. Alhakim, M.M.; Al-Kittani, I; Bakleh, A; Swidan, M.;Zarka, 2006

• Touch Interact allows users to remotely control the large displays using their touch screen mobile phone. Users can sliding or tapping on the mobile phones touch screen. Hanqing Ruan; Yi Qian; Yong Zhang;Min Zhou, 2010

•Different guestures orientation sensors can be recognized using the Android mobile phones . These gestures can be used to trigger events in another program running on a remote computer. Torunski, E.; El-Saddik, A; Petriu, E , 2011

• A novel calibration method that enables tracking motion of user's eye and gaze by using a single webcam. Janko, Zsolt; Hajder, Levente , 2012

III. PROBLEM STATEMENT

To implement Mouse Application Operating Remotely. As everyone needs to operate the desktop according to their will and do whatever they intend to do.

IV. FEASIBILITY STUDY

Feasibility is the measure that determines the importance of performing the project. The study of the procedure used for determining the feasibility factor is termed as feasibility study. The analyst will consider seven different aspects while conducting the feasibility study given the condition that those aspects are inter-related types of feasibility. This inflicts the fact that this kind of a project can and should be taken.

V. SYSTEM WORKING

With this application the user is being able to perform various mouse clicking operations (enabling and disabling mouse), keyboard operations (typing on the text editor), Image fetching,creating various keyboard shortcuts.

Step 1: Firstly signup or register using name,email id,mobile number,location,password,etc.

Step 2: After signing up user must log in with proper user name and password.

Step 3: Enter IP address of the computer you wish to connect and click on done button.

Step 4: Now you will enter in the workspace for further operations of mouse and keyboard.

VI. GOALS AND OBJECTIVES

Using the mobile device we can easily control the system.

The system can be easily tracked with the help of the mobile device using WLAN technique.

The server consists of all the database records fed into it.

The database can be build with Sqlite technology which is inbuilt in android studio.

The data can be analyzed and filtered with the help of Data Mining.

VII. IMPLEMENTATION

Our system has implemented method to emulate and perform standard mouse operations and programmable commands with the usage of a user's computer, a simple software running on a smart phone, and involving a hardware setup consisting of a regular home machine and a smartphone, which is part of commercial computer packages; or is built-in most laptops.

This system works with smart phone and the machine to be linked over a network (WLAN).

VIII. REQUIREMENTS

Software Requirements:

Operating System	:	Windows & Android
Technology	:	Java and Android
Database	:	SQLite
IDE	:	Android SDK, Gradle

Hardware requirements:

Hardware	:	Pentium4 +
Speed	:	2.4 GHz
RAM	:	2GB
Hard Disk	:	40 GB
Connectivity	:	WiFi
Smartphone	:	Android Version 5.0+
Speed	:	1 GHz
RAM	:	512 MB
Hard Disk	:	4 GB
App Size	:	17.11 MB

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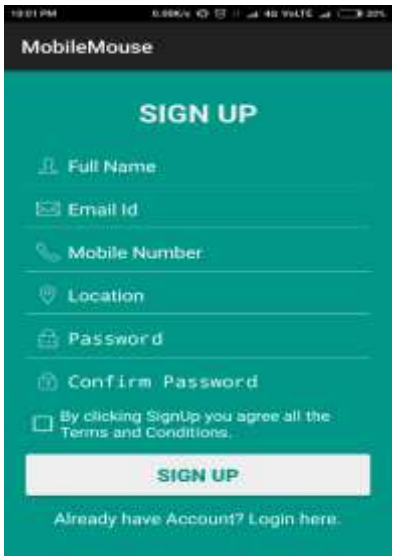

Fig4: Sign Up Page

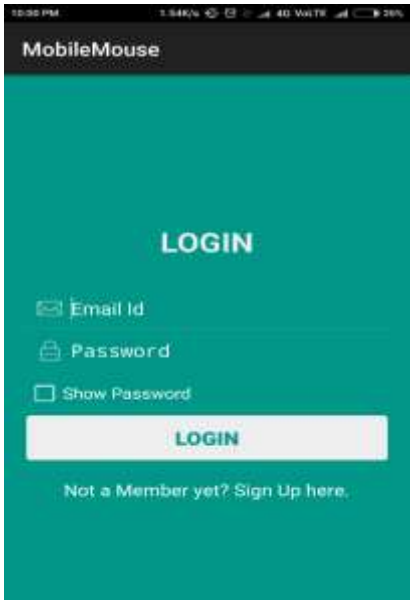

Fig5: Login Page

Fig6: Mediator

Fig: Work Space

IX. FUTURE SCOPE

Currently we are working on Power Control of other devices (e.g. Fan, Tube Lights, Washing Machine, AC etc) through remotely controlled PC. In Future, we are planning to do power control of Remote PC in which we can ON/OFF our server PC through android phone remotely as well as memory& file sharing management at client side. And also we are planning to make client side platform independent (i.e. iOS, Windows, etc.)

X. CONCLUSION

Our proposed work provides convenience to desktops/laptops users and save money of customers and provides best cost effective solution to their problems and key highlight is to have multitasking ability and it will also threaten the most of peripheral developer industries.
Furthermore, combination of both gesture control and phone screen based tracking mentioned in the paper could prove to be an extended and more precise mean of human computer interaction, where one could perform large movement by means of object tracking and fine movement by usage of the phones touch screen

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