ABSTRACT

This project focuses on the use of unique human characteristics to recognize the users and provide a secured access to web services that are restricted, using a mobile phone with Internet connection. The mobile phone is used as a biometric capturing device, which is later used for recognition too.

In this growing era, mobile devices have both the network access and computing capacity to provide users with a diverse range of services. So, with increasing functionality and access to personal and sensitive information, there is an essential need for enhancing/advancing the authentication mechanisms. Hence, this project proposes to present mobile phone application architecture to capture and send the biometric to the web server based on the use of embedded web browsers.

TABLE OF CONTENTS

CHAPTER NO.	TITLE	PAGE NO.
	ABSTRACT	iii
	LIST OF TABLES	vii
	LIST OF FIGURES	viii
	LIST OF ABBREVIATIONS	ix
1	INTRODUCTION	1
	1.1 OVERVIEW OF THE PROJECT	1
	1.2 SCOPE OF THE PROJECT	2
2	SYSTEM ANALYSIS	3
	2.1 LITERATURE REVIEW	3
	2.2 EXISTING SYSTEM	3
	2.2.1 DRAWBACKS	4
	2.3 PROPOSED SYSTEM	4
	2.3.1 ADVANTAGES	5
	2.4 REQUIREMENT SPECIFICATION	5
	1.4.1 HARDWARE REQUIREMENTS	5
	1.4.2 SOFTWARE REQUIREMENTS	6
	2.5 SOFTWARE DESCRIPTION	6
	2.5.1 JAVA	6
	2.5.2 WORKING OF JAVA	6
	2.5.3 THE JAVA PROGRAMMING	7
	LANGUAGE	
	2.5.4 THE JAVA PLATFORM	8
	2.5.5 APACHE TOMCAT SERVER	9

CHAPTER NO.	TITLE	PAGE NO.
	2.5.6 INTRODUCTION TO ANDROID	10
	2.5.7 ORACLE 10G	12
3	SYSTEM DESIGN	13
	3.1 INTRODUCTION	13
	3.2 SYSTEM ARCHITECTURE	13
	3.3 DATA FLOW DIAGRAMS	14
	3.4 UML DIAGRAMS	17
	3.4.1 USE CASE DIAGRAM	18
	3.4.2 ACTIVITY DIAGRAM	19
	3.4.3 CLASS DIAGRAM	20
	3.4.4 COLLABORATION DIAGRAM	21
	3.4.5 SEQUENCE DIAGRAM	22
	3.5 LOGICAL DATABASE DESIGN	23
4	IMPLEMENTATION	26
	4.1 MODULES	26
	4.2 MODULE DESCRIPTION	26
	4.2.1 SERVER DESIGN	26
	4.2.2 CLIENT REGISTRATION AND ID	26
	GENERATION	
	4.2.3 USER LOGIN AND IMAGE	27
	CAPTURING ENGINE	
	4.2.4 FEATURE EXTRACTION AND	27
	E-BANKING	
	4.3 ALGORITHM: STRUCTURAL	28
	SIMILARITY INDEX	

CHAPTER NO.	TITLE	PAGE NO.
5	TESTING AND FEASIBILITY REPORT	31
	5.1 SYSTEM TESTING	31
	5.1.1 SOFTWARE TESTING	31
	STRATEGIES	
	5.2 FEASIBILITY REPORT	36
	5.2.1 ECONOMIC FEASIBILITY	36
	5.2.2 TECHNICAL FEASIBILITY	36
6	CONCLUSION AND FUTURE	37
	ENHANCEMENT	
	6.1 CONCLUSION	37
	6.2 FUTURE ENHANCEMENT	37
	APPENDIX A (SAMPLE CODING)	38
	APPENDIX B (OUTPUT SCREEN	53
	SHOTS)	
	REFERENCES	63

LIST OF TABLES

TABLE NO	TABLE NAME	PAGE NO
3.1	MPB_CLIENTREGISTER	23
3.2	MPB_DRIVINGID	24
3.3	MPB_VOTERSID	24
3.4	MPB_PANID	24
3.5	INDIAN BANK	25
3.6	STATE BANK	25
5.1	TEST CASE (ADMIN PAGE)	32
5.2	TEST CASE (ANDROID APPLICATION)	33
5.3	TEST CASE (BACK END)	35

LIST OF FIGURES

FIGURE NO	FIGURE NAME	PAGE NO
2.1	COMPILER AND INTERPRETER	7
2.2	JAVA EXECUTION	8
2.3	JAVA PLATFORM	9
3.1	SYSTEM ARCHITECTURE	13
3.2	USE CASE DIAGRAM	18
3.3	ACTIVITY DIAGRAM	19
3.4	CLASS DIAGRAM	20
3.5	COLLABORATION DIAGRAM	21
3.6	SEQUENCE DIAGRAM	22
4.1	SSIM MEASUREMENT SYSTEM	28

LIST OF ABBREVIATIONS

IMEI INTERNATIONAL MOBILE STATION EQUIPMENT

IDENTITY

JVM JAVA VIRTUAL MACHINE

API APPLICATION PROGRAMMING INTERFACE

JSP JAVA SERVER PAGES

XML EXTENSIBLE MARKUP LANGUAGE

HTTP HYPERTEXT TRANSFER PROTOCOL

OS OPERATING SYSTEM

SDK SOFTWARE DEVELOPMENT KIT

SGL SCALABLE GRAPH LIBRARY

DFD DATA FLOW DIAGRAM

UML UNIFIED MODELING LANGUAGE

PSNR PEAK SIGNAL-TO-NOISE RATIO

MSE MEAN SQUARED ERROR

SSIM STRUCTURAL SIMILARITY INDEX METHOD