



PROJECT ORION

TEAM ECHELON

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People may experience various issues while providing a connection to the wireless internet in their houses. Most common problem is “signal power attenuation”. It results from prevention of the signals while they are passing through the solid objects and also due to the range. The application is designed to get over this problem.

Intended Use of The System:

Mesh systems would cost too much (approx. \$180.00) to the residents and SMEs. Therefore, many of these people are trying to solve it by setting up access points to the different places that signals cannot reach from the origin wireless point although it is not a solution literally.

The purposes of application are to gain time to people and to increase the quality of connection with lower cost.

The application targets to reach the people who needs to use wireless network with more than one wireless broadcaster. These people can use the application efficiently almost like any mesh system by installing it to their phones or laptops and configuring the app easily.

Functionality:

The application has the ability to switch to the Wi-Fi which has the strongest signal without needing manual intervention. By this way, users can continue doing their work without affecting from signal attenuation and connection lost.

Main Components of the System:

The application will use Wi-Fi list, sensor and GPS data efficiently as much as possible. This software will be running in the background by measuring the strongest signal. It compares the collected data from device and user. If collected data from device provide the conditions defined by the user, it connects automatically to another network. At the same time the software is trying to reduce battery consumption. The software checks the signal power periodically instead of checking all the time, this checking period can be defined by the user.

The application will be created for the Android devices at first, Android Studio will be used for this project and its programming language will be Kotlin.