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-By Group Members

ABSTRACT

Currently smartphone and other mobile devices have become incredibly significant in every face of our life. They are practically offering same abilities as desktop work-stations and are also powerful in terms of CPU, storage space and installing several applications. Therefore, security is deliberated as a vital factor in wireless communication technologies. Furthermore, based on growing range of mobile applications within variety of platforms, security is regarded as one of the most valuable and substantial debate in terms of issues, consistencies and accurateness. The worst security threat is that when your device has been lost or stolen. This project aims to introduce an offline android application wherein the mobile phones which get lost by mistake or stolen by thief, then the application will help to get the device back by performing various operations on remote mobile devices. The approach will be to send offline messages from the genuine user with help of android devices to the one which is stolen. This developed application will be installed on any android device. The user of the app will set the verification code on his device. This code is the key which the user need to type along with the contact name to get recognized. The app always runs in background waiting for the incoming message.

INDEX

SAFETY OVER SMS



CHAPTER 1: INTRODUCTION

Considering today's modern life in which mobile Phones have become an inseparable part of everyone's life. As android mobile phones are becoming popular both because of their cost and ability to offer numerous applications, hence this project commences application in Android. The user of the proposed system will set the verification code by him. This feature is the key which the user needs to type along with the command in order to get recognized that the message sent is intended for this proposed system. The proposed system will always run in the background without draining battery waiting for the incoming messages. Once message is received by the user phone, the app will be triggered for analysis of the message. The app will then [2] perform various steps of text reorganization and will finally come to the conclusion whether the message is normal one or its intended for the app. If the message is intended for the app then the further processing will take place. The app will then verify the code and compare the function/module triggered. The app will then run to complete the process requested.

1.1 PROJECT OVERVIEW

The first Android-powered phone was sold in October 2008, and by the end of 2011 Android had become the [18] world's leading smart phone platform with about more than 70,000 apps available to users for free. Millions of people already use Android because it makes mobile device so much more powerful and useful. User propose Get contact, Get IMEI, Trace Location [7], Lock Mobile, Ring, Send SMS to intended receiver and start SMS using SMS push notification Once user lose your mobile it is very less possible to have your mobile connected to the internet. This app now has redefined the Old process and has brought all the features are offline. Features of this app is start recording, send SMS automatically to an intended receiver, get all phone contacts, remote contact finder, trace the location [8], get the IMEI information, Lock your phone, Automatic phone ringing even when the phone is on Silent. The paper reviews various Android applications related to SMS like 'SMS auto reply' which is an auto reply application that sends reply to each incoming SMS. This feature of auto-reply has been implemented in our application.



PROBLEM DOMAIN

CHAPTER 2: PROBLEM STATEMENT AND PROPOSED SYSTEM

2.1 PROBLEM STATEMENT

The proposed system has redefined the existing system and has brought all the features offline controlled through SMS. The user will be able to retrieve contacts, location, IMEI, record audio, send a message to an intended receiver, ring as well as lock the mobile phone; all of these just by sending a message consisting an appropriate command with and the verification PIN on your lost or stolen phone. This application consists of total 7 modules which are as follows: -

➤ Retrieval of Contact:

This module is used for getting the important contact number. This method consists of the command “**SOSCon**”, PIN and the name of the contact. This method uses search algorithms and finds out the given contact, after finding them this method sends contact numbers along with name.

➤ Retrieve Location:

This module gives back accurate current location of lost or stolen device. The command used for this module is “**SOSLocate**”. A link will be returned to the requested mobile device which will open in Google Maps and gives the precise location.

➤ Retrieve IMEI:

IMEI is most important factor to get back device if it is lost or stolen. This module gives back the IMEI information of the device. This number can be further used for the tracking the lost or stolen device. The command used here is “**SOSImei**”. While complaining for lost or stolen device in authorized police station or cyber-crime station, the most important factor is that they ask for the IMEI number in order to track the device. Whenever any such complaint is registered, most of the times the user doesn't know about the IMEI number of his/her device, so at that time this command helps user a lot!

➤ Record Audio:

This module helps you to record an audio secretly anytime you want. The command used is “**SOSRecord**”. This command starts recording the audio. The recorded audio is saved on your device.

➤ Send Message to an Intended Receiver:

This module helps you send a message to an intended receiver. The command used is “**SOSSms**”. With the command, you need to send the message as a string parameter and the contact to whom you want to send this message. With the help of this , you can send message to anyone in your contact list without the need of retrieving a contact.

➤ Ring Device:

This module causes an alarm ring on the device. Even if the device is on silent mode, this alarm rings in full volume. The command used is “**SOSRing**”. This command changes the previously set sound values to maximum. This produces a siren voice to identify location and get the device back if it is near the user.

➤ Lock Device:

This module performs locking operation on that stolen or lost device. While performing lock operation user sends password along with the command “**SOSLock**”. This password consists of 0-9 integer numbers. After executing this command, the device gets completely locked and unauthorized user cannot access that device. After entering password that matches with the one which is sent through message, the device gets unlocked. The basic application of this command is to protect device data from unauthorized user and also to stop the user from making modifications in system settings like uninstalling some apps, changing the settings etc.

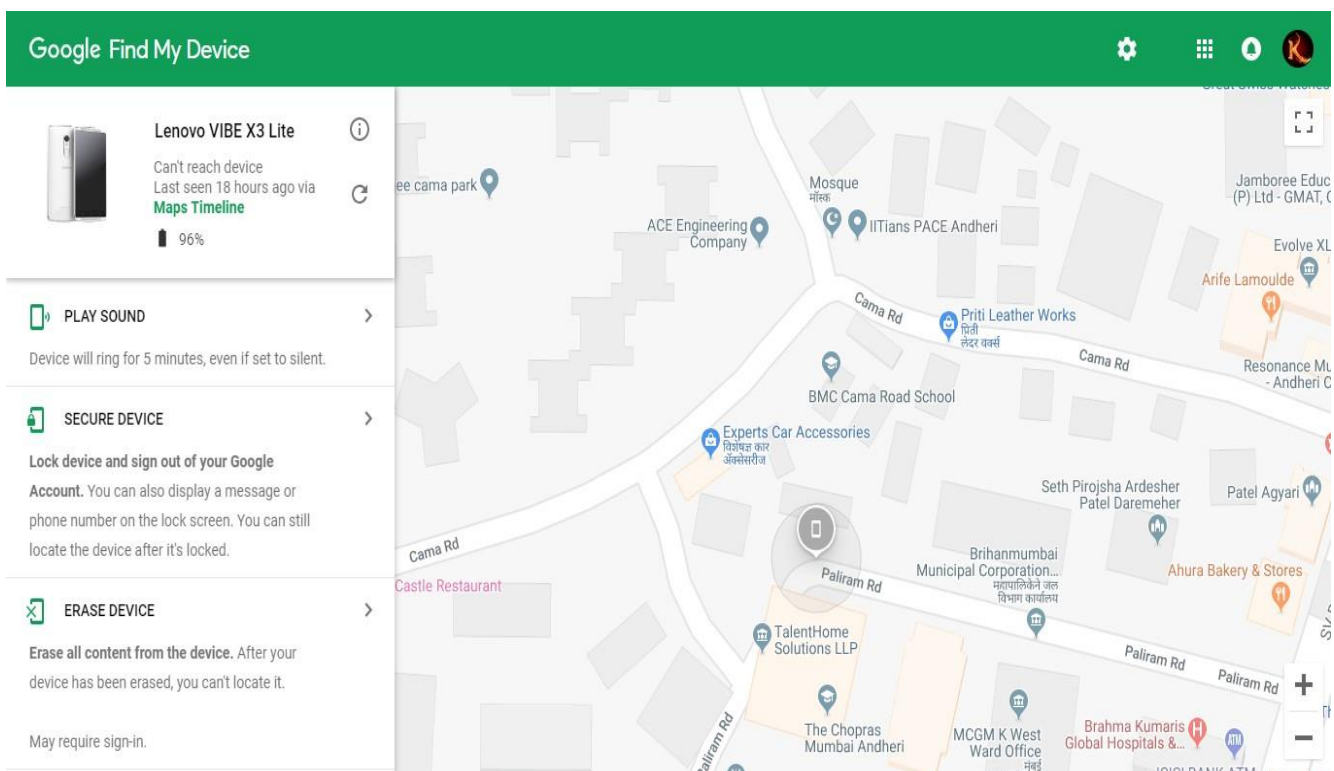


LIERATURE SURVEY

CHAPTER 3: LITERATURE SURVEY

3.1 EXISTING SYSTEM

Android Device Manager is Google's tracking tool for Android device owners. If you're logged into your device with your Google account, you should be able to locate it or take more extreme measures and wipe all data off it. If your Android device is synced with your Google account, the odds of recovering missing contacts are in your favour. As you can back up your data such as contacts from Android to your Google Account, you can of course restore the data from it. But you need to make sure that "Back up and sync" is on so that it would backup data automatically to Google Account.



3.2 LITERATURE SURVEY

- Gargi Nigam , Prity Singh, Priyanshi Agarwal, (March 2014),
 - Smart Phone Remote Lock System

As enabling all their users to receive benefits and convenience, the smartphone have been applied in a variety range of fields, and it broadens a range of security threat. Specially, security threat of the smartphone by loss or stolen may cause the users' private data disclosure such as contacts, SMS message, photos, smart car keys, credit cards, login IDs, and so on. To prevent these problems, network operators should provide a certain method not to use mobile devices by bad guys and thus need to support the remote lock and wipe services which delete users' data as in the state of factory reset. By this paper, we propose the remote lock and wipe system using SMS push notification with integrity checking of the commands without sacrificing security level. To this end, we employ password-based key derived function (PBKDF) in PKCS5 which re-quires users to put only a password in and outputs 20 bytes long authentication code. The basic idea in our proposal is that Hash-based Message Authentication Code (HMAC) for authenticating SMS command message and the secret key to HMAC is derived from the passwords keyed in from the user. The HMAC is based on SHA-1 algorithm

- Shreya Patil, Bhawana Sarode, P.D.Chowhan,
 - Detection of Lost Mobile on Android Platform

One of the most interesting things about cell phone is that it is really a radio an extremely sophisticated radio, which uses some band of frequency that has the basic working similar to the ordinary cordless phone. The mobile cellular communication has been appreciated since its birth in the early 70's and the advancement in the field of VLSI has helped in designing less power, smaller size but efficient transceiver for the purpose of communication. But however the technology has not yet answered the loss or misplacement of the lost mobile phone which is significantly increasing. In this paper we discuss the problem and the probable solution that could be done. The IMEI number is a unique number that is embedded in the mobile phone. The main purpose of which is the blocking of calls that is made by unauthorized person once the mobile

is reported as stolen but here we use it effectively for the purpose of detection of lost mobile.

➤ N.Hashim , N.F.A.M.Azmi, F.Idris, N.Rahim (5-3-2016)

- Smart Phone Activated Door Lock using Wi-Fi

Nowadays, the capability of smartphones is astonishing. A Smartphone is capable to handle applications that can perform a wide variety of functions. The purpose of this project is to simplify the tasks of locking and unlocking the door and to increase the security of the door locking system. The design used solenoid lock and Peripheral Interface Controller (PIC) as the main parts. The Wi-Fi module and PIC are placed inside the home, apartment or building which is next to the door. The design will be managed through the Android application in the smartphone to unlock and lock the door automatically. The proposed design is also user friendly, where there is a reset button inside house to allow user to exit the door during emergency situation. A lot of researchers have developed a technology based home security and automation. The authors in have developed application for controlling access cabinet using Microsoft SQL Server Management Studio for managing the database of the users. This design requires a server which is costly but useful in office area where a controlling system is needed to control people accessing the cabinet.

➤ Shubhangini Parmar, Ashwini Suryatale, Pooja Patil (1-3-2015) "Dynamic Web

- Based Mobile (Android) Application (Traffic System)

In recent years, smart phones are becoming more and more popular. So the data can be collected through it and all the record can be kept in database. This reduces the manual work and error and previous data can be fetched in future for reference. In this paper, we propose a web application where IMEI number is used for registration of a new user. The user will be created from the web application and user name and password will be assigned to his/her IMEI number. We are also transferring the images from android phone to web application. We will be generating reports which will show the daily collections of police as well as faulty drivers and will also plot the network on Google Maps using the data sent from android phone. By this

paper, with location positioning system such as GPS becoming popular, there is a growing demand for location-based applications. It is easier, these days to utilize map information by connecting GPS receiver to PC and PDA. Corresponding to this momentum, GPS receivers are now embedded into mobile phones and applications using the location of the user in real-time are widely available. GPS chips are now included in many devices to analyse satellite signals and determine the user's location with high accuracy.



IMPLEMENTATION

CHAPTER 4: DESIGN AND IMPLEMENTATION

4.1 SYSTEM ARCHITECTURE

The System Architecture of the proposed system is shown in Figure 3.1. The architecture of the proposed system is divided into 3 main levels: -

1. Application UI (User Interface)
2. Background processing
3. Application data storage

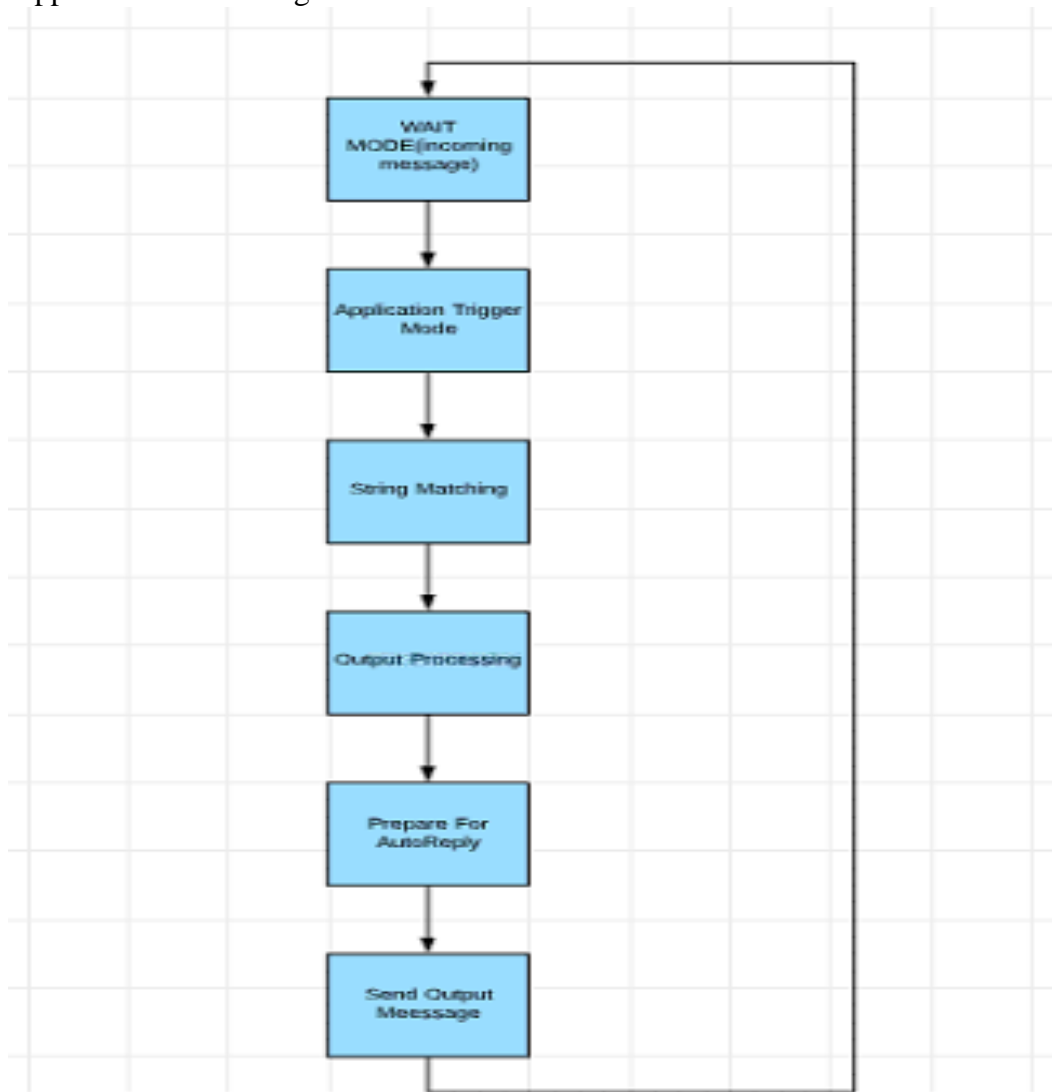


Figure 4.1:SYSTEM ARCHITECTURE

4.1.1 Application UI

The user interface (UI) is everything designed into an information device with which person may interact. When application is installed it contains default password "0000". User needs to enter default password in beginning for log in purpose. After logging in user have to fill some pre-requisites as this pre-requisites play important role for getting back lost/stolen device. UI also contains help button where all commands of modules are written. Additional information like how to use it is also given inside help button. Following are the pre-requisites:

- Changing the default password/pin

4.1.1.1 Changing the default password

Initial step after installing app is to set password given by the user. Change PIN button is present in UI, when user clicks on this button two text boxes are present in which new password is supposed to be entered twice. This password should be 4 digits numeric only, as it is going to use before input of every command to check whether that message is from an authenticate user. After confirming password app reads command followed by pin and then performs given task accordingly. If the user forgets the password, he/she can change the password with the help the security question which is set during the installation of the app.

4.1.2 Background Processing

Background processing contains background working of application. location module requires GPS latitude and longitude values. Get contact module performs searching operation on contact list to find out require results. lock module requires special kernel permissions to lock device. Ring the phone even if it is on silent. Record the audio for the requested seconds. Fig.4.1 shows the system architecture and background processing of the application.

In waiting mode application will wait for incoming message. As any message arrives the application will get triggered and it will check for message is intended for or application not by verification of password. If the password is matched by string matching then application will read next string or command. If string matching fails then application will again go to waiting state. String matched message will perform command given by the user. If user requires some data then application will fetch out data from device as device has granted permissions to do so, else user can perform some of the operations on device. User requested data is being prepared in output analysis. Auto reply function provides required data in particular pattern. This output message is again sent on that number from which user have requested data. If password and command do not match then application will not perform any task.

4.1.3 Application Data Storage

This application requires database storage for storing password as well as three authorized numbers. Android provides many ways of storing data of an application. One of this way is called Shared Preferences. Shared Preferences allow to save and retrieve data in the form of key-value pair. A key-value pair (KVP) is a set of two linked data items: a key, which is a unique identifier for some item of data, and the value, which is either the data that is identified or a pointer to the location of that data. Key-value pairs are frequently used in lookup tables, hash tables and configuration files. Here we have stored password as well as three authorized numbers using key value pair.

4.2 USE CASE DIAGRAM

Figure 3.7 denotes the Use Case Diagram of the proposed system. It shows the user's interaction with the systems. The user and the developer are the actors involved. All the interactions with the system are represented by the Use Cases.

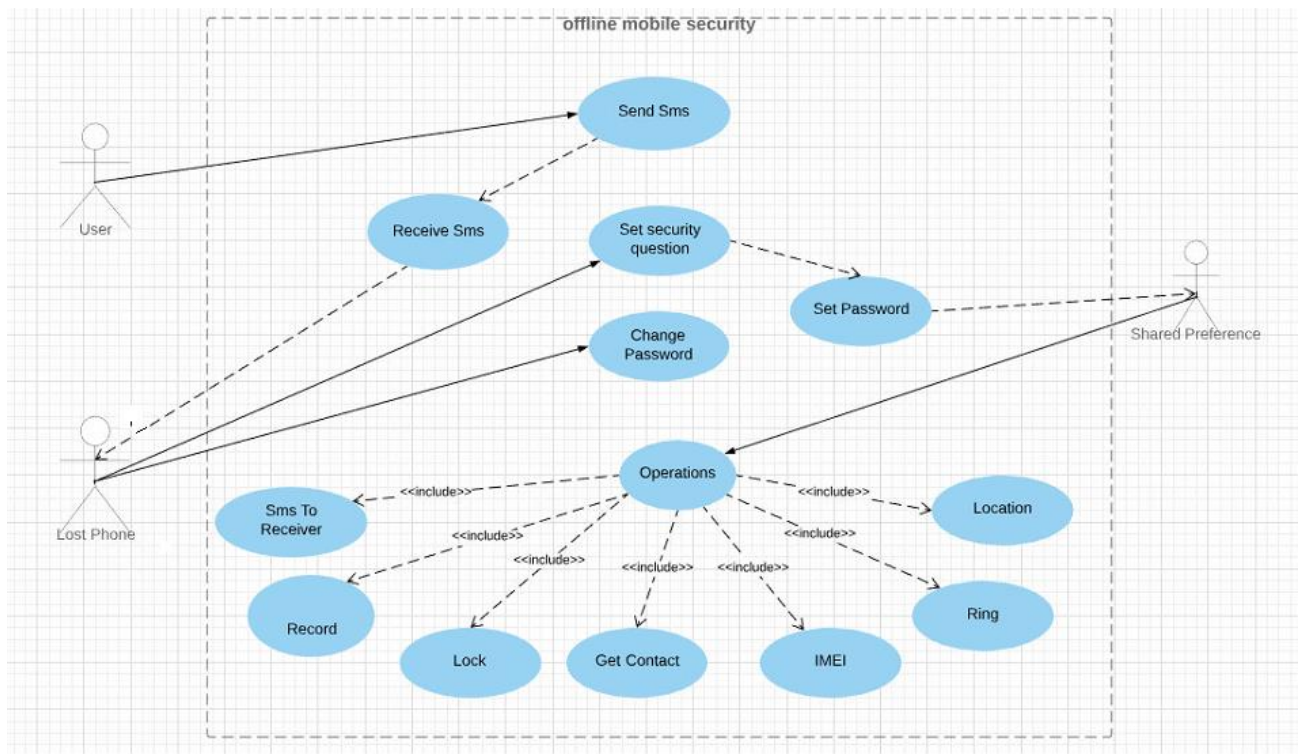
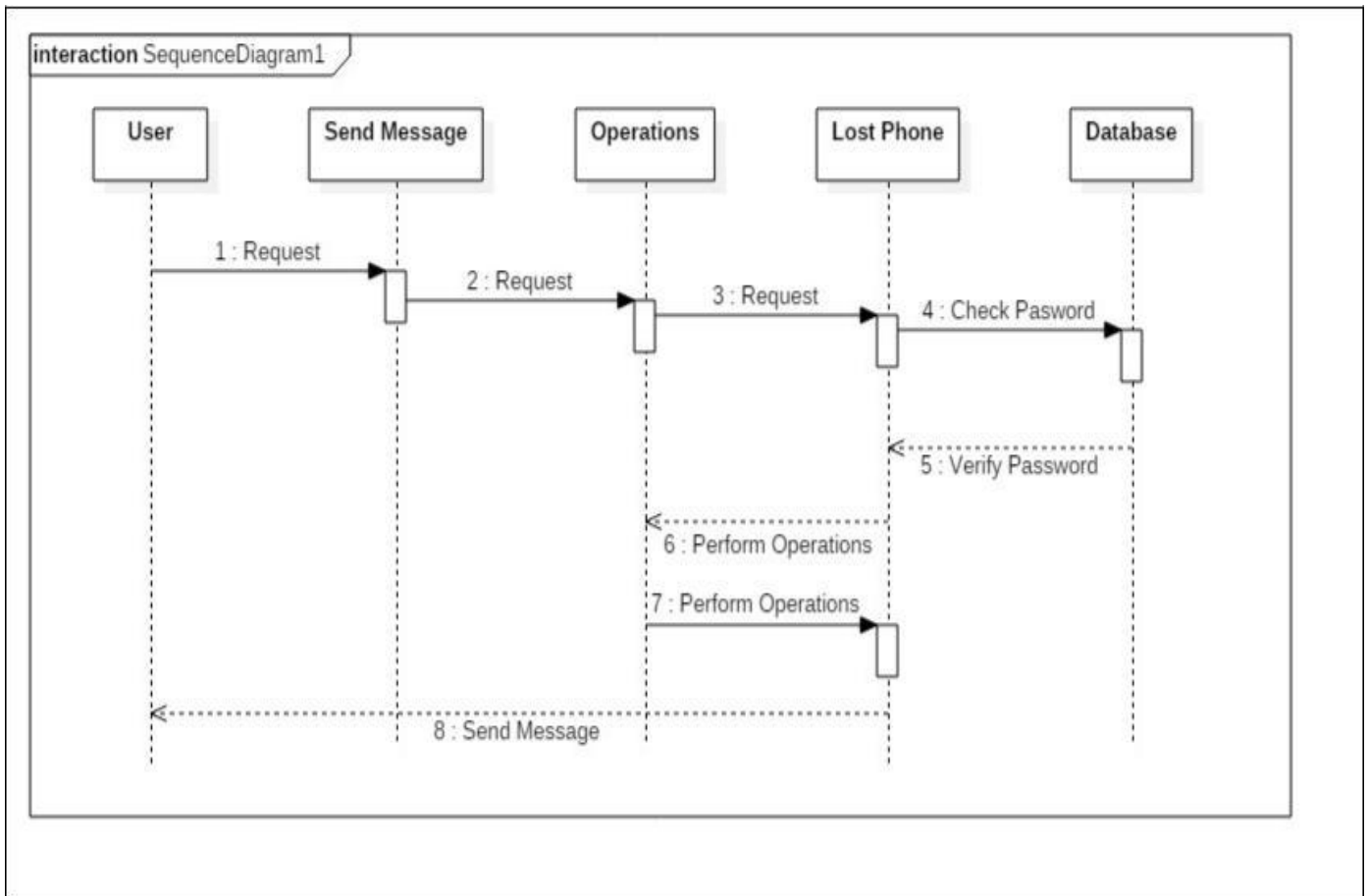


Figure 4.2: Offline Mobile security

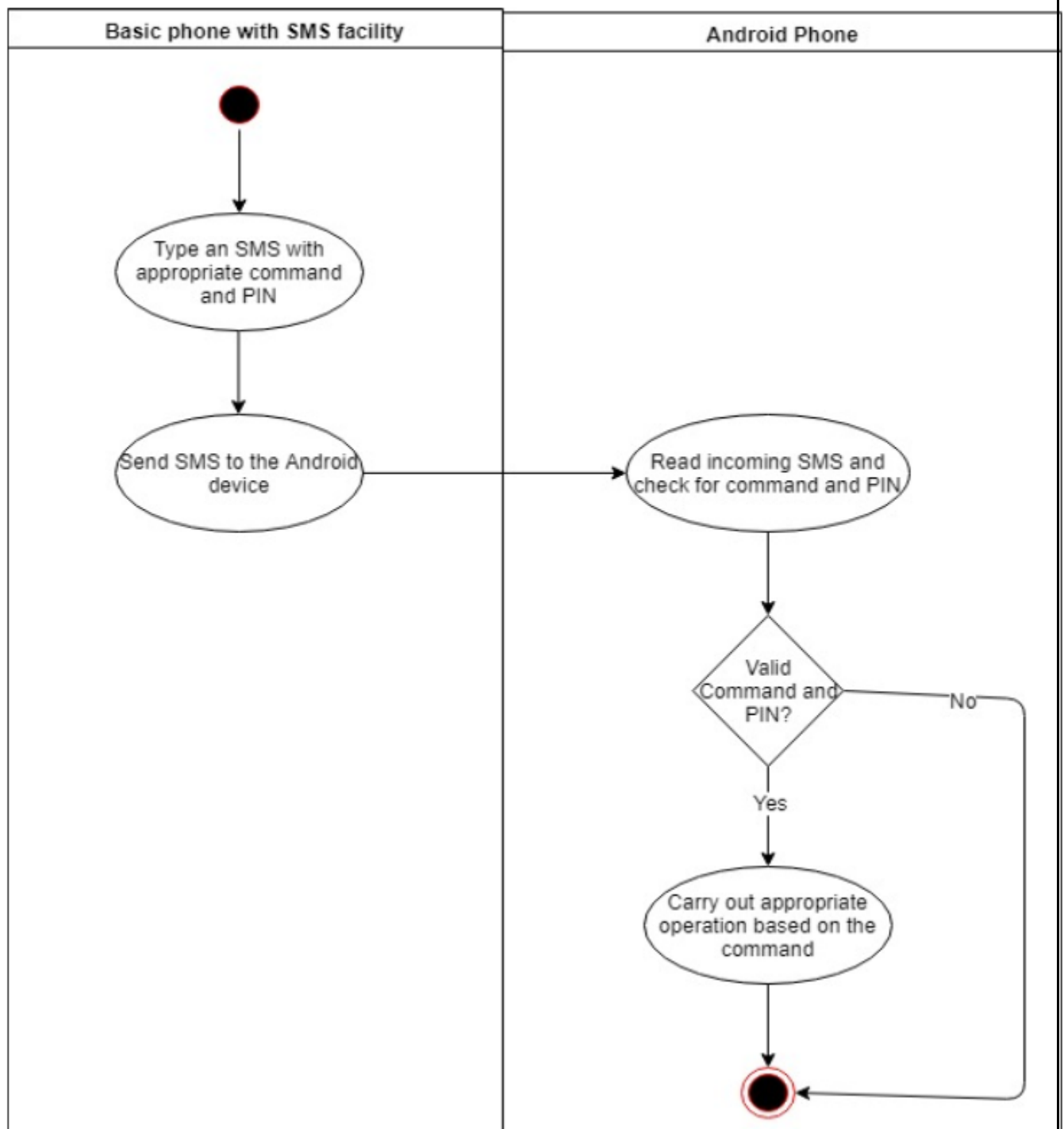
4.3 SEQUENCE DIAGRAM

A Sequence diagram is an interaction diagram that shows how objects operate with one another and in what order. It is a construct of a message sequence chart. A sequence diagram shows object interactions arranged in time sequence.



It depicts the objects and classes involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario. A sequence diagram shows, as parallel vertical lines (lifelines), different processes or objects that live simultaneously, and, as horizontal arrows, the messages exchanged between them, in the order in which they occur. Figure 3.8 represents the Sequence Diagram of the proposed system. It shows how the objects like the User, Developer, Terminal, HDFS, YARN operate with one another and in what order. The flow of the messages is also shown by the timelines.

4.4 Flow of the Project



4.5 SYSTEM REQUIREMENTS

This section will provide the user the required specification of the hardware and software components on which the proposed system is to be implemented.

4.4.1 Hardware Requirements

This subsection will provide the minimum requirements that must be fulfilled by the hardware components. The hardware requirements are as follows:-

- Android smartphone
- SMS gateway
- another mobile device (any OS)
- Hardware: 5 GB

4.4.2 Software Requirements

This subsection will provide the versions of software applications that must be installed. The software requirements are as follows: -

- Android studio
- Minimum SDK version on smartphone: 4.4
- Application permissions after installation

Conclusion



CHAPTER 5: RESULTS & CONCLUSIONS

5.1 TEST CASES

A test case is a set of conditions or variables under which a tester will determine whether a system under test satisfies requirements or works correctly. The process of developing test cases can also help find problems in the requirements or design of an application. Table 3.1 gives detailed information on the test cases for the proposed system.

Table 5.1

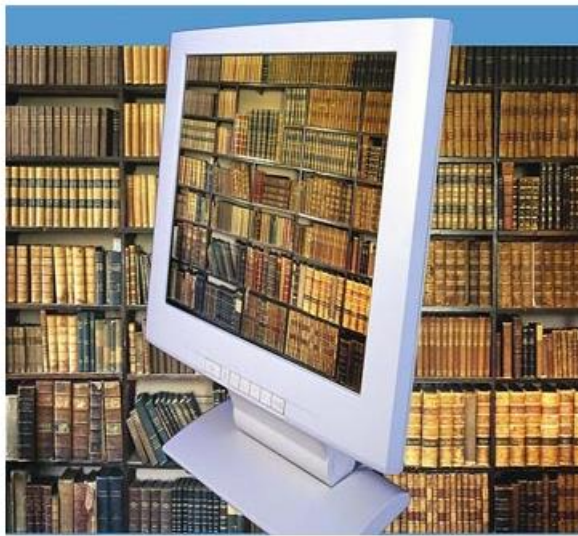
Sr No	Module Name	Input	Output
1	Retrieve Contact	The phone sends a message which sends the contact name whose contact number is required as a parameter.	Retrieves the requested contact.
2	Retrieve Location	The Phone sends the command used by our app to retrieve the Location.	The location of the phone is retrieved, and the link is sent to the requested device.
3	Retrieve IMEI	The phone sends the command to retrieve IMEI number to trace the phone if stolen	Retrieves the IMEI of the device
4	Record audio	Send SMS command with the time limit as the parameter	Records the audio for the requested seconds sent as the parameter with the input message

5	Ring Device	Send SMS command to ring the phone for 30 seconds.	The phone rings loudly even if it is on silent.
6	Lock Device	The phone sends the SMS command to the lost/stolen phone to lock the device.	Locks the device and the phone is unlocked with the pin set by the user during the installation.
7	Send SMS to an intended Receiver	SMS command is sent with the name of the contact to whom you want to send the message with the message string as the parameter.	The SMS is sent to the intended receiver without the need of the Contact number.

- Test case 1 - The purpose of this test case is to find when lost phone is in the silent or normal mode the phone will get ring.
- Test case 2 - The purpose of this test case is to find the accurate location of the phone.
- Test case 3 - The purpose of this test case is to find the IMEI of the lost phone.
- Test case 4 - The purpose of this test case is to find the contact details of the respective person.
- Test case 5 - The purpose of this test case is to record the audio from the background.
- Test case 6 – The purpose of this test case is to Lock the phone to avoid misuse of the Phone data.
- Test case 7- The purpose of this test case is to send the SMS to an intended receiver.

5.2 LIMITATIONS

5.3 FUTURE SCOPE



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