# Peer to Peer Voice Communication(Wi-Fi Call)



Under the guidance of **Prof. D. B. Phatak**Indian Institute of Technology
Bombay, Mumbai

#### Project Team:

- Navanshu Wadhwani
- Rachana Nandan
- Suman Kumar Datta

#### Index

- Introduction
- Flowcharts
- Project Plan
- Advantages
- Hardware/Software Requirements
- Challenges
- Application UI
- Future Enhancements

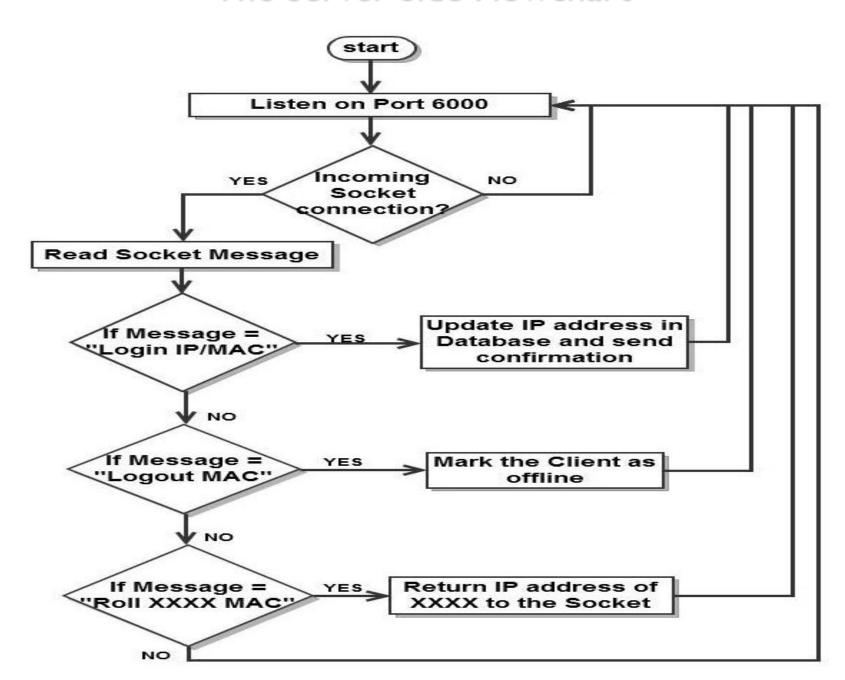
#### Introduction

The "WiFi Call" is an application that will be used by users to make voice calls to each other using Aakash tablet using WiFi connectivity.

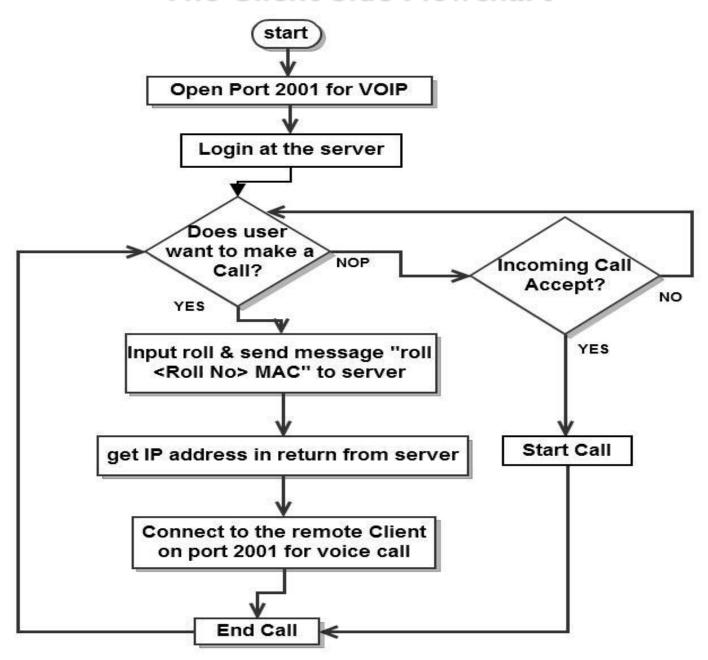
#### Features:

- Server(desktop/tablet) and Client(tablet supporting android 2.2 and higher)
- In order to make call user needs to be registered on the Server.
- The Server maintains the MAC and current IP addresses of all the logged-in users.
- The Server and the Clients may be connected to same/different WiFi given both are registered at the server.

#### The Server Side Flowchart



#### The Client Side Flowchart



### Project Plan

- Establish Connection between Server and Client using WiFi
- Sending messages from Client to Server
- Database Management and Database Connectivity
- Parsing the Messages in the server and updating the Database
- Establishing Peer to Peer Connection
- Recording Audio in Tablet
- Transmitting the live audio
- Setting up of Calling Functionality between Clients
- Audio Call Testing

### **Advantages**

- This application will work on any Tablet/Phone having Android Version 2.2 and higher.
- This application will incur absolute no expenditure to the end users.
- This application will work on same network which can span across two buildings.

### Hardware Requirements

- The Server(Desktop) should have Ethernet or WiFi Connectivity
- The Server(Tablet) should have WiFi Connectivity
- Client(Tablets) should have WiFi connectivity.
- External microphone/internal microphone and speaker

# Software Requirements

#### Client

- Any device based on android operating system versions 2.2 and later.
- Support for lightweight Database Management System SQLite.

#### Server

- Any computer with windows or linux based operating system (Database Management System used is MySQL) OR
- Any device based on android operating system versions 2.2 and later (Database Management system used is SQLite).

## Challenges

#### Resolved:

- Voice lag and distortion
- Frequency of Sampling

#### Unresolved:

Aakash audio jack issue

### Server Side Application on Desktop

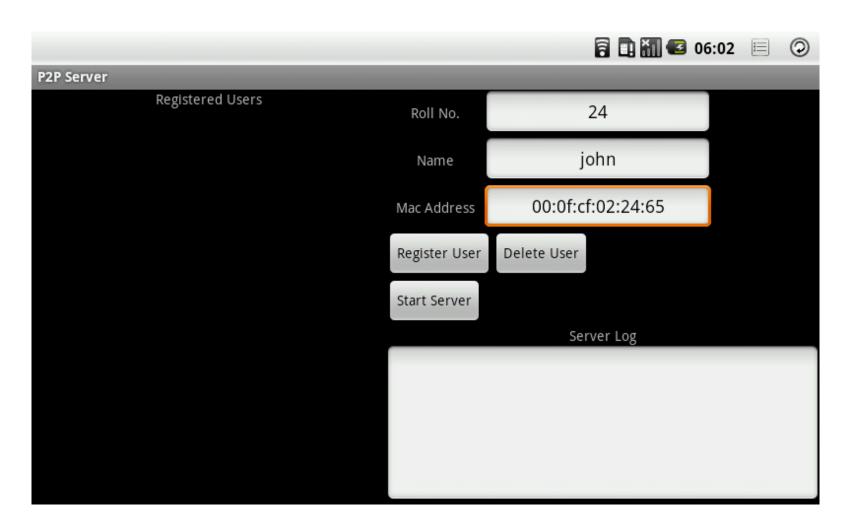
Server-Desktop Video Clip

## Server Side Application on Tablet

### Server on Tablet

			<b>a a a a a a b a a b a a b a a b a a b a a b a a b </b>	:59	0
P2P Server					
Registered Users	Roll No.				
	Name				
	Mac Address				
	Register User	Delete User			
	Start Server				
		Sei	rver Log		

# Registering User



# After Registering

		☐ □ Ⅲ □ 06:0	04 🗏	0
Roll No.				
Name				
Mac Address				
Register User	Delete User			
Exit Server				
	Se	rver Log		
	Name  Mac Address  Register User	Name  Mac Address  Register User  Exit Server	Roll No.  Name  Mac Address  Register User  Delete User	Mac Address  Register User  Exit Server

# Server Log

			8 0 60	<b>6:10</b>		0
P2P Server						
Registered Users	Roll No.					
45	non no					
offline	Name					
27	Mac Address					
Online	Register User	Delete User				
<b>24</b> offline	Exit Server					
			Server Log			
	LOGIN from LOGIN from LOGIN from ROLL 27 from	LOGIN from 10.105.14.23 ( 00:0f:cf:02:21:65 ) LOGIN from 10.105.14.103 ( 00:0f:cf:02:23:c2 ) LOGIN from 10.105.14.23 ( 00:0f:cf:02:21:65 ) LOGIN from 10.105.14.23 ( 00:0f:cf:02:21:65 ) ROLL 27 from 00:0f:cf:02:21:65 LOGOUT from 10.105.14.23 ( 00:0f:cf:02:21:65 )				

# Deleting User

				800	<b>6:10</b>	∷	0
P2P Server							
	ed Users	Roll No.		45			
<b>45</b> offline		Name					
27		Mac Address					
Online		Register User	Delete User				
<b>24</b> offline	Do you really wa	nt to delete?					
Offilite	YES		N		4.65.		
		LOGIN from LOGIN from ROLL 27 fro	n 10.105.14.2 n 10.105.14.2 nm 00:0f:cf:02	03 ( 00:0f:cf:02: 3 ( 00:0f:cf:02:2 3 ( 00:0f:cf:02:2 ::21:65 .23 ( 00:0f:cf:02	1:65 ) 1:65 )		

# After Deleting

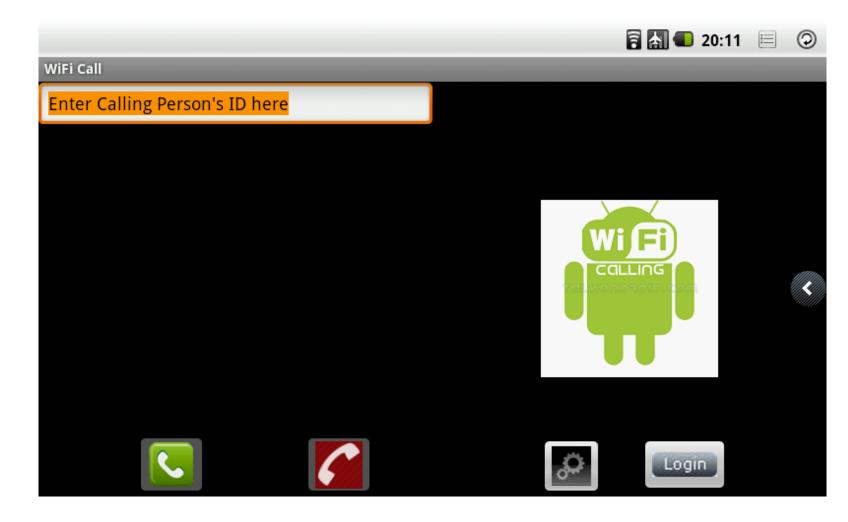
			8 9 60	<b>6:10</b>	⊞	0
P2P Server						
Registered Users	Roll No.		45			
27						
Online	Name					
24	Mac Address					
offline	Register User	Delete User				
	Exit Server					
			Server Log			
			23 ( 00:0f:cf:02:2			
		LOGIN from 10.105.14.103 ( 00:0f:cf:02:23:c2 )				
	LOGIN from 10.105.14.23 ( 00:0f:cf:02:21:65 ) LOGIN from 10.105.14.23 ( 00:0f:cf:02:21:65 )					
	ROLL 27 from 00:0f:cf:02:21:65					
			1.23 ( 00:0f:cf:02	2:21:65)		

# **Exiting Server**

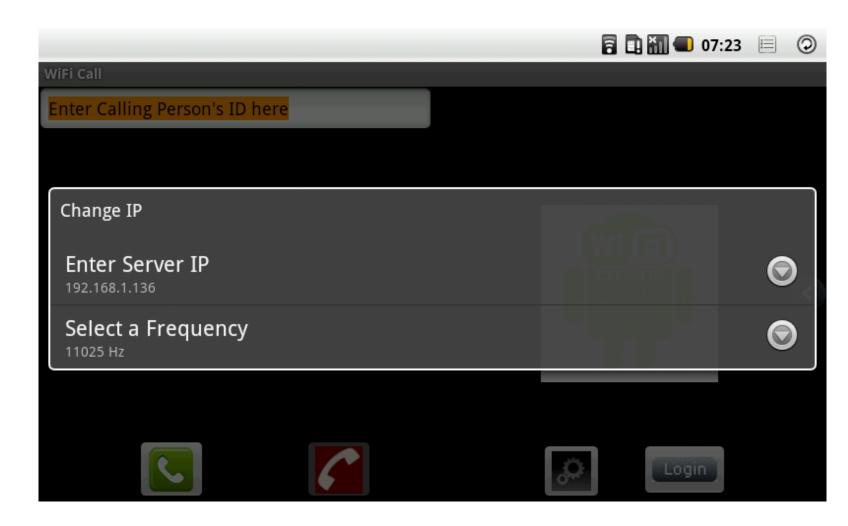
		🛜 🗓 📶 💶 06:11 🗏 💿
P2P Server		
Registered Users	Roll No.	
27		
offline	Name	
24	Mac Address	
offline	Register User	Delete User
	Exit Server	
		Server Log
	Server will now exit	

# The Client Side Application

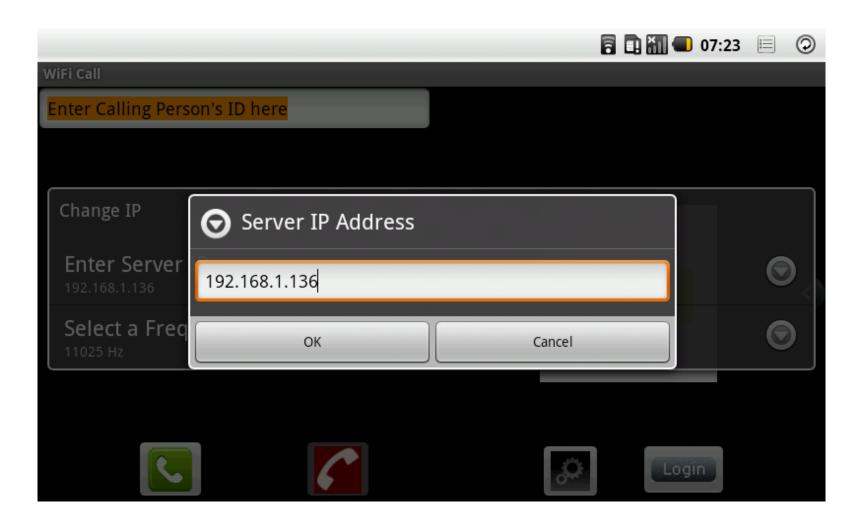
### The Home Screen



### The Settings Panel



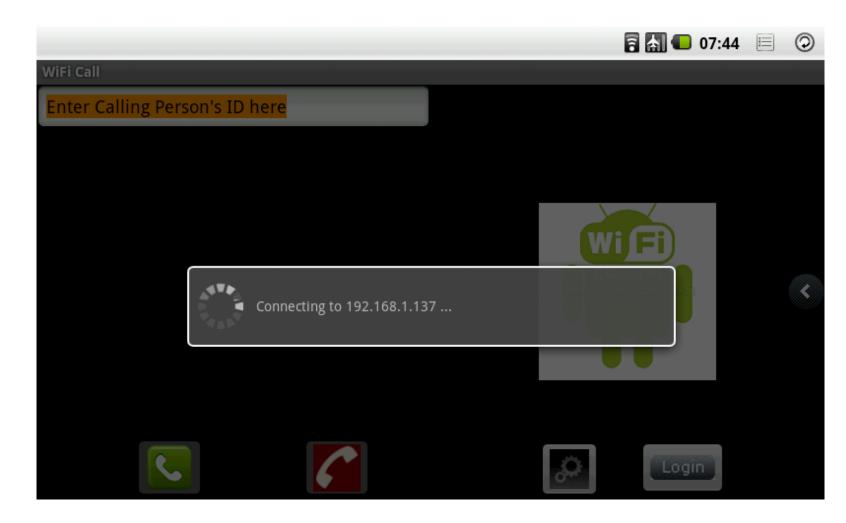
## Setting Server IP



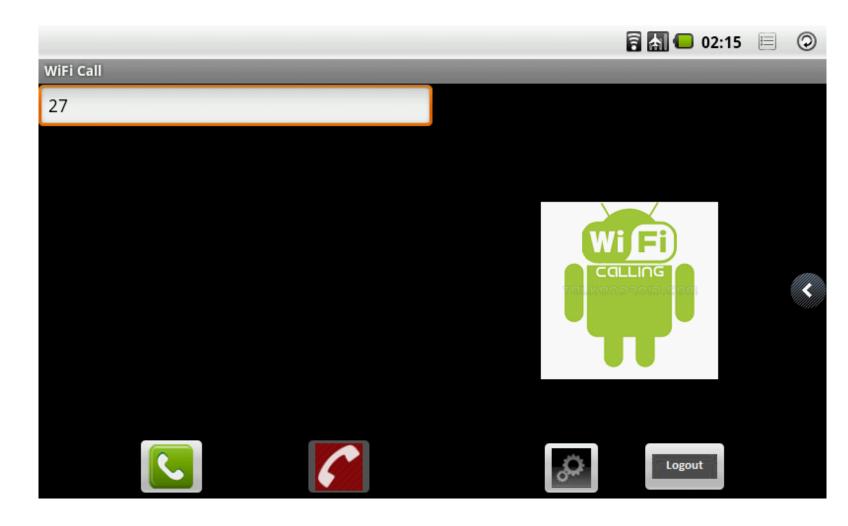
# Setting the Frequency



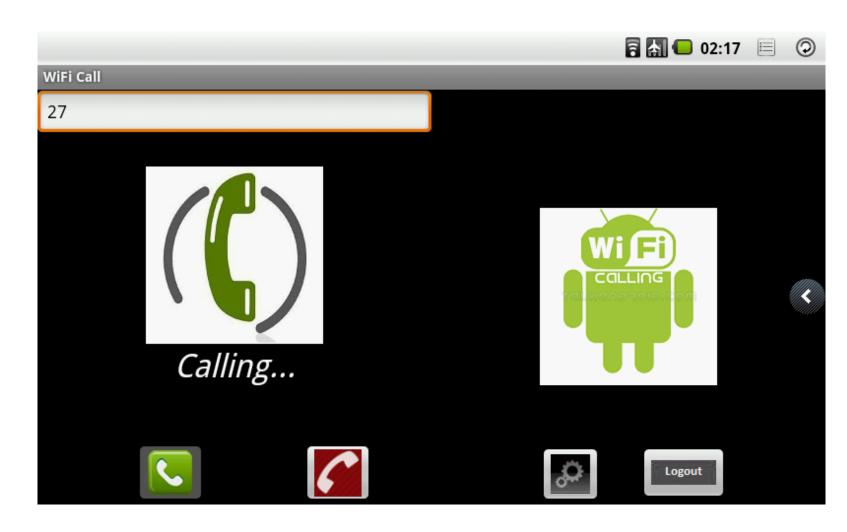
# Logging In



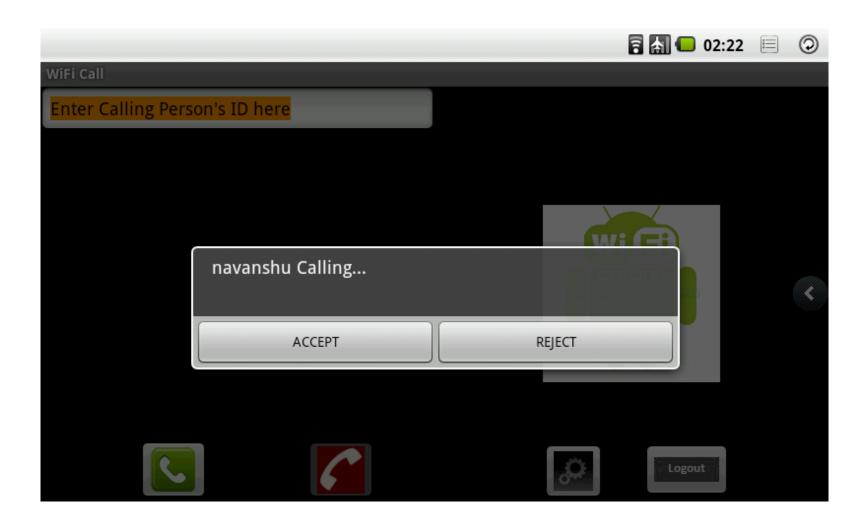
# Making A Call



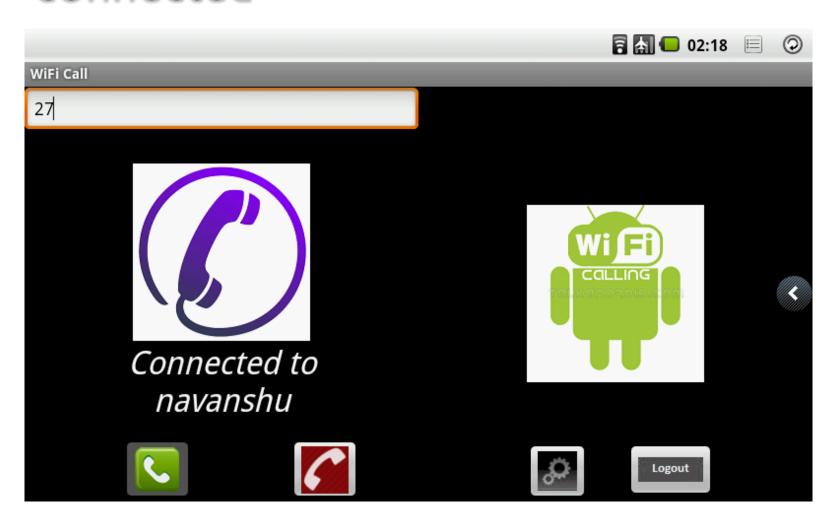
### Calling Screen at Dialler End



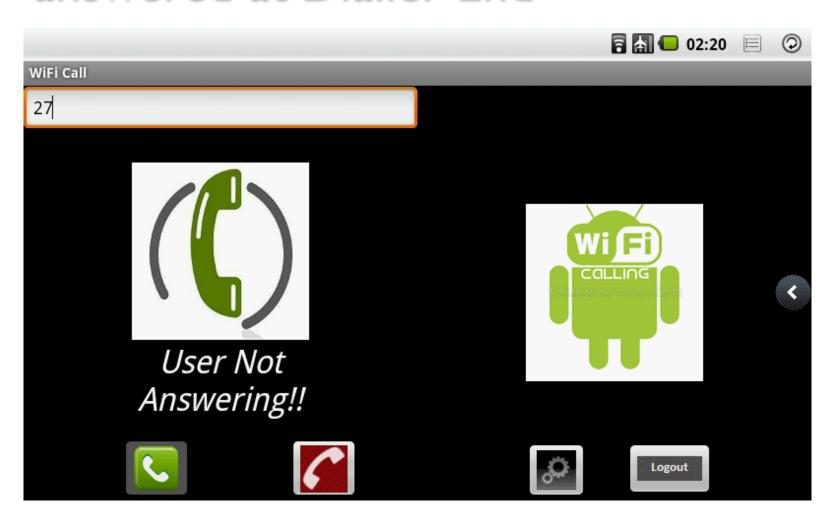
## Calling Screen at Receiver End



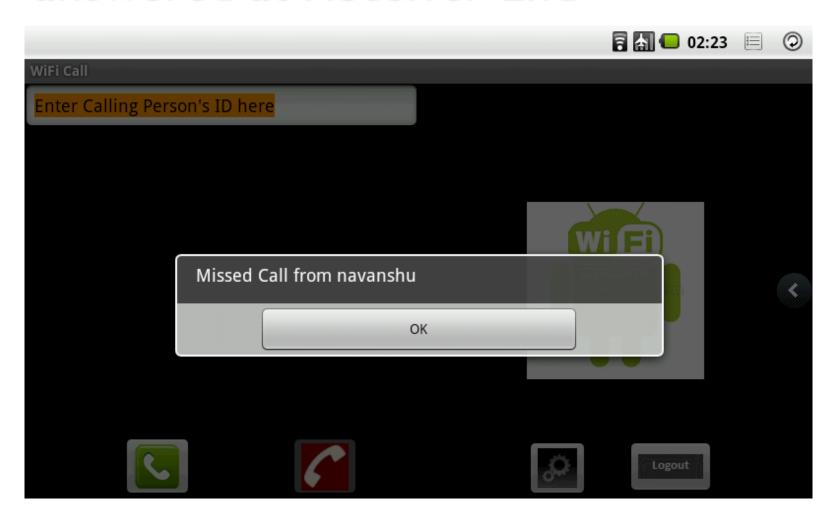
# Screen at both ends once call is connected



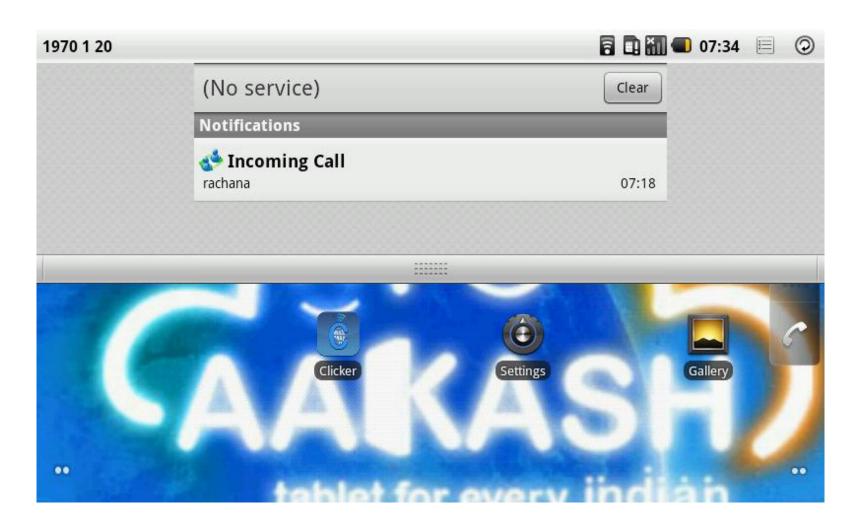
# The Screen when call is not answered at Dialler End



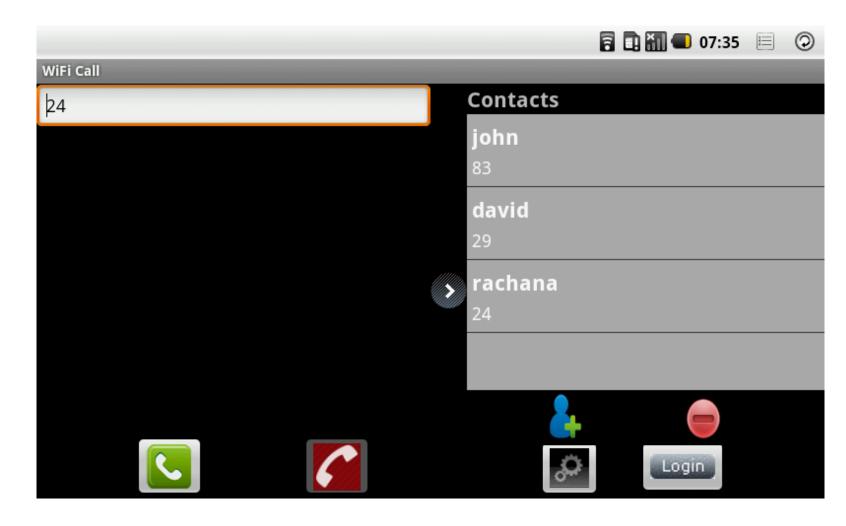
# The Screen when call is not answered at Receiver End



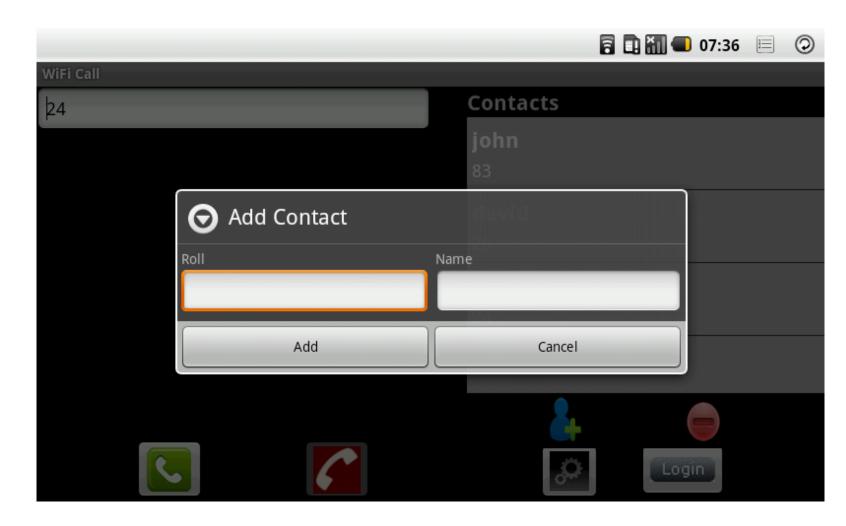
### Notification of Incoming Call



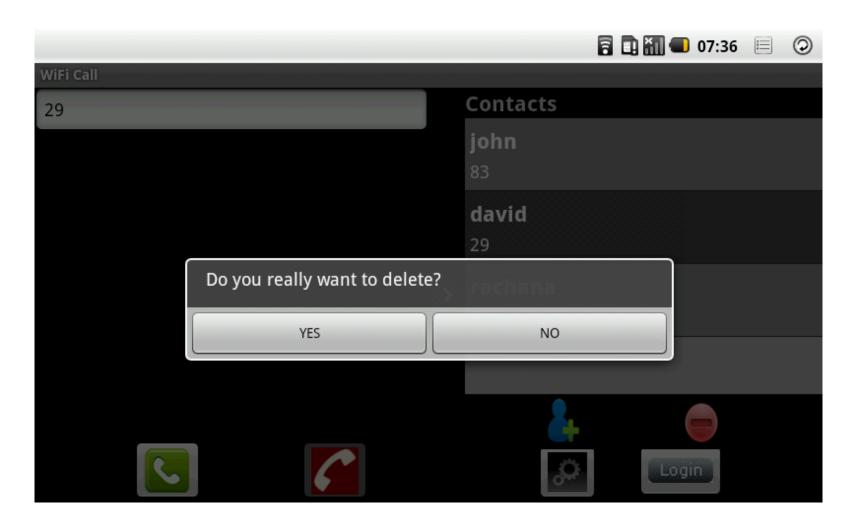
### Contact Book



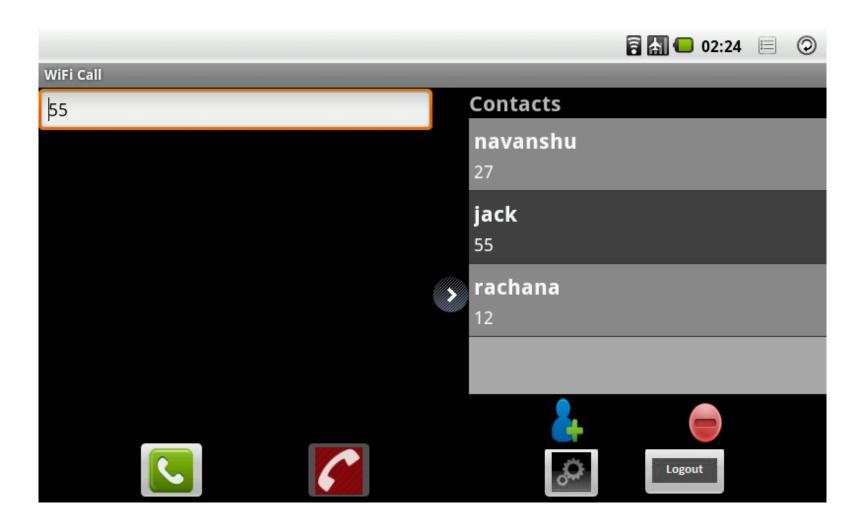
# Adding Contact



# Deleting Contact



### Making Call from the Contact Book



#### **Future Enhancements**

- Integrating video with audio
- Encoding Audio Packets before transmission
- Audio Conferencing

#### References

- Van Every, Pro Android Media, Apress 2009;167-172
- Deitel, Java How To Program, 4Th Edition, Prentice Hall
- Android Developer Website, <u>http://developer.android.com</u>
- SQLite Tutorial Website, <u>http://www.androidhive.info/2011/11/android-sqlite-database-tutorial/</u>
- Custom List View Website, <u>http://www.codeproject.com/Articles/183608/Android-Lists-ListActivity-and-ListView-II-Custom</u>



# Thank You