REMOTE MOBILE PHONE ACCESS (OFFLINE)

PROJECT SYNOPSIS OF PROJECT-II

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Abstract

This project is about making a web application which has multiple uses when you have misplaced your phone. We will make an application with the main purpose of having a phone contact reach your phone even when you don't have your phone with yourself. The application will provide a platform which will help you to send a text message on your phone where you will write the name of your contact as saved in the database of your phone. Then the application will revert with the phone number of that person and thus you will be able to access the contact without even your phone being there.

The second use case will be to change the audio profile setting of your phone with just the application on some other phone and then you'll be able to find your phone with the sound being on.

The third use case will be to send the exact location of your phone through the web application when used on some other device. Then you won't be having any trouble in finding your phone like in the previous times.

It is also possible to lock your phone through this application whenever you have forgotten to do so.

We aim to further provide extra security to the web application in which there will be a passcode to access your application from some other device which would ensure that there is no one who would interfere in your security and as we all know that any application is not good enough when you don't have proper security in it.

Motivation

Nowadays, mobile phones have become a part of life. Every person is carrying a phone with them. Once we were out somewhere in a cafe and I forgot my phone at my place. I urgently needed a contact from my phone and I couldn't
get that contact on time. So, we thought if there could be an app which could get me that contact. As many people like us, would be facing the same problem because unlike earlier days, no one keeps a telephone diary with them.

One of the solutions for this could be that someone could have opened up my phone and tell me the phone number of the person, but no one was there at my place. We can also add many features along with it.

Objective

On the basis of character recognition algorithms, one question to be answered is: which algorithm is the best choice for a given application? This question leads the thesis to characterize the available algorithms so that the most efficient methods can be sorted out for different applications. An experimental approach needs to be developed to compare and evaluate the performance of different invariants of shape-based script. An image with 1280×800 pixels will certainly take much longer time to compute than a 32×32 image. The investigations of the reconstruction of the region-based multi-script image are a major motivation for the work. Using neural networks, recognition of handwritten multi script is a good idea. However, in the practical image acquisition systems and conditions, shape distortion is common processes in HMSR system because of different people handwriting have different shape of characters. The observed character image is being representing only a degraded version of the original character image. Recognition of Multi script that are of various shapes is a goal of recent research. Gurumukhi characters using neural networks having Back propagation algorithms are recognized.

Methodology

We have divided this project in three modules are as follows:

- **Planning :** On this modules we will be taking all the points and ideas for making and designing the project in a better way. What Implementations and functionality are to be done.

- **Plotting :** In this module we will be plotting all the ideas and implementations and also training the back-end of this project for accurate and efficient output.

- **User Interface :** In this, we will be focusing on the user interface for presentation of the input and output data to the user.

Facilities required for proposed work

Hardware requirements

- Processor : intel i5
- Operating System : Windows 10
- RAM : 8 GB
- Hardware Devices : Computer System
- Hard disk : 256 GB

Software requirements

- Android Studio
- SDK
- SqlLite DB.

Bibliography

- www.geeksforgeeks.com
- www.developer.android.com
- www.w3schools.com