## **TABLE OF CONTENTS**

List of Figures		i
Nomenclature used		ii
Chapter 1		01
1.	Introduction	02
	1.1 Literature Survey	02
	1.1.1 The Role of Android communication application	02
	1.2 Limitations of the Current Work	03
	1.3 Problem Definition	04
	1.4 Objectives	04
	1.5 Methodology	06
	1.6 Hardware and Software tools used	06
	1.6.1 Software	06
	1.6.2 Hardware	06
Cl	napter 2	07
	napter 2 BASIC THEORY	07
	BASIC THEORY	08
	BASIC THEORY 2.1.Feasibility Study	08
	BASIC THEORY  2.1.Feasibility Study  2.2. Software Requirement Specification Document	08 08 10
	BASIC THEORY  2.1.Feasibility Study  2.2. Software Requirement Specification Document  2.2.1 Data Requirements	08 08 10 10
	BASIC THEORY  2.1.Feasibility Study  2.2. Software Requirement Specification Document  2.2.1 Data Requirements  2.2.2 Functional Requirements	08 08 10 10
	2.1.Feasibility Study 2.2. Software Requirement Specification Document 2.2.1 Data Requirements 2.2.2 Functional Requirements 2.2.3 Performance Requirements	08 08 10 10 10
	2.1.Feasibility Study 2.2. Software Requirement Specification Document 2.2.1 Data Requirements 2.2.2 Functional Requirements 2.2.3 Performance Requirements 2.2.4 System Dependability	08 08 10 10 10 11 11
	BASIC THEORY  2.1.Feasibility Study  2.2. Software Requirement Specification Document  2.2.1 Data Requirements  2.2.2 Functional Requirements  2.2.3 Performance Requirements  2.2.4 System Dependability  2.2.5 Maintainability Requirements	08 08 10 10 10 11 11 11
	2.1.Feasibility Study 2.2. Software Requirement Specification Document 2.2.1 Data Requirements 2.2.2 Functional Requirements 2.2.3 Performance Requirements 2.2.4 System Dependability 2.2.5 Maintainability Requirements 2.2.6 Look and Feel Requirements	08 08 10 10 10 11 11 12 12

Chapter 3	
3. TOOL DESCRIPTION	15
3.1. Introduction to Languages, IDE's, Tools and Technologies	15
3.1.1 Java	15
3.1.2 Why is Java Secure?	16
3.2. Android Development tools	16
3.2.1 Android SDK	16
3.2.2 Android Debug Bridge	17
3.2.3 Android Development Tools and Android Studio	17
3.2.4 Dalvik Virtual Machine	17
3.2.5 Android RunTime	17
3.3. Security and Permission Concept in Android	18
3.3.1 Security	18
3.3.2 Permission	18
3.4. Coding Standards of Language used	18
3.5. Test Plan and Test Activities	19
3.5.1 Test Plan	19
3.5.2 Test Activities	20
Chapter 4	22
4. Implementation	23
4.1 Hardware Design and Implementation	23
4.1.1 GCM Messaging	23
4.1.2 GCM Working	23
4.1.3 HTTP Connection to Web Server	24
4.1.4 JSON Parsing	24
4.1.5 Broadcast Receiver	25
4.1.6 Services	25
4.1.7 Content Provider	25
4.2 Software algorithm	25
4.2.1 Integrating Firebase Cloud Messaging in Android Project	26

4.2.1.2 Creating a new Android Project	
Chapter 5	
5. RESULTS AND DISCUSSION	31
5.1. Snapshot of the System	31
CONCLUSIONS AND FUTURE SCOPE	
REFERENCES	
APPENDICES	
APPENDIX – I	
INFORMATION REGARDING STUDENTS	
BATCH PHOTOGRAPH ALONG WITH GUIDE	

## LIST OF FIGURES

Fig. No.	Description of the figure	Page No.
4.1	Google Cloud Messaging Working	24
4.2	Selecting firebase	26
4.3	Firebase features	26
4.4	Setting up Firebase Cloud Messaging	27
4.5	Cloud Messaging dialog box	27
4.6	Connect Your App to Firebase	28
4.7	Connect status dialog	28
5.1	Adding FCM to user App	31
5.2	MySQL database verification	32
5.3	Text notification	32
5.4	Text notification in app	33
5.5	Notification with image	34
5.6	Notification with image in app	34
5.7a	Sending to one user	35
5.7b	Sending to one user	36
5.8	Sending to multi user	37

## NOMENCLATURE USED

SD card	Secure Digital Card
IDE	Integrated Development Environment
SDK	Software Development Kit
ADB	Android Debug Bridge
ADT	Android Developer Tools
ART	Android Run Time
GCM	Google Cloud Messaging
JSON	JavaScript Object Notation