Green University of Bangladesh
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Lab Project Name: File Transferring Android Application.

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Lab Project Status

Marks: …… **Signature: .....**

Comments: ..... **Date: .....**

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Chapter 1
Introduction

1.1 Introduction

The performance of mobile devices, especially smart phones, has been quickly improve for the last few years. Most users take advantage of highly efficient smart phones, and consume the contents in the smart phones longer time than other devices usage time. As a result, users frequently share the contents and the needs of file sharing via smart phones have been increase considerably. Existing peer-to-peer sharing frequently incurs disconnections and retransmissions. A web hard-based sharing needs to pay expensive cost for using high-volume file servers as well. In order to overcome such problems, we propose an application for seamless file sharing for the Android devices. The seamless service manager and the file manager in the proposed application share files seamlessly by choosing faster and more stable network automatically—one of the Bluetooth and the WIFI. We expect that the proposed application could be a cost effective and reliable solution for file sharing among mobile devices.

In this paper, we concern seamless file sharing on Android based smart phones. Most mobile file sharing is perform either on the peer-to-peer (P2P)-based systems or on the web hard-based systems. The P2P systems suffer from frequent
Disconnection and retransmissions due to the nature of mobility of users. The web hard-based systems are quite reliable, but users have to pay for using high-volume file servers.

1.2 Objective

There are some major objective that, we are going to focus on are:

- To develop system the file sharing application transfer large file between two devices in sort time.
- When user connect file transfer application for sharing some file then there are no facing connection.

Chapter 2

Design of the Project

2.1 Section (High Level System Architecture)

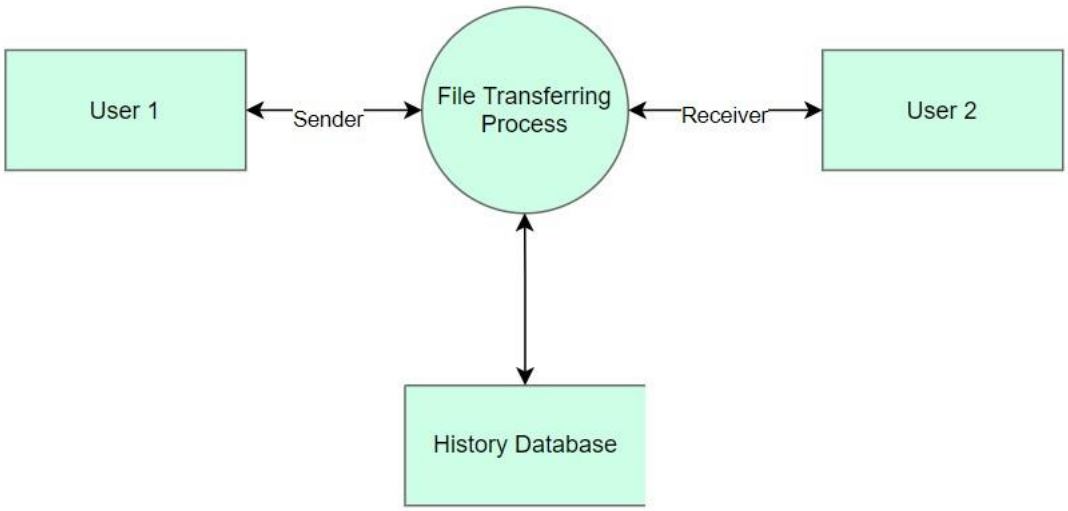

Figure 2.1: High-level System Architecture

2.2 Section (Low Level System Architecture)

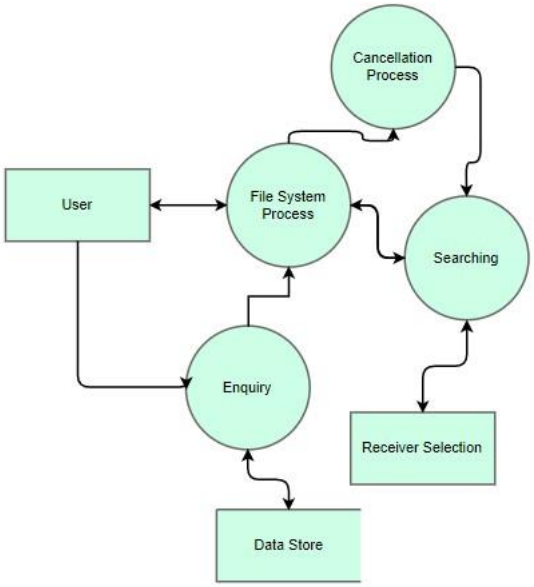

Figure 2.1: Low-level System Architecture

Chapter 3
Performance Evaluation

3.1 Results and Discussions

Criteria	Action	Input(Test Case)	Expected Output	Actual Output	Test Result
File Selection	Select Image, video, APK, pdf, audio file	Image, APK	Select is Done	Select is Done	Pass
	Select Zip or other file	Zip, rar	Not found file	Not found file	Pass
File send	File Sending for receiver	Image, video, APK, pdf, audio	File send is Successful	File send is Successful	Pass
	Send file Mobile to Laptop	Image, video, APK, pdf, audio	File send is successful	File send is not successful	Not pass
File Receive	File Receive from sender	Image, video, APK, pdf, audio	File receive is Successful	File receive is Successful	Pass
	Send file laptop to mobile	Image, video, APK, pdf, audio	File receive is Successful	File receive is not Successful	Not pass
Searching	Search receiver for send file	Send file	Searching Successful	Searching Successful	Pass

3.1.1 Analysis and Outcome

- Our software was successfully run in android studio and mobile.
- It can be successfully send and receive data mobile to mobile.
- But it cannot send and receive data mobile to laptop.

Chapter 4

Conclusion

4.1 Introduction

Our software can be share data firstly. We are design this software for android version mobile. Therefore, this application only share file android mobile to mobile. We are successfully run this software in mobile and it can be able to data transfer.

4.1 Practical Implications

We have successfully run this software on the mobile and complete manual testing part.

4.2 Scope of Future Work

In future, we are upgrade our software version and modify user interface with add some features. Then finally publish in Google Play store.

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