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**Wi-Fi Based Video Calling Android Application**

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**Abstract-** Many technologies are evolving day by day. One such promising concept is Social Networking .For example we communicate with people around the world with a small device in our hands. Use either use cellular network or internet for communication .but the proposed system as no such limitations and it is easily used in the current technology. The aim is to communicate with any person near a limited range without any use of cellular network or internet i.e. the process of using Wi-Fi hotspot. In this paper, we present a novel approach for Android Application .where you can video call using a camera. The existing technology is Wi-Fi based chatting application.

**Keywords-** Android Application, Video Calling, Wi-Fi hotspot.

**I. INTRODUCTION TO THE SYSTEM**

In this work, we tried to create a android application to establish connection between two wireless network using Wi-Fi hotspot for communication purpose using the camera provided on the android mobile.

**IV. PURPOSE**

The purpose of the project is to establish communication between two mobiles using video calling application. In this project a camera continuously sends data through Wi-Fi to other end of the receiver, which is then received by receiver end. This means that we can have endless free communication.

**SYSTEM APPROACH:**

Capturing real time video using android camera

send the live feed to the receivers end

connecting through Wi-Fi hotspot**MTER-2017, All rights Reserved 7**

**V. HARDWARE AND SOFTWARE REQUIREMENTS**

**Hardware requirements:**

2 megapixel front camera.

* Wi-Fi & hotspot.
* Android mobile.

**Software Requirements:**

* Android studio SDK.

**DESIGN:**

**VI. PROPOSED SYSTEM**

In this system we set a Priority for comples issues(i.e we calculate a time for the particular event) so that exisiting problem is resolved.

To resolve this we proposed a technique weighted speed cursor control for controlling the

positioning of the mouse.for that we get the input of difference of the finger positioning of the

current image and the previous image and evaluate the distance between the two images.

Next ,we move the mouse cursor if the gap between the two finger images far then the mouse cursor moves fast or, if the gap is so close then the cursor moves slow.

we plan to add more features such as enlarging and shrinking windows, closing window, etc. by using the palm and multiple fingers.

**VII. FUTURE ENHANCEMENT**

Every innovation, it is important factor to reduce the humans effort in that Virtual reality

place important role.

In future all technology is based on artificial intelligence and virtual reality.

In future driverless cars will be implemented.

Face detection is possible in low budget phones in future.

3D models(video games),and

Medical imagery during surgery without touching patients or any things.

**VIII. CONCLUSION**

We are developing an android application which can be used to establish communication between two users using wifi hotspot provided on their mobile phone by default **Reserved 9**