**Remote Lan Controller**

**By -**

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**Project Report**

The idea to build this project is a remote administrator using socket programming and TCP/IP protocol in association with client and server. We know that every workstation has a unique IP address or server name for providing an interface. The initial part of the project proceeds with a connection established between the Client and Server initializations. The layout of the proposed system will deliver the central server the control to monitor and manipulate the host systems over a LAN. The server or administrator transmits data to the client using an RMI, but a client is not familiar with the actual remote location of the request. Therefore, the client automatically replies a message as IP address request to the server. Now utilizing the client-server architecture, the server generates static images of any client desktop or mobile devices. The data side is relying on a standard control station framework of a console, which is a multiband framework. The instances are triggered to the server end by the user whenever the client proceed a nexus or whenever the rodent is terminated. Furthermore, the standard parameters that the server can monitor, in case we can point the shade mode, pointer location.

This is the server part which sits tight for customers associations and per each associated customer, another casing shows up demonstrating the present customer screen. When you move the mouse over the edge, this outcome in moving the mouse at the customer side. The same happens when you right/left snap mouse catch or key while the advantage is in the center.

This the customer side, its center capacity is sending a screenshot of the customer's desktop each predefined measure of time. Likewise, it gets server orders, for example, "move the mouse charge," at that point executes the summon at the customer's PC.

The Remote Desktop Controller is a Client/Server coding module initiating remote development GUI (Graphical User Interface). This code helps you to review the remote desktop and its control in neighborhood consoles. The server tracks the IP address of all the client’s associated with LAN using a Remote Method Invocation (RMI). There are several other advantages of using RMI is that even if you are on a wireless network, still you can trace your IP address of a client and it goes on pinging every time to review the latest status of LAN.

There is the protocol established between the client and server, but to extract the static image of a client without their concern, this was not as expected. Now we need another client machine as well as a server application which runs on a server machine. These apps get started when the system is turned ON, and these form starts working when a system started, and the applications run in the background does not have any information. By reviewing the static image of client desktop, the server can evaluate about is there something not legal regarding the range of client facilities are performing on the client desktop.

If the server-initiated a communication facility and the communication established by severing a reflect at client location by sending warning messages. Then the client cannot send back or communicate with the server. The connection established between the channels is unidirectional, not a bidirectional one. Now when the server turns OFF the client machine, the image from the client side is saved instantly. Here reduced the database size; the photos only get saved when server chats or client base are shutdowns. Remaining all the images stay discarded. The database is referred as a record by the server while the client machine is OFF.

Here the server is proved with GUI based applications in standard J2ME to transmit command message instantly. The server sends the command to the client-server to gather IP list, shutdown, and chats. By using RMI technology with LAN monitoring can be addressed in offices, fashion malls, education buildings or at a university level.

In RMI based LAN control system technology used are as follows:

1. LAN: Local Area Network is used to connect between client and servers.

2. NET BEANS: It is used to program in an accurate process.

3. ABSTRACT WINDOW TOOLKIT: This is java’s toolkit used for windowing, graphics and user interface creation for this system.

4. J2EE (Java Platform, Enterprise Edition): It is the collection of Java programming API’s used for java platform programs. It is used to program this system.

This paper deals with the information related to checking LAN using an RMI. The project can also be used for educational purpose, mainly during the lab sessions; where a professor can monitor, update, examine and communicate with the connected computers or other virtual machines. This report on Network security addressed in as security supplier to entire of the system. The is a whole front-end venture work in JAVA RMI used to give the specialist to the manager to stop any criminal procedure and influence him to empower to screen entire of the LAN and the work carried on associating hubs. The venture comprises of a few limits or confinements past which the undertaking yields incorrect outcomes. In any case, the investment serves the great functionalities concerning execution.