A

Technical Seminar

On

**ROVER TECHNOLOGY**

BACHELOR OF TECHNOLOGY

In

COMPUTER SCIENCE AND ENGINEERING

By

SK. Irfan Hasan

(197R1A05A7)



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CMR TECHNICAL CAMPUS

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**ABSTRACT :**

Location-aware computing involves the automatic tailoring of information and services based on the current location of the user. We have designed and implemented Rover, a system that enables location-based services, as well as the traditional time-aware, user-aware and device-aware services.

To achieve system scalability to very large client sets, Rover servers are implemented in an “action-based” concurrent software architecture that enables fine-grained application-specific scheduling of tasks. We have demonstrated feasibility through implementations for both outdoor and indoor environments on multiple platforms. The intriguing aspect of this scenario is the automatic tailoring of information and services based on the current location of the user.

We refer to this paradigm as location-aware computing.The different technology components needed to realize location-aware computing are present today, powered by the increasing capabilities of mobile personal computing devices and the increasing deployment of wireless connectivity. Location-aware, in addition to the more traditional notions of time-aware, user-aware, and device-aware. Rover has a location service that can track the location of every user, either by automated location determination technology (for example, using signal strength or time difference) or by the user manually entering current location (for example, by clicking on a map).