



ANDROID PUZZLE LOCK

CONTENT

- Introduction
- Proposed System
- Why Android?
- Working with Android
- Working Flow of our Project
- Screens

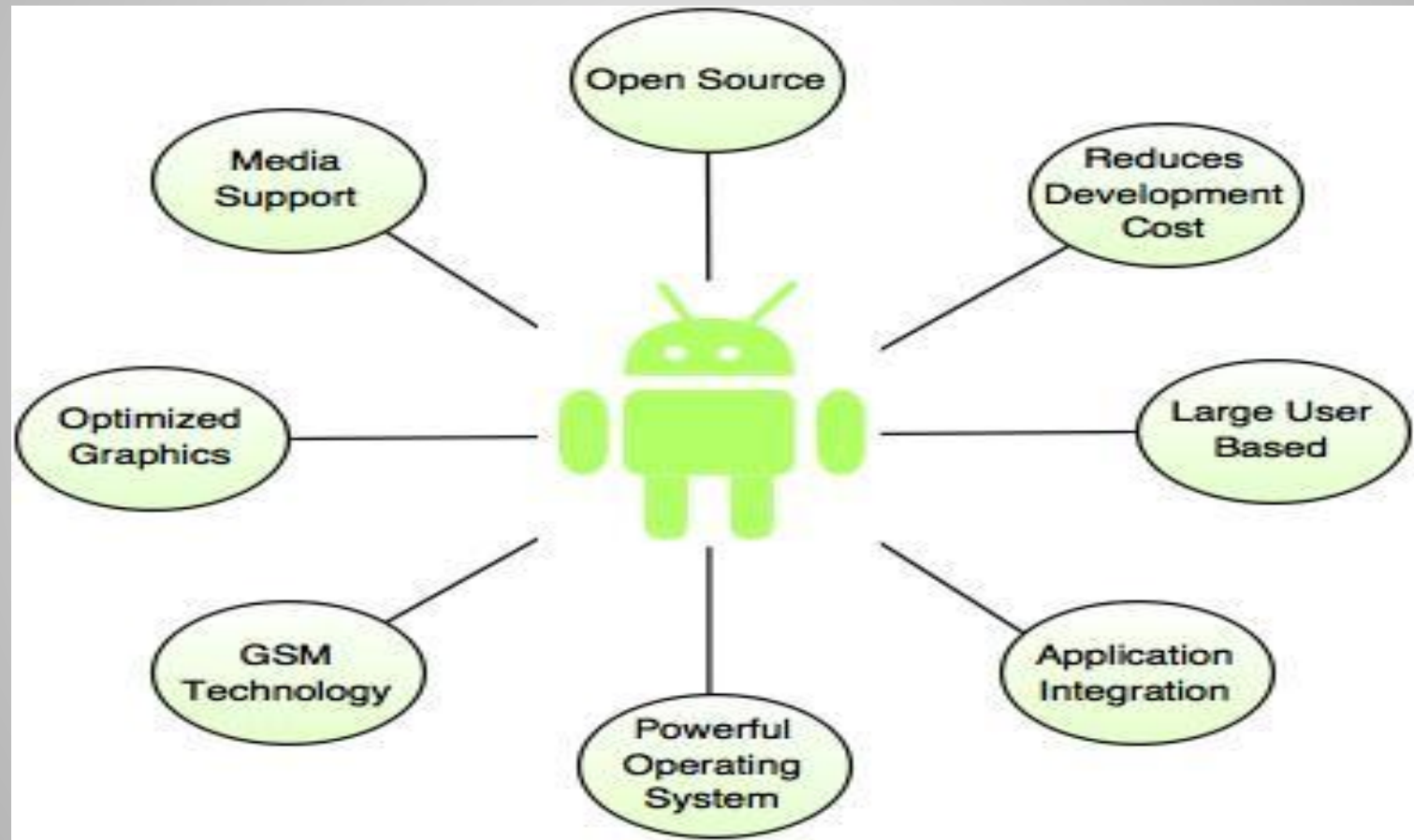
INTRODUCTION

- We have developed an application which can be integrated with other APIs for enhancement of security.
- User gives image which is used as another measure for authentication.
- We have also implemented a timer which ensures the puzzle is solved within a specific amount of time.

PROPOSED SYSTEM

- Puzzle Locking System allows the user to use an image and set it as an authentication measure.
- The Image is divided into several parts and represented as a matrix of cubes for authentication in any order.
- In this application if the puzzle is solved within certain time and is correct you are directed to success page.
- The API can be used for implementing high level security.

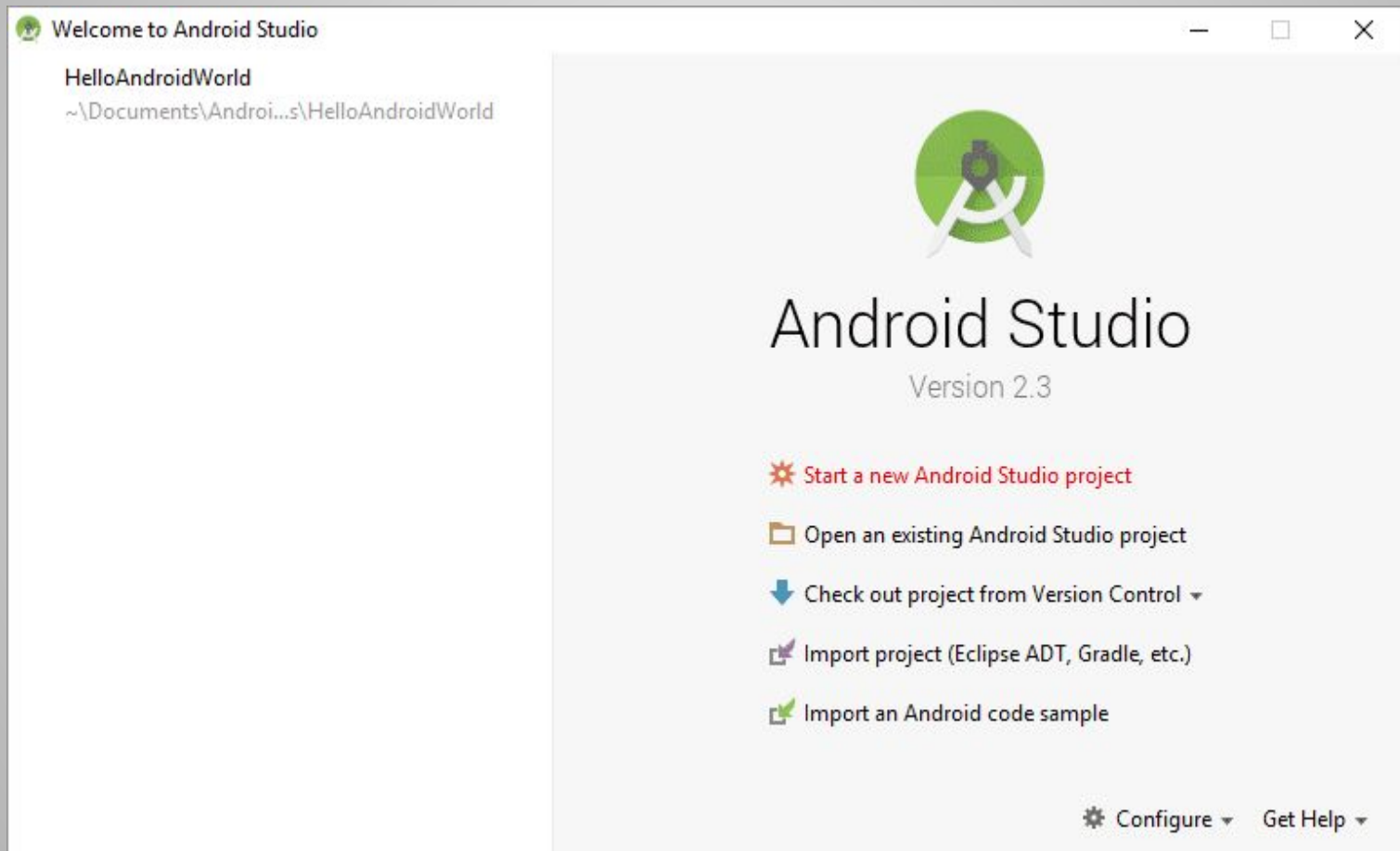
WHY ANDROID APPLICATION?



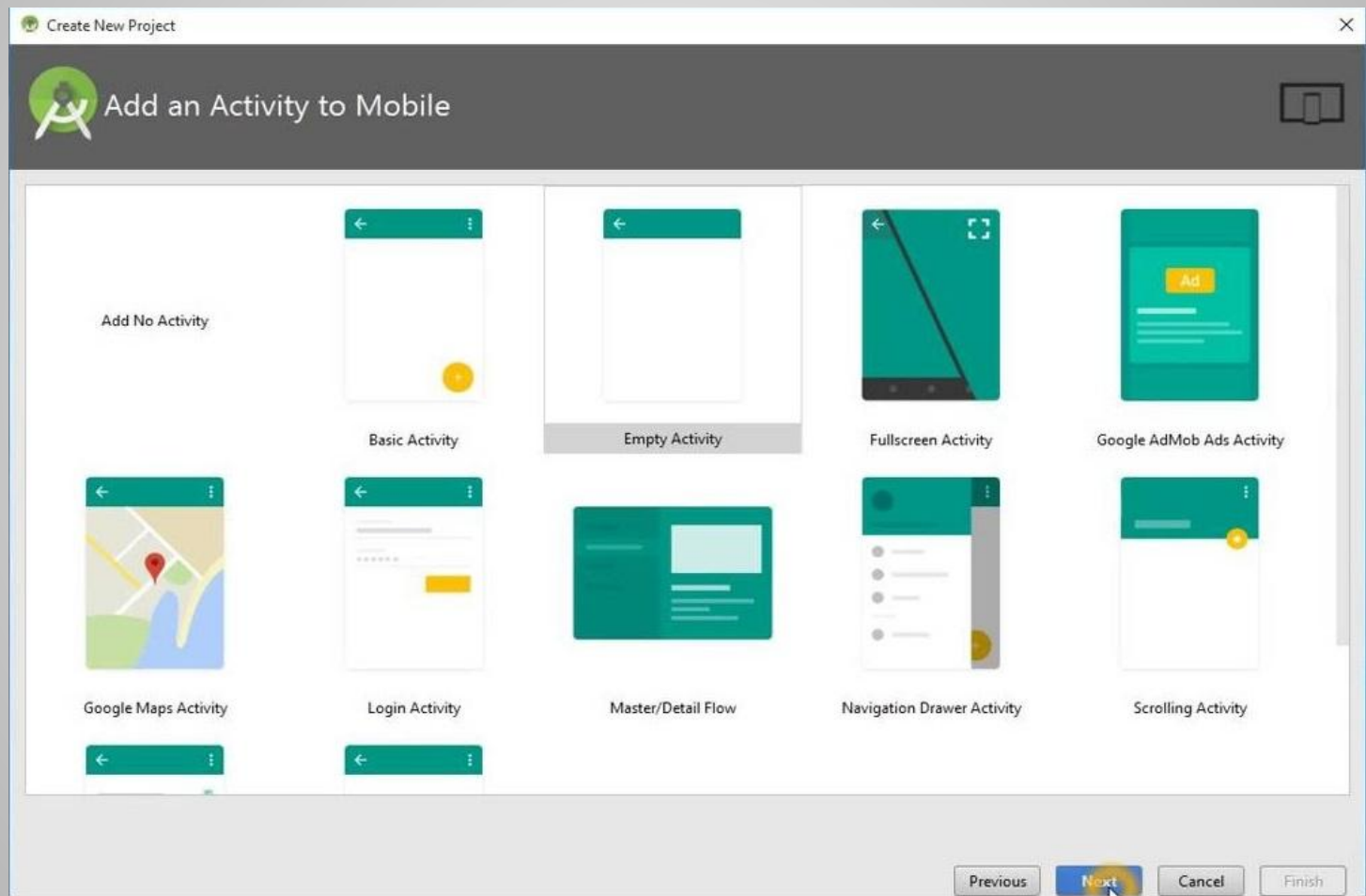
WORKING WITH ANDROID STUDIO

- Languages – Java and Kotlin
- Can work with various predefined activities
- Major Components –
 - Activity File and its associated .java file
 - Manifest file
 - Build gradle

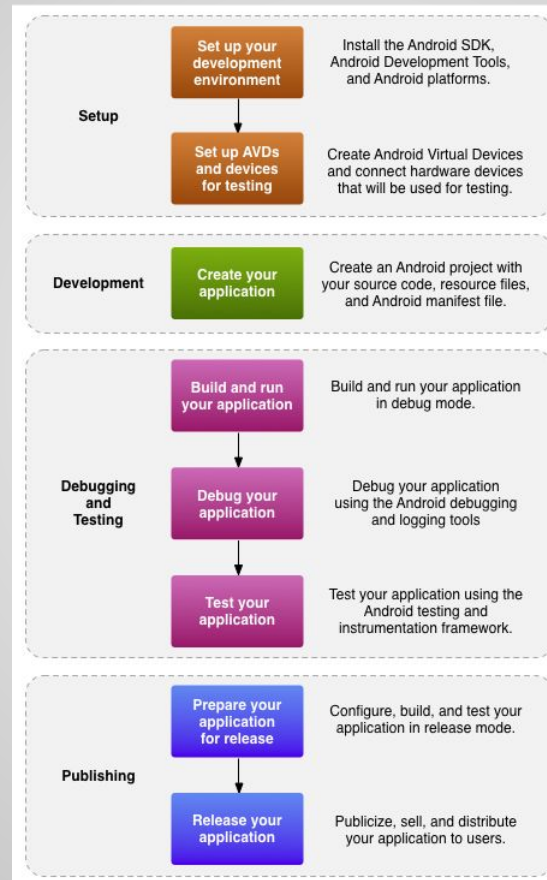
ANDROID STUDIO



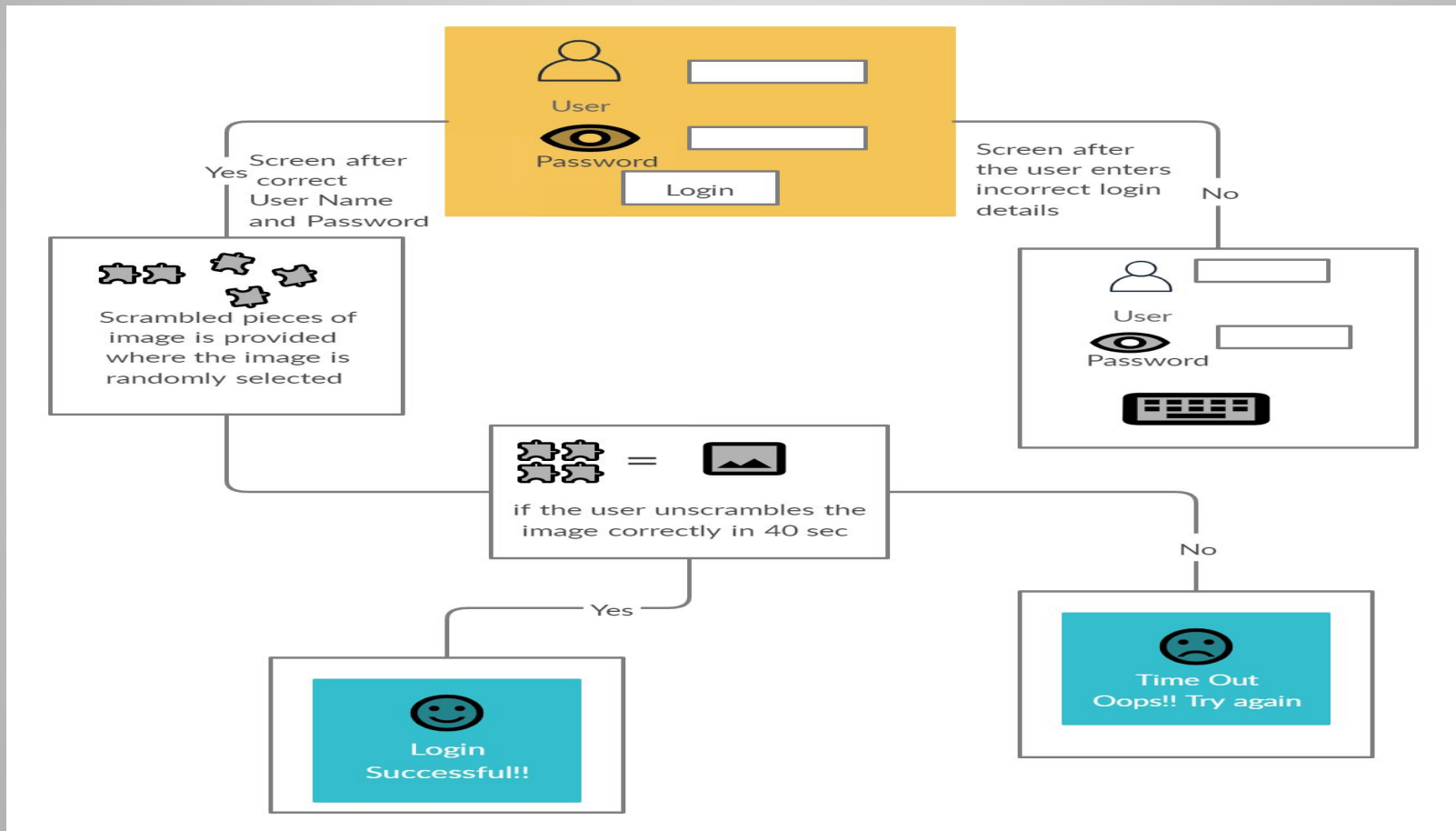
ANDROID STUDIO



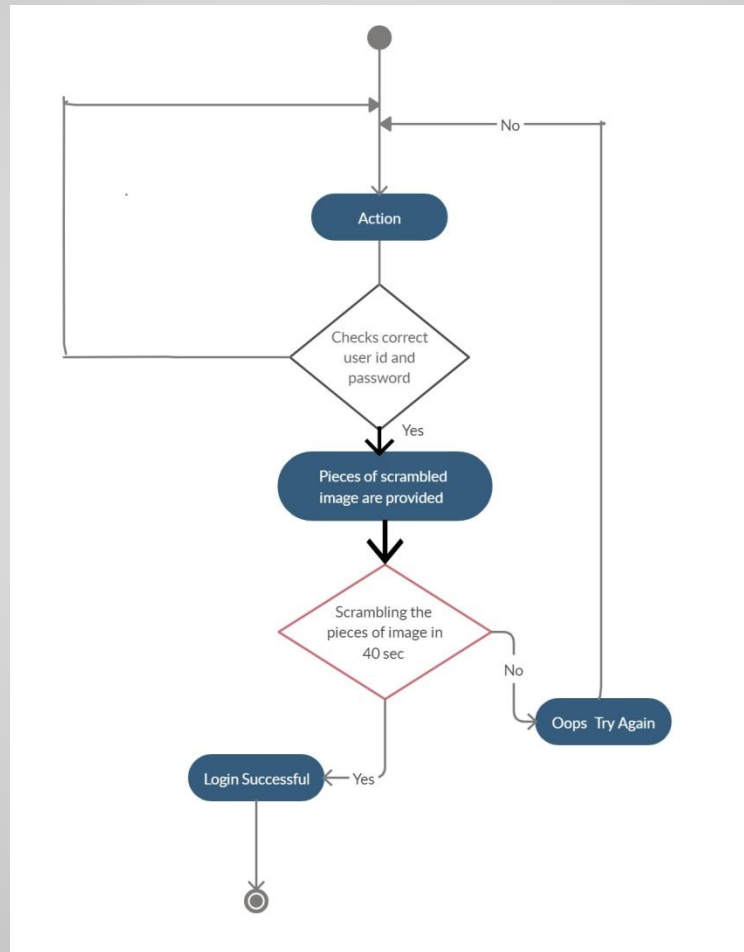
Android Studio : Working Flow



FLOW OF PROJECT



Activity Diagram



INPUT SCREENS

Puzzle

Username

Password

LOGIN

Puzzle

Manasi

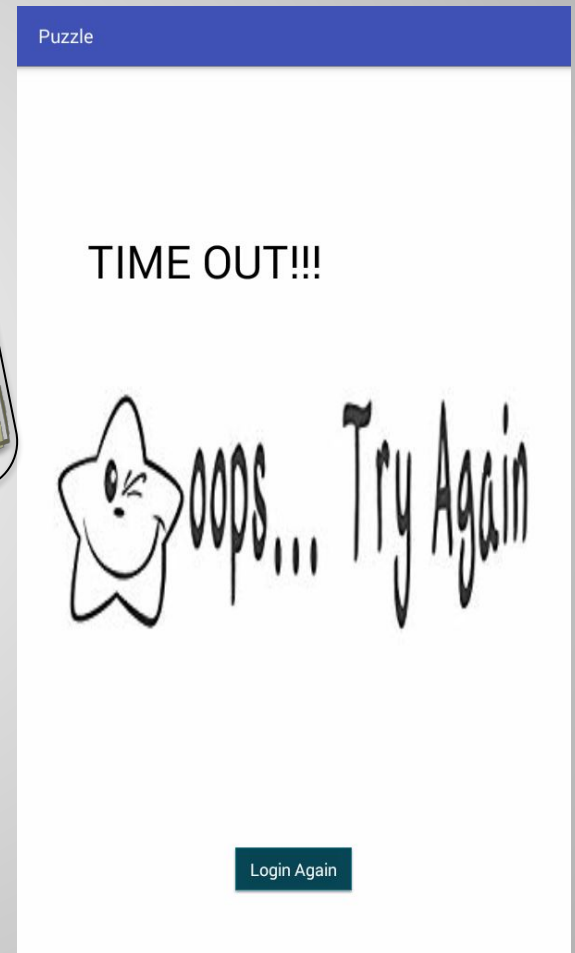
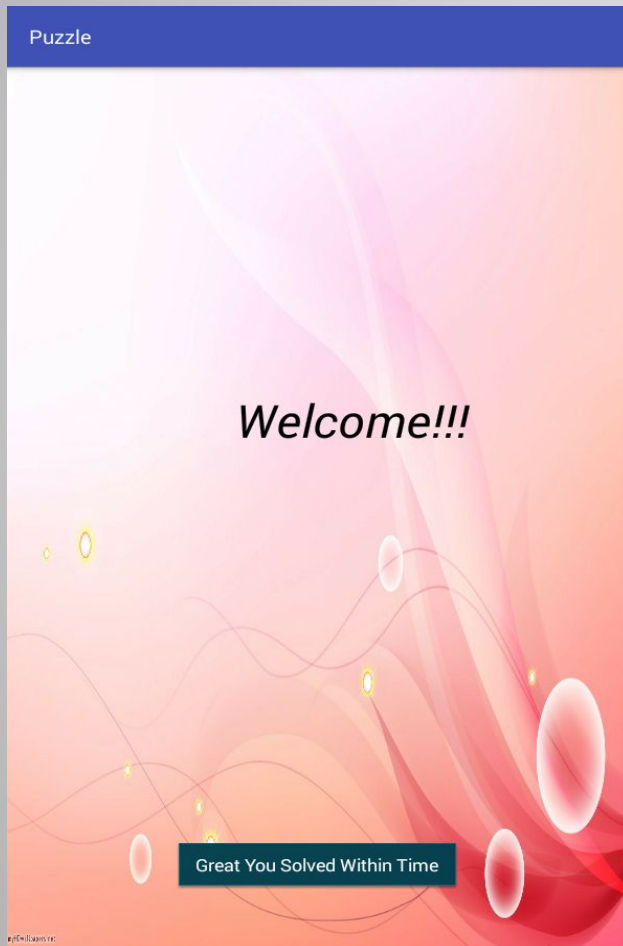
.....

LOGIN

SCREENS



OUTPUT SCREENS



DRAWBACKS

- Currently, there is no recovery option provided in case you forgot your password
- Application is not linked to any database, so we have implemented our application for limited users