

## Displaying Smart Phone Data

Vyankati V. Dahiphale<sup>1</sup> Sudha A. Shende<sup>2</sup> Tushar D. Padmagiriwar<sup>3</sup> Prof. Omprakash Waghmare<sup>4</sup>

<sup>1,2,3,4</sup>Department of Computer Science and Engineering

<sup>1,2,3,4</sup>Wainganga College of Engineering & Management, Nagpur, India

*Abstract*— we study how the user can take advantages of new resources that is "cloud computing" for sharing data and application. Clouds generally provide services and offer resources on demand. In most of the cloud based on large farms of inexpensive changes are pay per use, sometimes supporting parallel computing. Overall for the application which do not demand a fully mature environment and are not I/O intensive with conservative assumption for that, through the numbers suggested that clouds provides major improvement sometimes, and should be considered seriously for Display Smart Phone Data methodologically, some of the component technology that employ by analyze alternative and it was also very specific enabled us to bypass the cacophony of alternative definitions. Rather than clouds based system weakness and listing the absolute strengths, we focus on the changes from a particular starting point. Were another great simplifier is relative analysis.

**Keywords:** Cloud computing, Data sharing Security, Distributed computing

### I. INTRODUCTION

For owning and managing one's own servers and specialized grids "clouds" computing has been receiving much attention as an alternative to both for Displaying Smart Phone Data propose we illustrate how one might evaluate a particular cloud and describe the fundamental of cloud computing. As opposed to a new technical paradigm cloud computing is primitively a new business paradigm for consumes. A cloud vendor provides application as a services, software infrastructure and hardware to its customers in simple way we can say that, a cloud vendor allows its customers to receive the capabilities of a simple server-albeit a virtual one in which the storage resources, network and processing are controlled dynamically, more sophisticated clouds also provide programming environments, web services platform and useful datasets management capabilities, storage and relinquish processing power, often in few minutes, merely by sending a service request to the cloud vendor. Cloud vendors actually storage resources and sell computation as commodities also providing users with illusion of single virtual machine or cluster, implementation over thousands of vendor's computers. The higher level resources such as the relational DBMSs or the sales force application underneath, Google App application platform are sell by some cloud vendors and third parties. Transparently virtual resources are mapped to underlying physical resources by sending the cloud vendor a service request to addition and subtraction of resources as needed the customer control the virtual machines capacity. Typically the time required for gain or release capacity is measured in minutes. Similar to grids cloud offers many management services, but their underpinning have a "mass production" flavor. Typically they use many thousands of process with large data centers.

### II. RELATED WORK

- 2005: "Data Grids, Digital Libraries, And Persistent Archives: An Integrated Approach To Sharing Publishing, And Archiving Data".  
Author: Reagan W. Moore, Arco Rajasekar and Michael Wan.  
Aim: Data grids manage the resulting digital entities. Digital libraries provides support for the management of information associated with the digital entities. Persistent archives provide long- term preservation.
- 2009: "Future Generation Computer Systems".  
Author: Dagmar Krefling, Julian Bart, Kamen Beronov, Olga Dzhimova, Jurgen Falkner, Michael Hartung.  
Aim: In this paper, we focus on the development for ease- of-use under consideration of different aspects of security.
- 2006: "Production Storage Resource Broker Data Grids."  
Author: Reagan Moore, Sheau-Yen Chen, Wayne Schroeder, Arcot Rajasekar, Michael Wan.  
Aim: Data grids are used to build shared collection out of files that are located at multiple sites across multiple administrative domains.

Mobile phones are no longer devices restricted to making voice calls they can run most of the processes that one expects from a desktop computer. Mobile phones are equipped with applications such as email clients, short message services(SMS), multimedia message system(MMS).most mobile phones are equipped with cameras, communication between two mobile devices are no longer limited to the devices of a GSM provider. One can have two mobiles phone communicate with the help of Bluetooth, external media cards, or the internet. By the effort of World Wide Web consortium (W3C) and open mobile alliance (OMA) being away from one's laptop does not mean being disconnected from the rest of the internet world. The first mobile phone virus, caber was targeted for sambaing so based phones. This virus is replicated itself on Bluetooth wireless network.

Grids, virtualized data centers, and clouds constitute three approach to sharing computer resources and data to facilitate collaboration. Grid participants typically share computational resources running on independently managed machines, using standard networking protocols. Grid toolkits often provide management and security capabilities. Data center virtualizations product typically assume dedicated pool of machines that are used to support a variety of tasks. Cloud computing is the highly touted recent phenomenon.

### III. PROPOSED SYSTEM

The propose system is based on cloud computing. This application is based on sharing information such as, battery status, message status and urgent miscall.

These all urgent information we check on server device by login on this application. New user need to register first. The application is divided into different modules such as, authenticated user login, miscall check, message and battery status. By using this application the urgent information miss when phone is off it will check on server device.

#### IV. IMPLEMENTATION

The application is based on sharing information such as battery status; miscall info and messages from the android device to web application. Whenever the battery drains or any miscalls or when a messages comes all this information will be updated on the server system. The user can view this information using the web application from anywhere. Whenever user use first time their application or a new user they need to register first on this. After that they can login on that by using their Id and Password which they generate at register time. After login user can check all the information of their device or android. It provides information about battery status, miscall, messages etc. It gives notifications about important information by which user can know about android status on worksite without using mobile phone. User can use or notifications comes on server device by which user not need to use their own mobile. Because of this application security is not harm on MNC. The main intension of this application is to provide high security on work site. By using this application user not miss any important or emergency information.

##### A. Flow Diagram

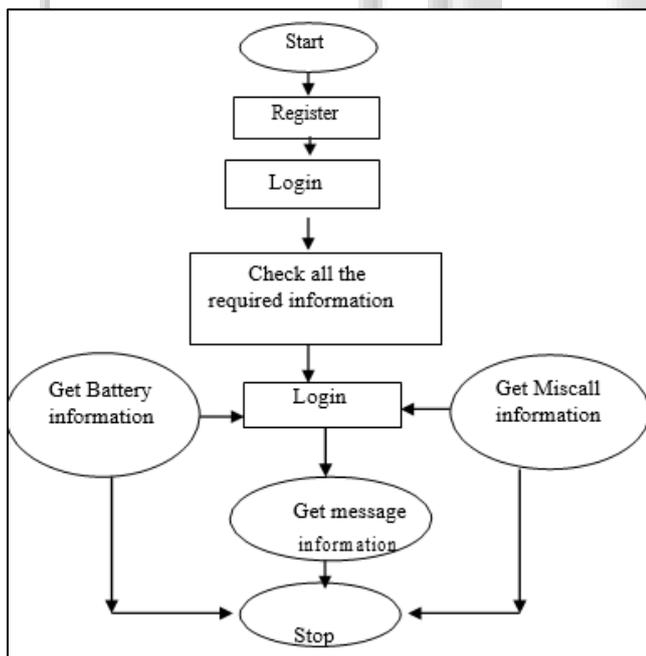


Fig. 1: Flowchart

##### B. Modules

The application is divided into four distinct modules which are described as follows:

- 1) Authenticated User Login: It use for security purpose.
- 2) Miscall check: In this module notification about any miscalls is display.
- 3) Message: Any important messages or information is display in this module.

- 4) Battery status: Current status of our mobile battery is notify in this module.

##### C. Algorithm

- 1) Step1. Start
- 2) Step2. Register if new user  
Otherwise login through ID, password
- 3) Step3. Check all the required information  
After login we have option to choose select one of them which we need.
- 4) Step4. If we select message module, it display info about messages of our phone.
- 5) Step5. If we select battery module, it display battery status.
- 6) Step6. If we select miscall module, it display about miscall info.
- 7) Step7. Logout
- 8) Step8. Stop.

#### IV. FUTURE SCOPE

- Use only read or check notification or information not reply.
- Currently this application is work on only Android or Windows in future we try to improve work on another operating systems.

#### V. CONCLUSION

We our cloud architectures for Displaying Smart Phone Data information who may wish to build application using a cloud and for investigators who want to share data with collaborators.

This application "Displaying Smart Phone Data" is based on sharing information of smart phone on personal computer by the server.

#### ACKNOWLEDGMENT

We authors are very grateful to our teachers who helped us throughout our project and gave us all the knowledge which we required for preparing our project. They encouraged us to take interest in android development and guided through each and every step. We authors would like to thank for major contribution of ideas: Prof. Omprakash Waghmare (CSE Dept.)

#### REFERENCES

- [1] Moore RW, Rajasekar A, Wan M, Data grids, digital libraries, and persistent archives: an integrated approach to sharing, publishing, and archiving data process. IEEE 2005
- [2] Crafting D. Medigrd: towards a user friendly secured grid infrastructure. Future Genre Computer System. 2009
- [3] Markram H. Industrializing neuroscience. Nature 2007
- [4] Special issue on life science grids for biomedicine and bioinformatics. Future Gener Computer System.2007
- [5] Ross JW, westerman G. preparing for utility computing: The role of IT architecture and relationship management. IBM syst J 2004;43:5-19.

- [6] Special issue on grid technology in biomedical research. IIEEE Trans Inf Technol
- [7] Buvya R, Ranjan R, guest editors. special issue on federated resource management in grid and cloud computing systems. International journal of grid computing: theory, methods, and applications (FGCS), Elsevier Press; 2009
- [8] Vijay SP, Baker I, Chapman J, Elmer S, Larson SM, Rhee YM, et al. Atomistic protein folding simulations on the submillisecond time scale using worldwide distributed comuting. Biopolymers 2002;68:91-109.
- [9] Anderson DP, Cobb J, Korpela E, Lebofsky M, Werthimer B. SETI@home: an experiment in public- resource computing. Comm ACM 2002.
- [10] Sharma A, Pan T, Cambazoglu BB, Gurcan M, Kurc T, Saltz J. VirtualPACS- a federating gateway to access remote image data resources over the gride. J digit Imaging 2009
- [11] Armbrust M, Fox A, Griffith R, Joseph AD, Katz RH, Konwinski A. et al. Above the clouds: a brekeley view of cloud computing. EECS Department, University of California, Berkeley Technical Report No. UCB/EECS-2009

