

Controlling Personal Computer through Mobile Phones using Non Cellular Networks

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Abstract: This paper is titled as Controlling personal computer through Mobile phones using Non cellular Networks and its developed by using android programming Android application that works smarter by controlling a personal computer with all the details. This application mainly used to connect the personal computer through wirelessly the performance of a personal computer with an android user phone. The application is made using Android. With the keypad, the user can type in any word processor and can launch any app. The app when installed and running on an android based phone shows the mouse settings screen to control mouse sensitivity. This application requires the data such that IP address, physical address and its corresponding protocols.

Keywords: Android, Connection, IP address, Wi-Fi.

I. INTRODUCTION

The main purpose of this paper is the PC controller using the Wi-Fi Android application. The application intelligently controls the operation of the PC keyboard and the operation of the Android phone. Android application contains the details of network transformation and its protocols like TCP/IP and UDP that is connection oriented and connection less oriented network data transmission. It is using Ethernet for the non cellular wireless networks. It is mainly used to connect the personal computer to mobile phones through non cellular network connections like Bluetooth, Wi-Fi, file transfers from server so security issues exist. These programs have no mouse drag and drop option. Existing systems do not allow the user to select a file on mobile phones. Most of the connection less oriented data transmission are used to transfer the data without data mismatch and also verified the acknowledgements in the given time.

Deactivation of the existing system is difficult to control the PC with a mobile phone.

The existing system is difficult to perform all PC operations with the above data and only the user can share the data but the user cannot perform the existing task.

II. RELATED WORK

A. Client Side Application Connectivity

The system can be modeled on two parts of the Server-side application (Desktops/Laptops) made using the Java programming language and client applications (Android phone) to be built with the Android SDK. To establish a connection between both devices using Wi-Fi connection technology, where data and instructions are transmitted in the form of packets, the connection is established using the IP address of the desktop/Laptops network interface card (NIC). Connected to a USB slot for wireless Wi-Fi connection support. The Lifting System will be very easy to install and maintain and the user can use the PC with a mobile phone. Once communication is found between devices, the user can use the PC on mobile.

- Most importantly to control the PC with a cell phone.
- User is able to download files from PC to mobile phones.

An important result of initial investigations to determine the requested system is possible. Practical research is being done to select the best system that meets the operational requirements. Studying the feasibility is necessary and it is wise to check whether the paper may work in the first place. It involves the initial investigation of the paper and the question of whether the developed system can be used in planning.

B. Internet Connection to the Personal Computer

This paper is designed specifically for sharing files from mobile to PC without an internet connection. In this application the user can connect his mobile phone with the help of IP address

and port number through which he can access the PC. In the old days when a user wanted to share a document they needed an internet connection but now using this application the user can easily transfer data and access all the files on the PC.

C. Testing the Performance of Personal Computer Effects on Mobile Phones via Wi-Fi

This paper is used to control PC on mobile. To controlling the personal computers, all the devices are need to connect the local area networks and also the wide area networks. It is fully focused the data which are all transfer the data without any deviation and acknowledged properly within the given amount of time. This application is based on the immediate use of mobile phone and computer. This is used for Wi-Fi on a computer device and hot spot used on mobile. This accesses all mobile information via computer device.

Connect

Connect is a key function that helps connect a PC to a mobile phone. In this case the IP address and port number are used to connect the personal computer. The protocol is used here to connect the PC to a mobile phone.

Touch the iPad

In practice the user can access the PC with the help of a mobile phone by touching the mobile screen. A touchpad is used as a mouse to access a personal computer. An application available on a PC can be easily accessed.

Keyboard

At work the user can access the PC keyboard on a mobile phone with the help of an IP address and a Port number connection. With the user can type the content of the mobile phone on the PC.

File Transfer

In practice the user can transfer all files such as audio, video, documents, photos with a mobile phone to a PC. Mobile files can be sent to a personal computer. File enables the user to flex to share files without interruption.

File Download

The file download function is used to download PC files to mobile phones. PC files are recorded to mobile phones. The specified file can be downloaded to a cell phone with just one click.

Media Player

Using the media player the user can play mobile songs on the PC. Songs found on mobile can be played on your computer without saving them.

Photo Viewer

In practice the user can view the mobile image on his PC with the help of an IP connection. A photo found on a mobile device can be viewed on a personal computer without being saved to it.

Turn off Power

When it is turned off the user can log on to his computer and the user can log out, shut down, restart and shut down at any time using the mobile phone.

This paper aims to develop an Android-based PC controller that will work via Wi-Fi. The proposed system will provide an Android-based PC controller that will increase user access to a computer. There, the server application has been deployed to Java and the client application on Android. When user devices pair using a socket, the user can send commands to the server. This application is based on instant use of mobile phone and personal computer and connect Wi-Fi to personal computer and turn on hot-location on mobile phone. On your computer the user can connect to a hot spot. This accesses all mobile information through personal computer and cell phone through personal computer.

- In the future, the user can use the app anywhere and the user can access photos, videos, software, files and so on.
- A notice may be sent to the user if the personal computer is used by an unauthorized person.

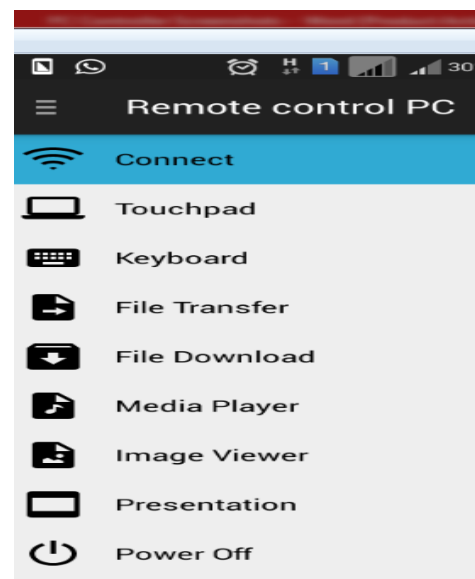


Fig. 1: System Design of PC Controller

III. USER REGISTRATION

In this application using security authentication like username and password for identifying the authorized user and avoiding the un authorized user. The password may be numbers, strings, special characters, face identification, or finger prints. Each and every login credentials will be saved in the server automatically.

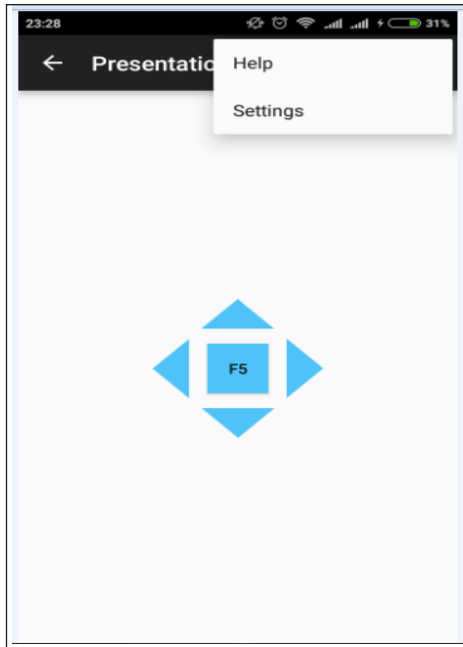


Fig. 2: System Presentation for Sharing Files

Hotspots

There will be difficulties in selecting passwords using five clicks. So by adding convincing characters to improve user experience. Here the five-point points are the hot spots. In particular, when a user chooses a password it is shaded slowly except point to avoid guessing the internal and external registration of the business from the cloud.

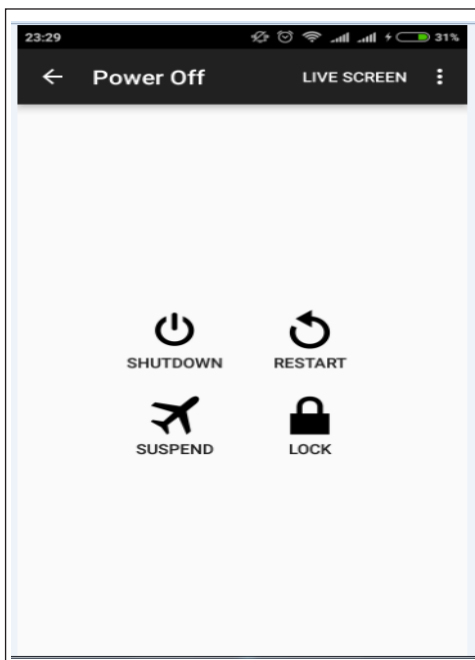


Fig. 3: System Controlling through Mobile

IV. CONCLUSION

Generally, the purpose of the authentication system is to reduce the password space. This affects usage when the user preferences are affected. The cued Click Point View location should not be disturbed during the attack. If the user forgets the viewing area it's hard to see the passwords. System response time is slow due to viewing location. After you set the limit it is easy to see the passwords. Next we set the level of tolerance the user can easily see the viewing area. It helps to improve the use and security of graphic passwords instead of text-based passwords. The user then selects the audio signature from the resource file for a specific image. This strategy proves that, making space smaller in tropical areas and creating a click-through password shortcut.

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