Smart Phone Tracking And Remote Locking

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Abstract- *This application is able to take different actions to retrieve the lost devices while running on an Android OS based smart phone or any other mobile device.*

This application will force the user to install it on the Phone Memory. Generally the applications are installed on flash memory. In such case, if the device is stolen and the thief removes the flash memory, all the applications of that mobile get lost.

When the application will run for the first time, it will ask the owner of the mobile device to save his alternative mobile number and email address. When the mobile device will be lost, the application will automatically send location to the server.

security of the devices. Therefore, it will act as a security tool for the mobile devices. This application is a very useful and a profitable one for both the user and the developer party because of its unique features and limitation-free nature.

This proposed application is developed with JAVA programming language which runs on the Linux Platform, Android OS. All types of mobile devices or tablets that use Linux OS will be able to run this application. In addition, this application can be modified further to make a stronger security tool for any kind of mobile device

I. INTRODUCTION

Developing an efficient and effective mobile application is always a challenging matter that needs a proper idea and a standard implementation. The problem of good mobile application development is compounded by several factors. Firstly, different users have distinct goals. Secondly, the same visitor may seek different features at different times. Thirdly, an application may be developed for aparticular type of device, which may not run in other devices. Fourthly, an application may be developed for particular geographical location or specific group of people.

This project is taken in concern keeping all these factors in mind. Therefore, the project will fulfill the need of all the users who use Linux Operating System based smart phones or other mobile devices across the world. It is expected that this application will be a common like for all the users, and will be able to cover maximum users' expectation and attraction, because it will protect the safety of their valuable devices from unwanted situations.

This proposed mobile application can help to retrieve any lost mobile device, and can strengthen the

II. MODULE IDENTIFICATION

1) Registration of users.
2) Tracking for a given mobile
3) Sending GPS coordinate to a server using mobile data communication

III. MODULE DISCRIPTION

Now it is the time to articulate the research work with ideas gathered in above steps by adopting any of below suitable approaches:

1. Registration of users:-

Any user who wants to be followed needs to be register in the system. The applications will a web interface to enter the following data:

1. First Name
2. Last Name
3. Street
4. Zip code
5. City
6. Phone
7. Password

Then the user receives a user Id (integer) and is recorded in the database. This part is done on the web client side. The password must be more than 4characters long. Any must be empty otherwise the user is not register. Modification of the user profile. Once logged, the user can modify its profile using the same data as above and same constraints. User login This web page is the first one in the system. The user must be identify in order to access any options. The web page contains two fields:

1. User Id
2. Password

This page proposes the link to the registration web page in case the user is not yet register.

1. Tracking for a given mobile:-

The user, once registered, can log in the system and track. There is two possibilities to do it:

1. From the web client application.
2. From the mobile application (mobile phone).

If a new track is started from the mobile application, the user must provide:

1. User Id
2. Password

Then the server will track and be ready to store the future positions in under this track's id.

2. Tracking for a given mobile:-

The user, once registered, can log in the system and track. There is two possibilities to do it:

1. From the web client application.
2. From the mobile application (mobile phone).

If a new track is started from the mobile application, the user must provide:

1. User Id
2. Password

Then the server will track and be ready to store the future positions in under this track's id.

3.Sending GPS coordinates to a server using mobile data communication:-

The user get the coordinates (position) from its GPS device and send them to the server with mobile phone. The position must contain:

1. User Id
2. Time
3. North coordinates
4. East coordinates
5. Altitude

Then the server record the position under the user's current track id. If no track is created or the user Id does not exists, the system gives an error message and do not record the position.

Follow a user in real time mode on the Internet. Any person having the right to watch a user's track must log in the system under the user's ID and password. Then he/she can choose the track to be drawn

A list of the user's tracks is available. This is done through the web page. The drawings of the track are done in two different manners: Swiss Topo 2D maps and Google Earth. If the track chosen is the current one and drawn in 2D mode, it is refreshed periodically using a "refresh time" parameter.

IV. LITRETURE SURVEY

Developing an efficient and effective mobile application is always a challenging matter that needs a proper idea and a standard implementation. The problem of good mobile application development is compounded by several factors. Firstly, different users have distinct goals. Secondly, the same visitor may seek different features at different times. Thirdly, an application may be developed for a particular type of device, which may not run in other devices. Fourthly, an application may be developed for particular geographical location or specific group of people.

This project is taken in concern keeping all these factors in mind. Therefore, the project will fulfill the need of all the users who use Linux Operating System based smart phones or other mobile devices across the world. It is expected that this application will be a common like for all the users, and will be able to cover maximum users' expectation and attraction, because it will protect the safety of their valuable devices from unwanted situations. This proposed mobile application can help to retrieve any lost mobile device, and can strengthen the security of the devices. Therefore, it will act as a security tool for the mobile devices.

This application is a very useful and a profitable one for both the user and the developer party because of its unique features and limitation-free nature. Moreover, this proposed application is developed with JAVA programming language which runs on the Linux Platform, Android OS. All types of mobile devices or tablets that use Linux OS will be able to run this application. In addition, this application can be modified further to make a stronger security tool for any kind of mobile device.

V. CONCLUSION

This application has been developed using Java Programming Language (J2SE) to run on the Android OS. This application has been developed using Java Programming Language (J2SE) to run on the Android OS.

With the knowledge we have gained by developing this application, we are confident that in the future we can make the application more effectively by adding this services.

Enhancement in Network Scope.
Support multi- smartphone.

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Diagram: Architecture