Costless Iot Caller System

Prof. Prerana Mahajan[1], Ribeka Shrishilla[2], Nisha Badgujar[3], Chandni Bansode[4] , Ruksar Nadaf[5]
[1]Professor, Department of Computer Engineering, Dr.D.Y.Patil Polytechnic, Pune, India
[2, 3, 4,5]Student, Department of Information Technology, P.C. Polytechnic, Pune, India

Abstract- *As the name suggests, our project is based on audio transmission & reception. Through our application two or more persons in an network can talk with one another through voice.It is a Client-Server type application in which the Server handles all the traffic. The person (from one of the computer in the network) who wants to have audio chat with another person requests to Server & after acceptance of request they can have successful chat or conferencing. The Server (which is a person indeed) have Voice Chatting with the clients.*

The access to communication technologies has become essential for the handicapped people. This study introduces the initial step of an automatic translation system able to translate visual speech used by deaf individuals to text, or auditory speech. A such a system would enable deaf users to communicate with each other and with normal-hearing people through telephone networks or through Internet by only using telephone devices equipped with simple cameras.

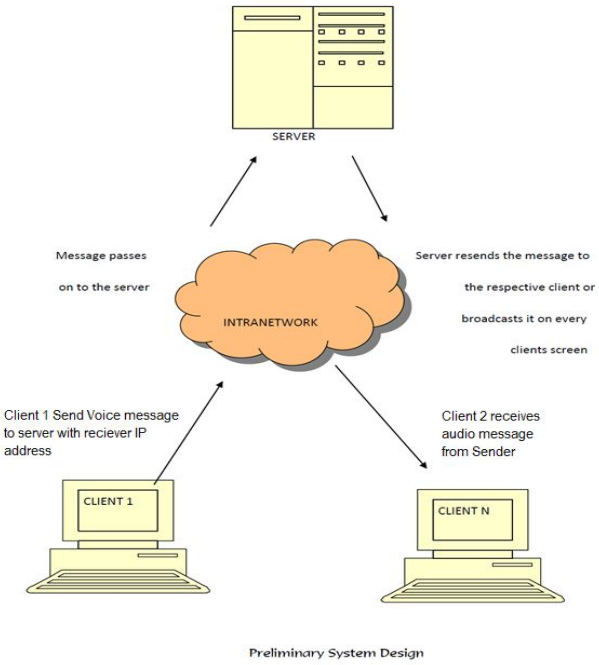
In particular, this project introduces automatic recognition and translation of Speech form one node to another using LAN connection. Human speech is a visual mode used for communication in the deaf society. Using hand shapes placed in different positions near the face as a complement to lip-reading, all the sounds of a spoken language can be visually distinguished and perceived. Speech is the most natural form of communication and interaction between humans; whereas, text and symbols are the most common form of transaction in computer systems. Therefore, interest regarding translation of speech between nodes is increasing day by day for speech oriented human-computer interaction.

I. INTRODUCTION

Multimedia as a general word could refer to types of information carried such as data, images and videos. This information in their turn has many types such as static and dynamic depending on the time dimension requirements. The static information independent of time dimension could be any type of alphanumeric data; graphics and still images where the dynamic information having a time dimension would include audio, video and animation. For the better outputs of these types of data should be transferred in the correct time interval for better representation. There could not be a fixed definition of multimedia however it could be said that any system capable of carrying out at least one type of continuous as well as static media in a digital form could be called as a multimedia system. Having said in digital form is for the easy storage, handling, better quality, reusing, processing and defining of the data, which in fact is the added advantage of the digital form.

Networks as a multimedia system carry out a lot of facilities for sharing data between two or more systems. According to these facilities and to the need of more applications, a lot of them have appeared; which are able to transfer and exchange data in different types from simple text to graphics audio and video streaming. All of which in their turn has their own importance, complexities in programming and complexities in handling through networks. For instance Video Streaming will need higher connection speed or wider network bandwidth to be transferred as a real time playing. On the other hand a text message will need lower connection speed or very small network to be transferred and also has no time dimension.

II. SYSTEM ARCHITECTURE



Preliminary System Design

III. SYSTEM REQUIREMENTS

Sr.No.	Software Component	Details(Technical details with Purpose)
1.	Operating System	Windows 7
2.	Technology	Java and J2EE
3.	IDE	Eclipse
4.	Java Version	J2 SDK 1.5 or later

Table 1 : Software requirement

Sr.No.	Component	Details
1	Hardware	Dual core(minimum)
2	Speed	1.1 GHz
3	RAM	1GB
4	Hard disk	210 GB

Table 2 : Hardware requirement

IV. EXPERIMENTAL RESULT

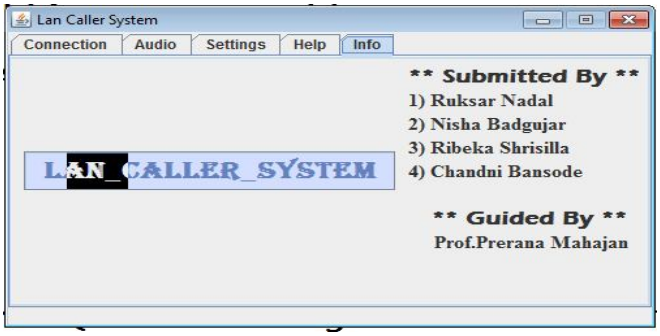


Fig 1: About Us Window

Fig 2: Connectivity Window

V. CONCLUSION

We have described our experiments as an application for audio chat based on Java platform.A such a system would enable deaf users to communicate with each other ,So This software satisfy the user needs.

REFERENCES

[1] Computer Networks (3rd edition), Andrew S. Tanenbaum, Prentice-Hall International Editions, 1996.
[2] Computer Networking: A Top-down approach featuring the Internet / Keith W. Ross, James F. Kurose.
[3] Java Gently, 3rd Edition / Judith Bishop, Addison-Wesley,2001
[4] JavaTM 2 Platform, Standard Edition, v 1.3.1 - API Specification
[5] http://java.sun.com/j2se/1.3/docs/api/index.html
[6] Understanding Client-Server Applications, Kamran Shah - National Instruments
[7] http://zone.ni.com/devzone/insights.nsf/webmain/7E0B78C01791C4A886256A8C005B8567?OpenDocument#1
[8] Integrating the internet into your measurement Systems, Data Socket Technical Overview- National Instruments