Displaying Data of Smart Phone using Firebase

Bhalke Ankita[1], Chandurkar Priti[2], Chaudhari Pooja[3], Deshpande Nikhil[4], Prof. P.P. Waghralkar(Asst Professor)[5]

[1,2,3,4,5]Department of Computer Science and Technology
Padmabhooshan Vasantdada Patil Institute of Technology, Bavdhan, Pune

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Abstract - *Mobile phone is an extended and growing technology day by day. The mobile phone services are also growing and they are not just being used for making calls. As such making everyone addicted to the phone. The mobile phones are now being used widely for many purposes including music, camera, gaming & many more. As android phone are used for many purposes the MNC companies does not allow to use mobile phones as data can be transferred illegally. Due to this, the user has no idea about the important or urgent information. The main reason of adding this system is to share device-oriented information like call logs, battery status, and SMS information anywhere, and anytime as of a server using Web Application. Simply we can view our smart phone data in our desktop.*

***Key Words*: Android, Application, Firebase, Device-oriented, Desktop.**

1. INTRODUCTION:

During the last few years operating system has changed adversely. It all started from phones with many buttons under the screen to recent smart phones with large screen with many new added features that can be used as mini computers, mobile OS has come far away. In case of smart phones, mobile OS has evolved from Palm OS in 1996 to Windows pocket PC in 2000 and then to Blackberry OS and Android. Then there have been number of updates in the original version of Android. Then many updates appeared in android which made life of the user much more easier. The android was founded by Andy Rubin in 2003 and later in 2005 Google owned the company. Now-a-days MNC companies does not allow employees to carry their smart phone with them to their desk where they work because there are chances of data being transferred illegally and leaking the private data of the company. This can be useful for the company's privacy but the employee remains unaware about the important information on their devices. The main idea is to share device information such as call logs, status of battery and SMS information anytime with the help of Web Server using Web Application. The objective is to establish a communication between the smart phone and desktop i.e. PC. Android is the best way that can support our idea.

2. WORKING:

In this system we are going to use two main application which is android and another one is the web. Android application will be installed on the device. After installation the user will register with the login credentials by providing email id and password. The credentials and the device information will be stored in the Firebase Database which is easier to implement. Another module which is the web application is on the client desktop. Here client accesses the web server with the help of login credentials and will be able to see all the necessary data.

3. SYSTEM MODULE:

The modules which will be used are as follows:

User: In this user will install the application that we have built. User will then register to the application by providing login credentials so as to activate the services for displaying data.

Android: Here the application will have login, registration, start services, etc. The application will validate the user data and collect the data and then sends the data to the database.

Web Application: Here we developed a web application to show the mobile data on the desktop. This application will collect all the details from the database and will display it on the server.

Firebase Database: In this, the database is used to collect and store the data received from the android device. This server will allow database service and hosting service as well.

4. ARCHITECTURE OVERVIEW:

The architecture shows the perfect example of the working of the project since from incoming notifications as well as status of the device and sends it as HTTP request to the Web Server. Thee Web Server is then connected to the database (Firebase).

The server fetches the data from database. The client the login to the server with provided login id and password from where the client can get the complete information about the status of the device.
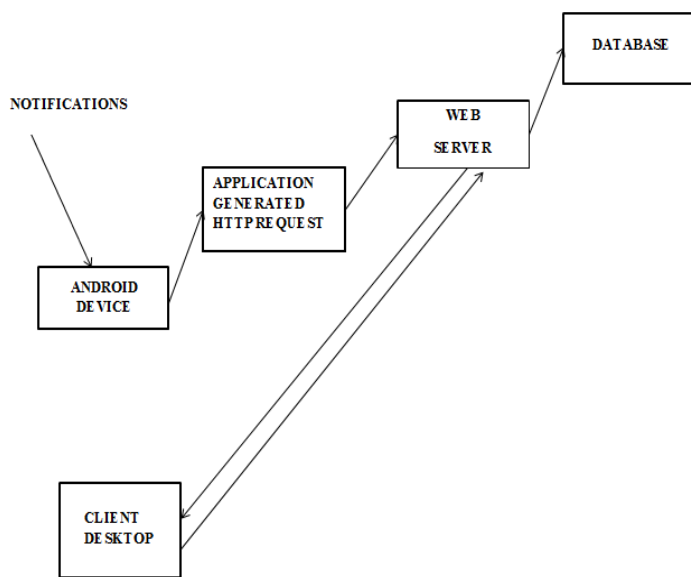
Fig: Architecture Diagram

5. SYSTEM REQUIREMENTS:

Hardware Requirements: For Android, Quad core processor, 2 GB RAMS, 16 GB Hard Disk. For Web Application, Dual core processor, 4 GB RAM, 500 GB Hard Disk.

Software Requirements: JDK 1.7, Android Studio, Firebase server, CSS, and HTML.

6. RESULT:

This application will display the data on the client's desktop where he/she can access the web service by the login credentials to view the data such as incoming calls, battery percentage as well as messages by accessing it from anywhere from the workplace. It is safe enough to use this system.

7. CONCLUSION:

This system will allow user to know the status of their phone by sitting at their workplace and accessing the data. The user will get complete knowledge about incoming calls, battery percentage as well as messages. This will save their time by personally going to check the status of their device at the middle of their work.

8. REFERENCE:

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