

ACCESS YOUR PHONE FROM ANYWHERE WITHOUT THE INTERNET WITH MYHELPER

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Abstract - My Helper is a mobile application designed to assist users in their daily tasks by providing a variety of features and tools. The app aims to simplify users' lives by providing a one-stop solution for their needs. For this project I Used Android Studio. After deducing the user problems and the flow of the working of application started developing it as an Offline app.

Hash Table-In computing, a hash table (hash map) is a data structure which implements an associative array abstract data type, a structure that can map keys to values. A hash table uses a hash function to compute an index into an array of buckets or slots, from which the desired value can be found

Android Studio- Android Studio is an intertwined development terrain(IDE) from Google that provides inventors with tools demanded to make operations for the Android zilches platform. We give you a veritably simple offline 800kb packet of Android app which will break all the issues. All you need to do is simply shoot an SMS from any introductory phone with the pass law you set on your Android app. The app works completely in background, A stoner just has to set a pass law and he's done with it, Now he doesn't need to do anything differently after that, the app will automatically descry Incoming communication sludge it and search for the pass law on success reads command and perform the task as per stoner demand

Any Android phone can use it to gain full access to your phone. Your phone can be accessed using any phone that has a basic SMS feature. If your phone was stolen or you left it at home, you can take the following actions. -Sending a message to your mobile number in a specified manner will cause your mobile to provide you the contact number you requested from your phone's contacts. You can switch your phone's sound profile from silent to normal by sending an SMS.

Key Words: *personal offline assistant ,user-friendly, easy-to-use*

1.INTRODUCTION

Each data transmission needed the internet, a significant volume of storehouse, a finite range for offline data transferring,etc. until this approach was developed. Indeed data- carrying bias like a pen drive, smartphone, sd card, and CD need to be handled precisely when beingtransferred.However, it'll be grueling , If someone does not bring their storehouse device. In this design, we propose

a customised penetrating and transferring fashion grounded on customised operations through" online and offline mode", where stoner will ever pierce data or manipulate system settings from secondary device to primary device just by transferring an offline SMS(Short Messaging Service) or by using an online operation. By using this programme, we're guaranteed to be contagion-free because data may only be changed by SMS. . By using this application, one can be sure they are virus-free because they can only send or receive data via SMS or an online application. Everything in the world moves at the same rate as a Formula One vehicle on a racing circuit. In this fast-paced existence, remembering the necessities can sometimes be rather tough. This is where 'MY HELPER' is used.

We offer you a very straightforward, 800 kb offline Android software package that will address all of your problems. You only need to use the passcode you specified on your Android app to send an SMS from any basic phone. The user only needs to set a passcode once, at which point the app will automatically detect incoming messages, filter them, and look for the passcode. If it finds the passcode, it will read the command and carry out the task as specified by the user. A quick SMS can provide you access to your phone's contacts anywhere, at any time. You can switch your phone's sound profile from silent to normal using an SMS without using Internet-based remote access. You may track your phone using an SMS. Easy because no OTP or ID password is needed Quick and user-friendly Aids in emergencies.

2. System Design

2.1 Existing System

a mobile phone that uses Short Message Service (SMS) technology that can send and receive text messages, with features including wide coverage, high dependability, high popularity, easy development, and low cost. Messages between the computer and the mobile terminal can be sent and received using the GSM module or network platform of short messages. We can remotely access our Android phone to construct this application, which operates without an internet connection. In case of an occurrence, the remote mobile phone data access system can be set up to send a certain SMS to a predefined number. If your cell phone isn't available right now and you need to call someone quickly but don't have access to their phone number, email address, unread SMS, or missed calls from your phone.

2.2 SYSTEM REQUIREMENTS

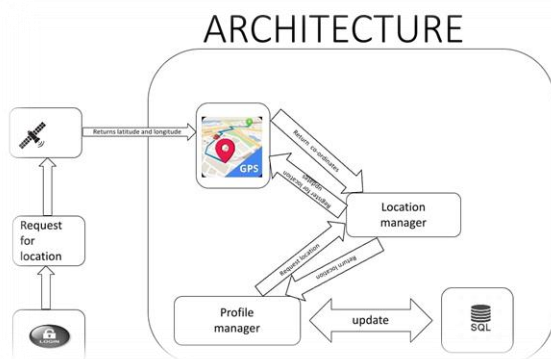
2.2.1 Hardware Requirements

• System	:	Intel 6.0.
• Hard Disk	:	250 GB.
• RAM	:	2 GB.
• Monitor	:	14" Color Monitor.
• Mouse	:	Optical Mouse.

2.2.2 Software Requirements

• Operating system:	:	Window 8(64bits).
• Front End	:	Java
• Database	:	Sqlite.
• IDE	:	Android Studio. 2.3

2.3 Architecture



3. System Study

3.1 Android Studio:

An Open Source community developed Android Studio, which is usable in many different contexts, such as a Java or Android application development environment. The history of Android Studio begins in 2001. More than 200 Open Source projects addressing various facets of software development are part of the Android Studio Open Source community. The Android Studio Foundation is in charge of overseeing the Android Studio projects. The Android Studio Foundation, a non-profit organisation sponsored by its members, is responsible for hosting the Android Studio Open Source projects and fostering an ecosystem of related goods and services as well as an Open Source community. Additional software elements can be added to the Android Studio IDE. Plug-ins is the name given to these software parts by Android Studio. The it has been expanded by numerous Open Source initiatives and businesses..

3.2 Operating System



Linux is used by Android for networking, memory management, process management, and device drivers. But you won't ever be directly programming to this layer.

The native libraries for Android are found at the higher level. Although you'll be calling them through Java interfaces, they are all internally written in C or C++. The Surface Manager (used to composite windows), 2D and 3D graphics, Media codecs (MPEG-4, H.264, MP3, etc.), the SQL database (SQLite), and a native web browser engine (WebKit) are all included in this layer.

The Android runtime, which includes the Dalvik Virtual Machine, comes next. Dalvik executes dex files, which are transformed from conventional class and jar files at compilation time. Dex files are more efficient and compact than class files, which is crucial for Android's focus on low-memory and battery-powered devices.

3.3 Modules

Mobile lock screen

For computers and mobile devices, screen locks are a security feature that aid in preventing unauthorised access to the device. A screen lock, sometimes referred to as a screenlock or lock screen, demands that a particular action or series of actions be accurately carried out by anyone attempting to use a lockscreen-protected device.

Login App

One of the most crucial pages on a website or app is the login page, which enables authorised users to access the full website or a specific section of it. The login/sign up page is always the first page that users see on login-protected websites.

Register

A registration page is a website where users can register for a certain service, item, or website. An account is created for users on a registration page so they may use it to access the service or product by providing information about themselves. Personal information like name, email address, and password are frequently collected on registration pages, along with any

other data that may be necessary for the particular service being given.

Profile sections

Profile On a user's profile page, profile sections are areas where details about the individual, their hobbies, and their participation on the platform are displayed. Depending on the platform or website, several profile sections may be offered, however the following are some standard profileMobile options

Mobile settings

The different choices and controls that can be changed on a mobile device are referred to as mobile settings. Wireless connections, device-related options like screen brightness, notification noises, date, and time, privacy and security controls like location services and screen lock configuration, and more can be found under these settings.

4. System Testing

The Finding errors is the goal of testing. Testing is the process of looking for any flaws or weaknesses in a piece of work. It offers a technique to test if parts, subassemblies, assemblies, or a finished product are functioning. It is the process of testing software in order to make sure that it satisfies all of the system's requirements, user expectations, and type specifications.

4.1 Unit testing

Designing test cases for unit testing ensures that the core programme sense is working rightly and that programme inputs affect in licit labors. It's important to corroborate the internal law inflow and all decision branches. It's the testing of the operation's separate software factors. Before integration, it's done following the completion of each individual unit. This is an invasive structural test that depends on understanding how it was erected. Unit tests carry out abecedarian tests at the element position and estimate a particular business procedure, software operation, or system configuration. Unit tests make assurance that each distinct path of a business process adheres precisely to the stated specifications and has inputs and labors that are well-defined.. Although it is not uncommon for coding and unit testing to be carried out as two separate phases of the software lifecycle, unit testing is typically undertaken as part of a combined code and test phase.

Write test cases:

The next step is to create test cases for each of the components that will be tested after they have been identified. A set of expected inputs and outputs for the unit being tested should be included in a test case.

Execute tests:

The separate components of the software can be tested using test cases that have been prepared and then run. Depending on the testing technologies being used, test cases can be run manually or automatically.

Evaluate results:

The results of the tests should be assessed after execution in order to ascertain whether the tested unit is operating as planned. If the test is successful, the device is deemed to be in good functioning order. A flaw has been found and needs to be addressed if it fails the test.

Fix defects:

When a flaw is found during unit testing, it should be addressed right away, and then the unit should be tested again to make sure the flaw has been fixed.

4.2 Integration Testing

Software factors that have been intermingled are tested in integration tests to see if they authentically operate as a single programme. Testing is event- driven and more focused on the abecedarian result of defenses or fields. Indeed though the individual factors were successful in unit testing, integration tests indicate that the combination of the factors is accurate and harmonious. Integration testing is especially designed to punctuate issues that affect from combining factors. Following are some essential considerations on integration testing

Purpose:

The purpose of integration testing is to examine how well different modules or components work together to ensure that they integrate properly and perform as intended.

4.3 Functional Test

Functional tests offer methodical proof that the functions being tested are available in accordance with the technical and business requirements, system documentation, and user manuals.

Systems/Procedures: It is necessary to call interacting systems or processes. Functional tests are organised and prepared with a focus on requirements, important functions, or unique test cases. Additionally, testing must take into account systematic coverage of data fields, established procedures, and subsequent processes as well as business process flows.

4.3 System Test

System testing makes icing that the integrated software system as a whole complies with specifications. In order to secure known and anticipated results, it tests a configuration. The configuration- acquainted system integration test is an illustration of system testing. System testing is grounded on process overflows and descriptions that emphasise predriven integration points and liaison.

4.4 Acceptance Testing

Any project's user acceptability testing phase is crucial and necessitates the end user's active involvement. Additionally, it makes sure the system satisfies the functional specifications.

Acceptance testing's main goal is to make sure the programme is prepared for use by customers or end users. Here are some critical information regarding acceptability testing:

Purpose:

Acceptance testing is primarily used to assess software against user expectations and business needs. It seeks to instill confidence that the software is appropriate for its intended use and satisfies the set requirements for acceptance.

4.5 Validation Testing

A software testing technique called validation testing focuses on assessing a system or piece of software to make sure it satisfies the needs and requirements of the intended user. To ensure that the system is suitable for its intended use, it is carried out at the final stages of the software development life cycle. Software is evaluated during a validation test in relation to the needs, expectations, and established business goals of the user.

Here are some important details about validation testing:

Purpose:

Validation testing is primarily used to confirm that a system or piece of software meets the needs of its intended users and operates as expected in that context. The system's demands and expectations of its users and stakeholders are to be met, according to this goal.

4.6 Output Testing

A software testing technique called output testing, often referred to as output verification or results testing, focuses on confirming the accuracy, completeness, and correctness of the system's output or results. In order to make sure that the system yields the anticipated outcomes, it includes comparing the predicted output versus the actual output produced by the software. The following are some crucial facts about output testing:.

Purpose:

The primary goal of output testing is to confirm that the system produces the desired output or outcomes. It makes ensuring that the programme accurately interprets the data it receives as input and generates the intended output in accordance with predetermined rules, algorithms, or calculations.

4.7 Procedure Testing

Procedure testing is a software testing technique that focuses on confirming the accuracy and efficiency of the system's procedural or workflow-based processes. It is sometimes referred to as process testing or workflow testing. It entails testing the software's set of instructions to make sure that they are executed correctly and result in the anticipated outcomes. The following are some critical facts of procedure testing:

Purpose: Procedure testing is primarily used to verify the accuracy and efficiency of the system's processes, workflows, or business operations. It guarantees that the programme follows the specified rules, guidelines, or standard operating procedures and performs the necessary actions in the intended order.

4.8 Performance Testing

Performance testing is a method of software testing that concentrates on assessing a system's speed, scalability, stability, and responsiveness under various workload scenarios. It aids in evaluating system performance and locating any problems or bottlenecks that may affect performance. Performance testing is essential to ensuring that the software satisfies the necessary performance requirements and operates at its best in realistic situations.

5 Results



Figure 5.1 Home Page

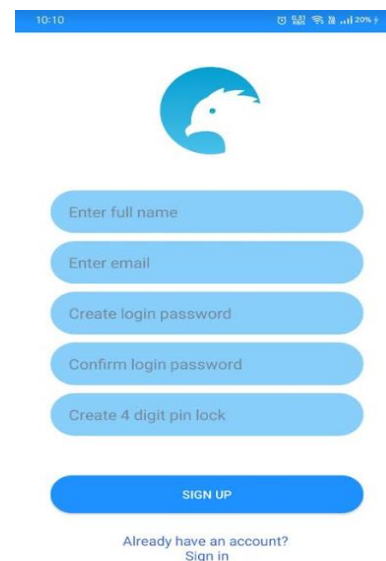


Figure: 5.2 Sign-Up Page

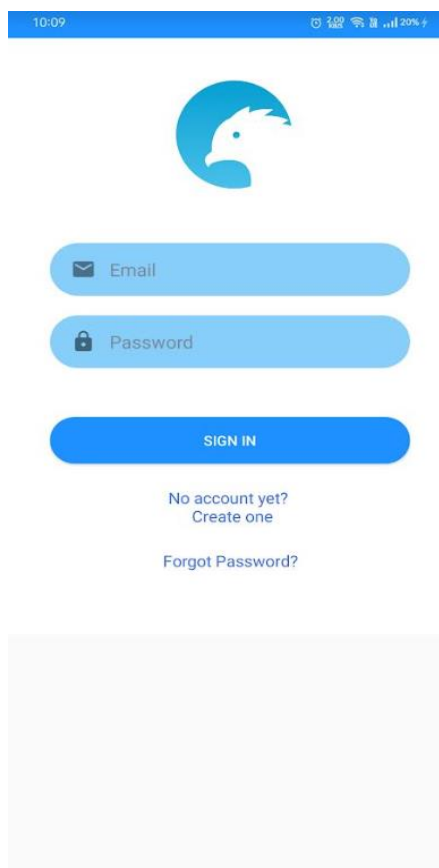


Figure:5.3 Sign-In Page

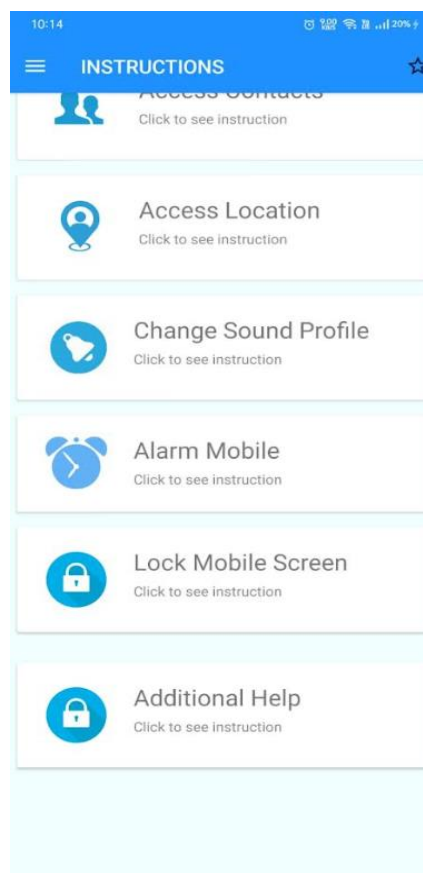


Figure 5.5 Instructions

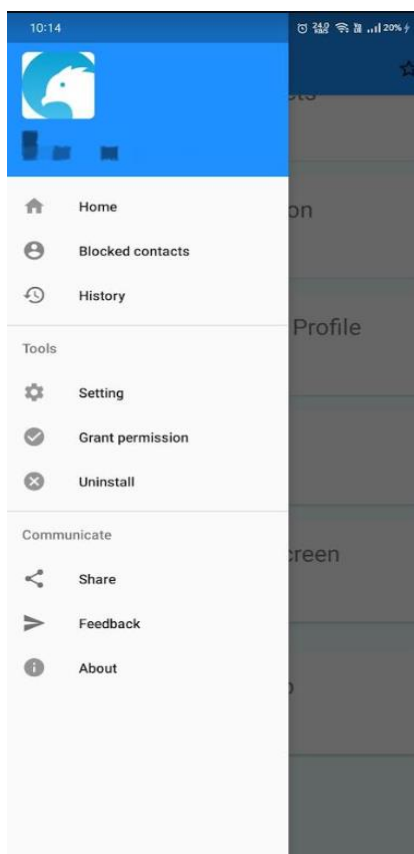


Figure 5.4 Menu

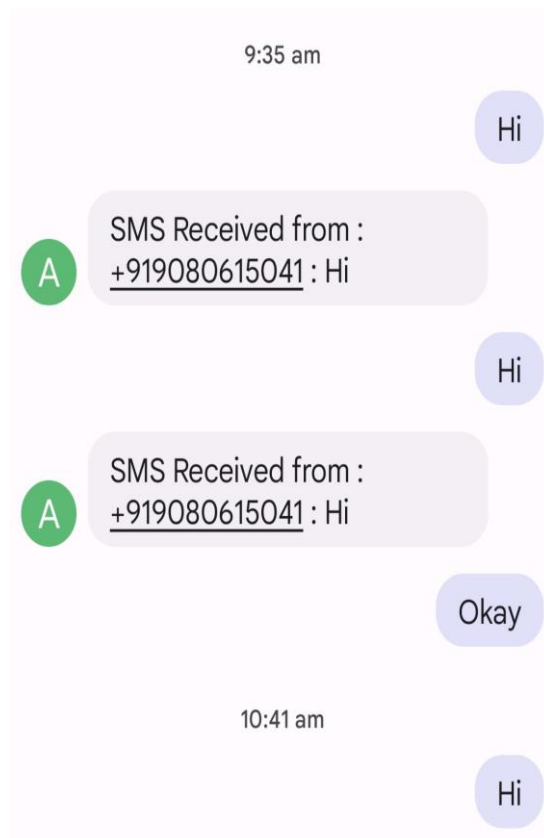


Figure 5.6 Reply Message Received

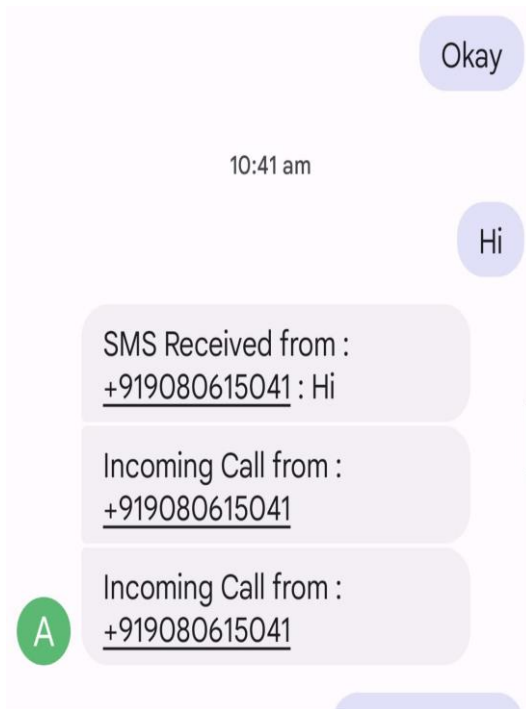


Figure 5.7 Incoming Call Notification

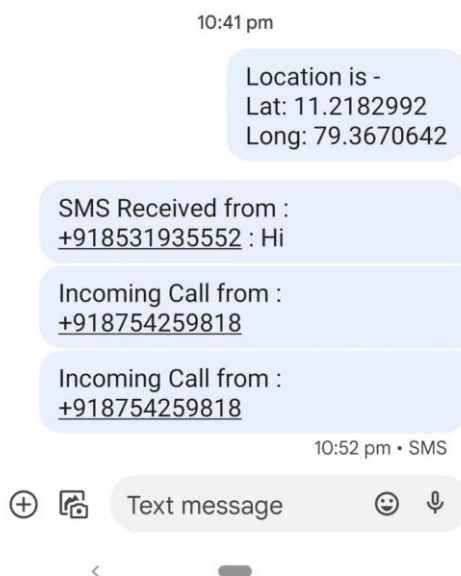


Figure 5.8 Current location

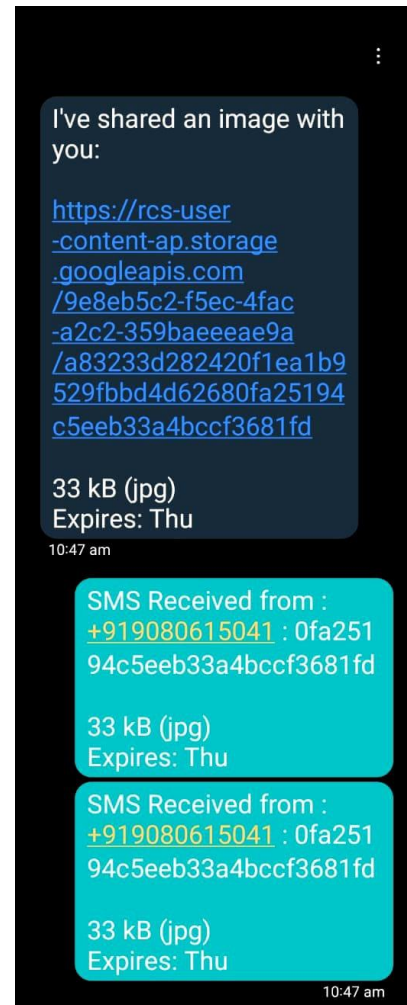


Figure 5.9 Shared Image

6 Conclusion and Future

6.1 Conclusion

Conclusion: For people who do not have access to reliable internet services, the creation of a helper mobile application that can be utilised without an online connection can be immensely valuable. Regardless of a user's location or situation, such an application can offer them important help and support. Users can access the app's services and features even without an internet connection thanks to features like offline data storage and offline mode functionality. This can save consumers time and effort while also offering a dependable and practical tool for everyday usage. In the end, developing a helper mobile application that operates without an internet connection can be a huge step towards enhancing access to crucial resources and services for a variety of people.

6.2 Future Enhancement

Offline caching: The app might be created to store significant information and content in a cache when the phone is online so that it can be accessible even when offline. Maps, news stories, and emails might be examples of this.

Transfer files using Bluetooth or USB: You can link your phone to another device, such as a laptop or desktop computer, using Bluetooth or USB to transfer files to or from your phone. You can transfer files without an internet connection by doing this.

Use offline maps: You can download offline maps in advance using apps like Google Maps or Maps.me if you need to navigate without an internet connection. You will be able to use maps and directions without a network connection thanks to this.

Use offline media: By downloading movies, music, and other types of material in advance to your phone, you can access them while you are not connected to the internet. It is also possible to download video from several streaming platforms for offline watching.

Use offline apps: Apps can be used offline, just like games or productivity software. Apps that clearly claim they may be utilised offline should be sought out 7

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