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Pocket PC

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Abstract
Pocket Pc it is easy-to-use, reliable and secure remote control software which will allow you to work on the remote home or office computer from your mobile phone. You will see the screen of the remote computer on your mobile phone and also you can operate mouse and keyboard of the remote computer. Additional features of Remote Desktop for Mobiles allow you to execute any console commands on the remote computer and receive result to mobile phone. In addition has a set of commands for getting a system information and perform management of system.
Keywords: *Pocketpc,PocketPc, Remote deskto mobile ,Android mobile,Wi-fi ,remote desktop.*

1. INTRODUCTION

Many mobile users have internet facility. They can do almost do anything on the internet by using their mobiles. But they do not have Remote desktop connection to the Personal Computer. Means they can't copy the files from the computer to mobile & they can't handle any computer application through mobile. Mobile doesn't have ability to run big application as like applications which is present on the computer. They can't have ability to connect the remote computer with the mobile internet facility. Mobile have limited memory card they can't see movies on the mobile which is present in the computer. Also you can't listen the songs which are present on your computer through the mobiles. Using the remote Desktop for mobile application you can easy to perform various operation like editing send and receive mail, browse the internet, copying And pasting document from one folder to another.

The Remote Desktop application for are easy to access the desktop remotely and we can work like as our normal desktop.

With PocketPc you can observe the remote desktop on the screen of your handheld mobile and perform usual keyboard and mouse operations. While using Pocket Pc you can send and receive mail, browse the Internet, edit files copying, cutting, pasting documents from one folder to another and do hundreds of things that you usually do sitting at your home or office.

1.1. Scope of the Project.

1. Remotely connect to the computer using the mobiles via internet.
2. Perform any file operation remotely & handle different application which is present on the Computer.
3. Watch videos & listen music in the mobile which is present on the computer by providing buffering facility.

2. SOFTWEAR CONCEPT

2.1 Android

Android is a mobile operating system (OS) based on the Linux kernel and currently developed by Google. With a user interface based on direct manipulation, Android is designed primarily for touchscreen mobile devices such as smart-phones and tablet computers, with specialized user interfaces for televisions (Android TV), cars (Android Auto), and wrist watches (Android Wear). The OS uses touch inputs that loosely correspond to real-world actions, like swiping, tapping, pinching, and reverse pinching to manipulate on-screen objects, and a virtual keyboard. Despite being primarily designed for touchscreen input, it also has been used in game consoles, digital cameras, regular PC

1. A Truly Open:

Free development platform based on Linux and open source: Handset makers like it because they can use and customize the platform without paying a royalty. Developers like it because they know that the platform "has legs" and is not locked into any one vendor that may go under or be acquired.

2. A Component-based architecture inspired by Internet mashups:

Parts of one application can be used in another in ways not originally envisioned by the developer. You can even replace built-in components with your own improved versions. This will unleash a new round of creativity in the mobile space.

3. Tons of built-in services out of the box:

Location-based services use GPS or cell tower triangulation to let you customize the user experience depending on where you are. All these built-in capabilities help raise the bar on functionality while lowering your development costs.

4. Automatic management of the application life cycle:

Programs are isolated from each other by multiple layers of security, which will provide a level of system stability not seen before in smart phones. The end user will no longer have to worry about what applications are active or close some programs so that others can run. Android is optimized for low-power, low-memory devices in a fundamental way that no previous platform has attempted.

5. High-quality graphics and sound:

Smooth, antialiased 2D vector graphics and animation inspired by Flash are melded with Deccelerated OpenGL graphics to enable new kinds of games and business applications. Codecs for the most common industry standard audio and video formats are built right in, including H.264 (AVC), MP3, and AAC.

2.2 Wi-Fi

Wi-Fi is defined as an abbreviation for wireless fidelity, meaning you can access or connect to a network using radio waves, without needing to use wires. Some advantages of Wi-Fi are:

1. **Convenience:** The wireless nature of such networks allows users to access network resources from nearly any convenient location within their primary networking environment. With the increasing saturation of laptop-style computers, this is particularly relevant.
2. **Mobility:** With the emergence of public wireless networks, users can access the internet even outside their normal work environment. Most chain coffee shops, for example, offer their customers a wireless connection to the internet at little or no cost.
3. **Productivity:** Users connected to a wireless network can maintain a nearly constant affiliation with their desired network as they move from place to place. For a business, this implies that an employee can potentially be more productive as his or her work can be accomplished from any convenient location.
4. **Deployment:** Initial setup of an infrastructure-based wireless network requires little more than a single access point. Wired networks, on the other hand, have the additional cost and complexity of actual physical cables being run to

numerous locations (which can even be impossible for hard-to-reach locations within a building).

2.3 Java platform

One characteristic of Java is portability, which means that computer programs written in the Java language must run similarly on any hardware/operating-system platform. This is achieved by compiling the Java language code to an intermediate representation called Java byte code, instead of directly to platform-specific machine code. Java byte code instructions are analogous to machine code, but are intended to be interpreted by a virtual machine (VM) written specifically for the host hardware. End-users commonly use a Java Runtime Environment (JRE) installed on their own machine for standalone Java applications, or in a Web browser for Java applets.

Principles

There were five primary goals in the creation of the Java language:

1. It should be "simple, object-oriented and familiar"
2. It should be "robust and secure"
3. It should be "architecture-neutral and portable"
4. It should execute with "high performance"

It should be "interpreted, threaded, and dynamic"

2.4 Eclipse (software)

In computer programming, Eclipse is an integrated development environment (IDE). It contains a base workspace and an extensible plug-in system for customizing the environment. Written mostly in Java, Eclipse can be used to develop applications. By means of various plug-ins, Eclipse may also be used to develop applications in other programming languages: Ada, ABAP, C, C++, COBOL, Fortran, Haskell, JavaScript, Lasso , Lua, Natural, Perl, PHP, Prolog, Python, R, Ruby(including Ruby on Rails frame work), Scala, Clojure, Groovy, Scheme, and Erlang. It can also be used to develop packages for the software Mathematica. Development environments include the Eclipse Java development tools (JDT) for Java and Scala, Eclipse CDT for C/C++ and Eclipse PDT for PHP, among others.

The initial codebase originated from IBM Visual Age.[2] The clipse software development kit (SDK), which includes the Java development tools, is meant for Java developers. Users can extend its abilities by installing plug-ins written for the Eclipse Platform, such as development toolkits for other programming languages, and can write and contribute their own plug-in modules.

Released under the terms of the Eclipse Public License, Eclipse SDK is free and open source software (although it is incompatible with the GNU General Public License[3]). It was one of the first IDEs to run under GNU Class path and it runs without problems under Iced Tea.

3. OVERVIEW

Remote Desktop Services, formerly Terminal Services, is a server role in Windows Server® 2008 R2 that provides technologies that enable users to access Windows-based programs that are installed on a Remote Desktop Session Host (RD Session Host) server, or to access the full Windows desktop. With Remote Desktop Services, users can access an RD Session Host server from within a corporate network or from the Internet.

Remote Desktop Services lets you efficiently deploy and maintain software in an enterprise environment. You can easily deploy programs from a central location. Because you install the programs on the RD Session Host server and not on the client computer, programs are easier to upgrade and to maintain.

When a user accesses a program on an RD Session Host server, the program runs on the server. Each user sees only their individual session. The session is managed transparently by the server operating system and is independent of any other client session. Additionally, you can configure Remote Desktop Services to use Hyper-V™ to either assign virtual machines to users or have Remote Desktop Services dynamically assign an available virtual machine to a user upon connection.

3.1. Why use Remote Desktop Services?

If you deploy a program on an RD Session Host server instead of on each device, there are many benefits. These include the following:

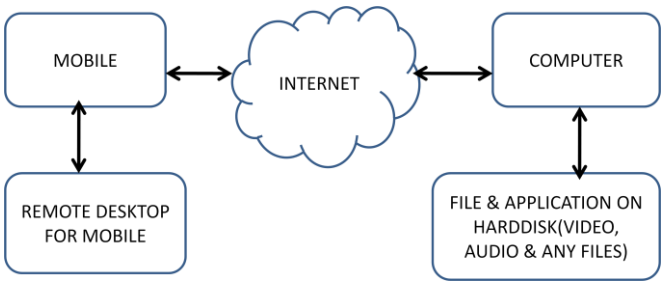
Application deployment: You can quickly deploy Windows-based programs to computing devices across an enterprise. Remote Desktop Services is especially useful when you have programs that are frequently updated, infrequently used, or difficult to manage.

Application consolidation: Programs are installed and run from an RD Session Host server, eliminating the need for updating programs on client computers. This also reduces the amount of network bandwidth that is required to access programs.

Remote access: Users can access programs that are running on an RD Session Host server from devices such as home computers, kiosks, low-powered hardware, and operating systems other than Windows.

Branch office access: Remote Desktop Services provides better program performance for branch office workers who need access to centralized data stores. Data-intensive programs sometimes do not have client/server protocols that are optimized for low-speed connections. Programs of this kind frequently perform better over a Remote Desktop Services connection than over a typical wide area network.

3.2. Block diagram for Pocket Pc:



Connect to the remote computer IP address by using POCKETPC mobile application.

Perform any file & Application related operation according to the mobile user instruction.

By using buffering technique of POCKET PC we can see videos & listen music files of remote computer on the Mobile.

POCKET PC server application perform live remote computer screen capturing operation & compression operation.

4.IMPLEMENTATION

4.1 Splash Screen

Splash screen is first screen of POCKETPC project. That is just the introduction page.

- User need to touch the screen
- After that application prompt for permission to access the wifi or internet facility. Here click on the allow option
- Then the new window will open for the authentication purpose.

4.2 Login Screen

In the login screen window there are total three filelds. That need to fill by the user for the proper authentication purpose.

- User need to click on the black rectangle box
- Then new window will appear that is virtual keypad here user need to type the text information
- At the Ip address field user need to give the ip address of the remote computer & also here server need to be switched on with the apache server running comdition.

- At the user name & password field user need to give proper authentication text input.
- Then click on the login button
- If the user want to exit the application just click on the exit button.
- When user press login button network list will display on screen. User need to select wifi or internet access facility for connecting to ramote computer.

If the connection correct then remote screen will display otherwise application will exit.

4.3 Virtual keyboard

Virtual keyboard through user can give the input to the remote computer screen. By using virtual keyboard user can give any give numeric , alphabetic or any simbolic value.

4.4 Remote Desktop Screen

When the authentication is correct server total screen will display on the mobile screen.

Here user can perform any mouse or keyboard like activity.

- User can move the remote computer cursor by just move figure on the touch screen mobile.
- User need to hold down the figure for at list one second to access the any facility like single click, double click or text input.

4.5 Mouse operation

- At the particular location on the mobile screen hold down the figure for at least 1 second then one menu will display
- User need click on the single click, dobule ,click, right click,send, text, exit menu will appear

4.6 Exit

- At the any location on the mobile screen hold down the figure for at least 1 second then one menu will display
- User need click on the exit menu option then application will exit & connection disabled.

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