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Controlling Your PC Remotely Using Android Device

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***Abstract*—**In this paper, we will present the process to access the computers with the help of android mobile phones. This paper represents how your PC can be controlled from remote place with your smart phone device with the help of Internet. It means the monitor of PC will be seen in mobile and it turns your phone into a wireless Remote Control, using your own wireless network.

***Keywords*—** Android; Wi-Fi; mobile terminal; remote control; client/server; web server; central database server; ip; mobile computing; mobile application.

I. INTRODUCTION

There is a lot of development in the operating system over the past 15 years. The transition from black and white phones to smart phones has made lot of development in the mobile operating system also. The world has become a global village with the cell phone technology. With its increase in number of users facilities are also increases. Early simple handsets were used for making phone calls only. But new smart phones have change the way of our life and have become its integral part. They have camera, music players, tablets, games, PC, TV and many more all in one. The commonly used mobile now a days is ANDROID. This ANDROID is not just an operating system but also middleware and comprises of key application Android Inc was founded in Palo Alto of California, U.S. by Andy Rubin, Rich miner, Nick sears and Chris White in 2003. Later Android Inc. was acquired by Google in 2005. After original release there have been number of updates in the original version of Android are android 1.1, 1.5 (Bluetooth), 1.6 (google), 2.0/1(fileexchangesupport) (2009), 2.2 (wi-fi support), 2.3 (touch screen) (2010), 3.0(video chat) (2011), 4.0 latest. Android 4.1, Jelly bean the world's most popular platform gets ever better with Android update KitKat 4.4, which was released to commercial devices on 22 November 2013, via an OTA update.

The availability of wireless network connections to laptop computers and PDA's has created interest in the issues surrounding mobile computing. Mobility is a more general concept than wireless terminal mobility or mobility enabled by portable computers. Instead of requiring the user to carry around a laptop or PDA it is in many instances more convenient to simply use any networked computer or information appliance which is to hand, including those which may have a wireless connection to the network. Current computing systems have the idea of user ownership deeply ingrained in them, even diskless workstations become private property once someone has logged into them. This runs counter to trends in the workplace where, increasingly, people's working patterns are more mobile, and rooms, desks and equipment may be used only temporarily - they are not "owned" by anyone in particular. One might simply assume that the user is adjacent to the machine he is logged into, but this is open to ambiguity. It is possible to imagine cumbersome methods of indicating location information to the computer system. The user could log in to a computer and signal his or her presence, but this makes assumptions about the location of the computer and ancillary hardware which may not be valid - computer hardware and peripherals are frequently repositioned for a variety of reasons.

The PC screen will be accessible on the mobile. A functioning wireless network to which your computer is connected or not in between mobile and PC. The paper describes how a PC can be remotely controlled with a smart phone device over the internet.

The server application is needed for a PC to connect it. It requires a smart phone with Android operating system and some wireless connection between smart phone and PC. By getting IP address from the PC and directly browse it on mobile phone. The PC screen will be accessible on the mobile. Several tasks which were previously performed only on personal computers are now possible with mobile devices. This paper presents RSC, a remote system controller, which is an application to control a remote computer through android based mobile devices such as mobile phone. Basic computer operations such as data log, current activity, application blocker, website blocker , screen lock and many more.

II. DESIGN

Client application is required to install on PC. While installing, a password is required to be set for connecting it to the server through the smart phone. The same is on the phone side. You can also change this password later by right clicking the server icon and selecting "Changepassword". On mobile phone It will automatically search for a server (if not tap up the Menu option and select Find Server), then enter the password to connect your Android phone to your computer or laptop. After the devices are connected, one can generate control commands using the control menu.

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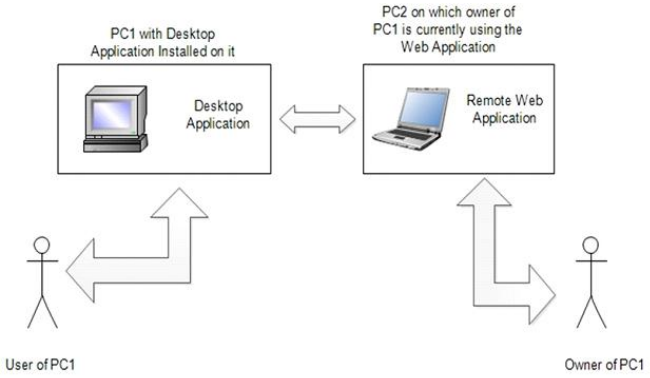

III. Design Modules

The Project will have three Basic Modules:

Web Application: This Web application will provide web based interface to Download Desktop Software and Android Application. Also it will provide an Online Interface through which Security of our System can be managed and controlled.

Desktop Application: This application will be installed on our computer and this application will communicate with the web application and will recive command updates from the Web Application and the security implementations are done according to the commands received.

Android/Mobile Application: This application is similar to the web application in working but it more so mobile Specific.

IV. Implementation

The Actions that are provided by the application to control our System are mention below:

Screen Lock Mechanism: This module will enable the users to lock their screens and only authorized user can access the computer and also the user will have a complete log of user and timings of accessing the computer.

Application Control: This Module enable the admin to control applications that could be executed and not executed on the computer. For instance, if we block any player we just need to enter the word "Player" and automatically all players (Media Player/VLC Player) Etc. will be disabled on the system.

Site Block: This mechanism involves developing a mechanism for blocking a certain website from all the browsers.

User Surveillance: Using this Modules we can remotely get screen shots and Web Camera Clicks of our Computer on our mobile on real time basis, thus getting us the information that what is happening on our computer.

USB Port Disabling: This module is a hardware interaction module as this module disables and enables USB Ports. The importance of this module is that once the USB ports have been disabled by the computer owner no other person can carry away the data of the person in a USB pendrive or any other drive, thus adding to the data security by preventing it from getting stolen.

V. Conclusion

With the help of our developed application; now our PC can be controlled with the help of mobile device from anywhere in the world. We can control most of the security aspects of our PC remotely.

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