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Remote System Monitoring and Controlling Through SMS Using Centralized Server

K.priya¹, A.Kiruthika², D.Rajalakshmi³

PG Scholar, Department of CS, Dhanalakshmi Srinivasan College of Arts & Science for Women,
Bharadhidasan University, Perambalur, Tamilnadu, India¹

Assistant Professor, Department of CS, Dhanalakshmi Srinivasan College of Arts & Science for Women,
Bharadhidasan University, Perambalur, Tamilnadu, India²

PG Scholar, Department of CS, Dhanalakshmi Srinivasan College of Arts & Science for Women,
Bharadhidasan University, Perambalur, Tamilnadu, India³

ABSTRACT: Advanced monitoring and control of group of computers using mobile phones is a newer and advanced method of controlling and also managing the pc which is the major advantage. The existing trend is to administer the system in the network manually or through remote pc but this was a slow and traditional process. It will be time consuming and man power oriented. These methods have major drawbacks as mentioned. But we would like to put fourth newer to build this mobile technology to get newer height. Objective of the project is to monitor the client machines which are all present in the network through user mobile from any location. Here we can controlling (Authenticated Login, System Shutdown, System Restart, Folder Hide, Folder Unhide, Folder Lock, Folder Unlock), monitor (Folder Watch Start, Folder Watch Stop), get information (Drive list, directory list) and run java application (Run Java Game) also from client system through SMS server. The SMS server only will receive the user message and reply according to received message.

KEYWORDS: authentication,client,folder,message,hide,lock,restart,unlock.watch

I.INTRODUCTION

Initially mobile phones were developed only for voice communication but now-a-days the scenario has changed, voice communication is just one aspect of a mobile phone. As headed into the second decade of 21st century and witnessing more and more digital devices all around us in our daily life. They indeed influence in our routine living and we cannot even imagine one single day without using them. Mobile phone, PC, TV, audio/video player, air conditioner, fridge, oven, and so on are Sample of tens of digital devices we have took them for granted as part of our lives. What more digital devices would come to our home at the end of current decade? Ease of access and use, is the main purpose of many remote controllers we now use for our devices, their number is getting bigger and bigger each day, as a new device becomes remotely controllable. Speakers, air conditioners, lights, curtains, garage door, TVs and players are already being remote controlled .Many applications like web hosting services, network servers, and automated systems need to be monitored continuously. And to monitor them 24/7 by being physically present at the location is not viable.A one-time password (OTP) is a password that is valid for only one login session or transaction. OTPs avoid a number of shortcomings that are associated with traditional (static) passwords.

II.RELATED WORKS

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III.PROBLEM DESCRIPTION

3.1 Existing System

In our earlier days most of the can be control only through man oriented and remote pc.As a new device becomes remotely controllable is Bigger and bigger each day.This type of network require for high speed network connection. It's also having changes of network hacking activities. High cost requires for building this form of network and to monitor them 24/7 by being physically present at the location is not viable.

3.2 Limitations

- ❖ Limited operation only available for perform controlling activities and monitoring activities.
- ❖ This is not satisfied the all type of user requirement.
- ❖ Any error can do the system administrator.

3.3Proposed System

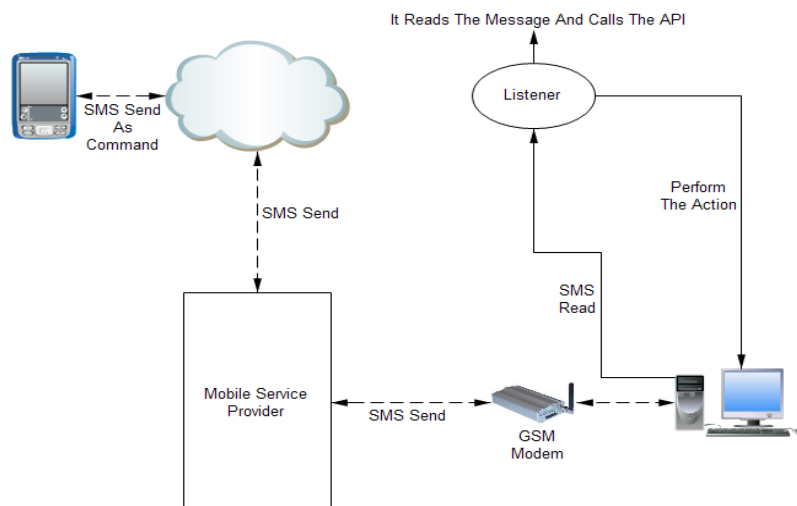
We are controlling and monitoring group of computer using sms technology. It has only low cost. We can perform advanced controllable operation such as File Watching, Drive List File Hiding, Directory List, Shutdown, Restart and Authentication. Administrator cancontrol the server at anywhere at any time.

3.4Advantage

- ❖ More than one administrator can control the type of server at anywhere.
- ❖ This is satisfied the user requirement for performing all type of operations.

IV.SYSTEM DESIGN

4.1System Architecture



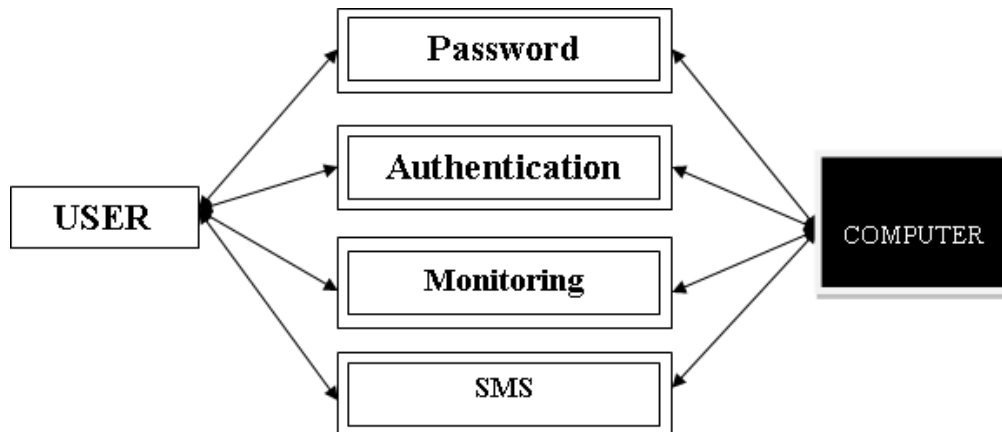
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4.2 DATA FLOW DIAGRAM



V. MODULE DESCRIPTION

5.1 Retrieving the Message Module

This module is used to receive the message from administrator using GSM modem and this type of hardware device is controlled by using device driver. After getting the administrator's message, server first check received format is correct or not. If the format is correct then server check administrator what type of action requested. After identifying the action type server system send request to administrator's system and take reply as per the given action. After getting the reply from administrator's system server send SMS to administrator mobile.

5.2 Monitoring Module

The administrator can performing file watching function for the purpose of if the any user trying to create, delete or rename a file or folder, the application will automatically sends an alert message to the administrator's mobile. if an administrator requests an drive list to the system, the application will send the drive list information present in the system and also it sends additional drive information (if it is available) E.g. Pen drive. If an administrator requests a directory list to the system, the application will send all the directories present in the system by sending sms.

5.3 Authentication Module

Administrator can authenticate some folder using this module through folder lock or folder hide option. At the time of folder watching if any user is trying to change some modification (Rename / Delete / Create some file or folder) administrator system send SMS to administrator mobile. Administrator after getting alert message authenticates the particular folder using folder lock or folder hide process. Administrator once folder lock through SMS, server send password to administrator's mobile for folder unlocks. Administrator once hides the folder through SMS, not visible for particular folder.

5.4 Controlling Module

If any user is trying to misbehave in the system, then the application will send alert message to the administrator's mobile, then the administrator can shut down the system from any remote location through his mobile by sending a sms. The administrator can restart the system from any remote location through his mobile by sending a sms.



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VI.SIMULATION RESULT

The simulation result is HTTP Tunneling is a technique by which communications performed using various network protocols are encapsulated using the HTTP protocol, the network protocols in question usually belonging to the TCP/IP family of protocols. The HTTP protocol therefore acts as a wrapper for a channel that the network protocol being tunneled uses to communicate. Though most SMS messages are mobile-to-mobile text messages, support for the service has expanded to include other mobile technologies, such as ANSI CDMA networks and Digital AMPS, as well as satellite and landline networks. SMS has used on modern handsets originated from radio telegraphy in radio memo pagers using standardized phone protocols.

VII.CONCLUSION&FUTURE WORKS

We have focused on introducing a secure, accessible, and remotely controlled solution for automation of computer operations and security using the SMS-based system. The system is extensible and many computer operations can be automated by writing batch scripts and scheduling them to be executed upon receiving particular SMS instructions. As GSM technology has proved to be a capable solution for remote control and security and is cost-effective when compared with other alternatives such as an Internet connection. Add acceleration to the MovingTransform3D. This way, objects would smoothly speed up until the desired velocity is reached and then sustain that velocity. This would give a more realistic feel to the player movement. Add circular movement to MovingTransform3D. This way, objects could "orbit" around other objects. Allow using a MovingTransform3D to make smooth turns around corners. The player can make smooth turns using the keyboard and mouse, but game objects are a different story. Instead of walking forward, stopping, turning, and then starting to walk again, it would be cool if the object could turn while moving. The object might have to slow down to limit the turn radius (just like you slow down to make a turn while driving a car). Extend OBJ and MTL support. Solid colors defined in the MTL could be easily implemented by creating a subclass of Texture that represents just one color.

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BIOGRAPHY



Ms.PRIYA.K is presently pursuing Computer Science M.Sc.,Final year the Department of computer science from DhanalakshmiSrinivasan College of Arts and Science for women permbalur, Tamilnadu India



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Ms.KIRUTHIKA A - Received M.C.A., M.Phil Degree in Computer Science. She is currently working as Assistant Professor in Department of Computer Science in Dhanalakshmi Srinivasan College of Arts and Science for Women, Perambalur Tamil Nadu, India. She has Published papers in IJSTM & IJIRCCCE journals and also Published two books Namely ” Computer Basics and Internet ” and “Introduction to Languages C,C++,Java” Her research areas are Networking, Web Technology and Cloud Computing science for Women, Perambalur Tamil nadu India.



Ms.Rajalakshmi.D is presently pursuing Computer Science M.Sc., Final year the Department of computer science from Dhanalakshmi Srinivasan College of Arts and Science for women permbalur, tamilnadu India