

(An ISO 3297: 2007 Certified Organization) Website: <u>www.ijircce.com</u> Vol. 5, Issue 5, May 2017

# **Data Transfer of Touch Devices Using Drag and Drop**

Prof. Swati. H. Patil<sup>1</sup>, Sheshank Ranaware<sup>2</sup>, Sanket Tupe<sup>3</sup>, Arfan Ghori<sup>4</sup>, Akshay Waghmode<sup>5</sup>, Gajanan Jadhav<sup>6</sup>

Assistant Prof, Dept. of computer Engg, Jaywantrao Sawant College of Engg, India<sup>1</sup>

B.E Student, Dept. of Computer Engg, Jaywantrao Sawant College of Engg, Pune , India<sup>2</sup>

B.E Student, Dept. of Computer Engg, Jaywantrao Sawant College of Engg, Pune, India<sup>3</sup>

B.E Student, Dept. of Computer Engg, Jaywantrao Sawant College of Engg, Pune, India<sup>4</sup>

B.E Student, Dept. of Computer Engg, Jaywantrao Sawant College of Engg, Pune, India<sup>5</sup>

B.E Student, Dept. of Computer Engg, Jaywantrao Sawant College of Engg, Pune, India<sup>6</sup>

**ABSTRACT:** This system is simple way for transferring data in which data can be transfer efficiently. The one and second digital devices are connected to a network including a data storage cloud. The one and second digital devices must be touch-enabled smart phones and personal computers or tablet computers or any other touch supported digital devices. In the enactment of this system, data is transferred between digital devices in spontaneous way. The user touches whatever he/she wanted to copy from the first device and then user touch the other device wherever he/ she wanted to paste or pass the copied data. Touch-based interaction is used as indication for what to copy and where to paste or pass the data. Now-a-day computer technology is totally based on the touch screen technology. In today's generation user want to use any digital devices with touch screen technology, as it is easier and faster way to overcome their work. Transferring of data and protect it is common issue in digital world, so to acquire different and great method for transferring the data, there is need to focus on simpler way to transfer any type of the files between two digital devices. There is also need to provide the functionality to sharing of the file over the wireless network by using simple touch gesture as well as to provide secure and effective way of the data sharing over cloud to the users.

KEYWORDS: Data Transfer, Cloud Computing ,Copy and Paste ,Touch Based Interaction.

#### I. INTRODUCTION

Now A Day in Information technology (IT) industry, there is fast development and growth about transferring of data over distributed systems, there are many ways to transfer the data between any two digital devices and data sharing. So after observing all considerations we have developed and deployed such a system in which it is easy and simpler to transfer the data between digital devices. Main motivation to develop an application is transferring the data between two or more digital devices by it provides service like sharing of data using simple touch gesture over cloud. So that the sharing and transferring of data can be done conveniently. Transferred data can be store at cloud. Cloud Computing [1], this is used mostly by various systems to provide on demand services as well as to achieve availability of shared data and resources. Data can be transferred among multiple devices through cloud and that can retrieve/get data from anywhere and anytime. HTML5 is the upgraded version HTML(Hyper Text Markup Language) which support many more attributes, elements as well as behaviors with it. We can communicate client with the server with attractive ways, higher speed & hardware[5] CSS(Cascading Style Sheets) provides various style sheets which can handle layouts and overall designing of pages.CSS attributes, tags and its different properties are easy to implement and it gives better style and look to the pages by applying properties [6].CSS provides Graphical User Interface(GUI). JavaScript is programming language which is object-oriented, interpreted and portable language. It is designed for distributed environment of the Internet as it can handles TCP/IP protocols [3]. JavaScript also supports Remote Method Invocation (RMI) This feature enables a program to invoke Methods across a network. JavaScript can support Application Program Interface (API) which deals with text, arrays, regular expressions [4]. Bootstrap is framework of HTML,CSS and JavaScript and for developing the responsive websites it can be used ,which will get automatically adjust with respective to environment and i.e display screen produce interactive user interface. Bootstrap can be deal with the



(An ISO 3297: 2007 Certified Organization)

### Website: <u>www.ijircce.com</u>

#### Vol. 5, Issue 5, May 2017

devices with all shapes and project of all sizes. We can transfer the data with single code base, from phones to tablets to Desktops by using CSS media queries [7].So, by using this technologies system can design better user interface and it will be multi-platform which can be run on different operating systems like android, windows etc. System will be plat form independent through that any number of users having different devices which supports different operating systems can use the system. User can easily get enter in the application through authentication methods and various functionalities for data transfer can be used by users. Data transfer can be easily done by simple touch gesture from first device to other device with the help of cloud [8].Data can be transferred among two or more digital devices over cloud and data can be easily store and maintained with the help of cloud storage.

#### II. RELATED WORK

Transferring of data or sharing of the data is essential thing in todays digital word, so Many other pheonomena are being developed for this purpose. Data can be easily transfer between two entities by different methods have been used till now to transfer the data Transfer and sharing are the main principle of this system which overcomes the problems occurring in following data transfer methods which have been used till now for data transfer.

- 1. Use of Bluetooth : Data sharing can be done by using Bluetooth technology. It allows to transfer of data within particular range of the devices. Transfer of data can be done only when both the devices are in specific range of Bluetooth network.
- 2. Use of mobile applications :Various mobile applications like xender, ShareIt etc. are used to transfer the files between two devices and share the data among them.
- **3.** Flick Gesture devices : By using devices which uses flick gesture to transfer the files one can share the data. Flick gesture devices allow users to transfer the files between devices by just flicking motions [10].
- 4. **Physical Devices :** Physical devices like hard drive, pen drive, USB(Universal Serial Bus) cable, memory cards are used to transfer the data from one device to another device.
- 5. Use of cloud Data Storage : Data can be stored on cloud and can be retrieved whenever it needs. Different applications like one drive can be used to data storage and retrieval.
- 6. Sharing Over LAN : Data sharing and data transfer can take place by using Local Area Network(LAN). Devices which are connected to one another within local area network can transfer the data and share resources.

Day-By-Day the Growth in data transferring as well as sharing is increasing very fast and important. There are many other techniques but they have many disadvantage. To overcome this problems we have designed this system and provides facility to transferring of data using touch gesture. It can manage the stored data by dealing with greater user interface.

### III. MOBILE CLOUD COMPUTING

Mobile Cloud Computing (MCC) is type of computing which can be used to improve performance of mobile devices [1]. It can be defined as expansion of cloud computing which is completely depending on cloud

computing [2]. To enhance the performance of data transfer between devices Mobile computing concepts are used to implement this systems. System will be use cloud storage so that data can be store and manage over cloud server. Basic need of this system is two digital devices to transfer the data .These devices are connected to the same user account from which one device can send any type of file by using just single long touch and drag up to upload in cloud sever, whereas second device can be download or retrieve the data by using touch gesture. To store and manage the data ,cloud storage service is used. Application Service Provider (ASP) provides many other services that can be used to develop ,built and run application which can fulfills the project requirements.



(An ISO 3297: 2007 Certified Organization)

Website: <u>www.ijircce.com</u>

Vol. 5, Issue 5, May 2017

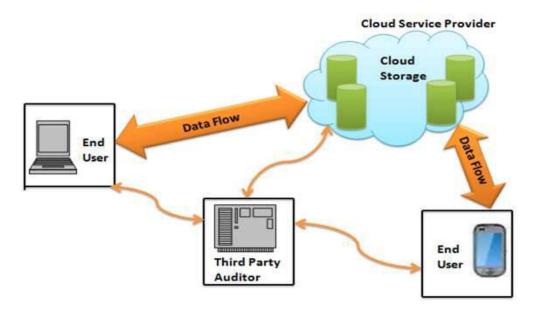


Figure Mobile Cloud Computing Components

Figure represent that the mobile cloud computing in which end users uses an application connected to the Cloud sever, an application server provider provides services to the Users so that user can use those services as per there needs.

### IV. LITERATURE SURVEY

we studied in this paper about many other methods for transferring and sharing data between two devices have been studied. For transferring the data from one device to another device then the generally user use the application like bluetooth sharing, email etc. The transferred files are going to store on local storage devices. Storing of data on cloud instead on the local devices is more protected. Data can also be shared by using very easy technique using flick gestures between the devices [10]. But they face some disadvantage i.e both device should be in specific distance or else there is failure in transferring of file .but in this using application we can transfer data using simple touch drag the content to upload image and download in other device by single touch .which files can be shared easily with single touch and drag and users can get effective way for sharing the files over different devices [8].To make system user-friendly which is going to transfer the data should be cross platform supporting in all operating system. Data which are stored on cloud[11] is more secured. so we can secure the data by using some security like using user authentication which can cover face recognition, strong password, patterns. Many different security is problems for sharing the data over cloud have properly examined in this paper.

#### V. CONCLUSION AND FUTURE WORK

In this paper we have discussed and studied for "Touch Based Data Using Cloud ".The languages used for implementing and developing the system are CSS,HTML5,JavaScript,Bootstrap. Using Cloud Computing we have focused on building an efficient and user-friendly application with the use of this techniques which will make data transfer easily and in attractive way. Data stored in cloud is secured and can be retrived whenever we want at anyplace and at anytime .This system have over comed many issues faced by the different system. We can use this system anywhere where there is need of data storing and retriving the data remotely.



(An ISO 3297: 2007 Certified Organization)

Website: <u>www.ijircce.com</u>

### Vol. 5, Issue 5, May 2017

#### REFERENCES

[1] s. Xinogalos, k. E. Psannis, and a. Sifaleras, "recent advances Delivered by html 5 in mobile cloud computing applications: a Survey," in *proc. The fifth Balkan conference in informatics*, 2012, pp. 199-204.

[2] "Mobile applications as cloud computing : Implementation and challenge", Ahmed dheyaa basha,

irfan naufal umar, and merza abbas, member, iacsit.

[3] "java: the complete reference, seventh edition" Herbert schildt.

[4]http//en.wikipedia.org/wiki/javascript

[5] <u>http://developer.mozilla.org/enus/</u>docs/web/guide/html/html

[6]http://webdesign.about.com/od/css/

[7] http://getbootstrap.com

[8] "Touch-based system for transferring data" pranav kirtikumar mistry, Suranga chandima nanayakkara, patricia emilia maes. Patent no : us 8,924,858 b2

[9] "Enabling public auditability and data dynamics for Storage security in cloud computing" Qian wang, *student Member, IEEE*, cong wang, *student member, IEEE*, kuiren, *Member, IEEE*, wenjing lou, *senior member, IEEE*, and jin li

[10] Flick-gesture interface for handheld computing devices patent no. Us 2007/0146347 a1 Oct. 10, 2006 by louis b.Rosenberg, pismo beach.

[11] B. Sowmya Sri, Mr.S.Vikramphaneendra, "A Secure Way for Data Storage and Forwarding in Cloud", International Journal of Advanced Research in Computer Science and Software Engineering, Volume 3, Issue 9, September 2013.

[12] Rekimoto, J. Pick-and-drop: a direct manipulation technique for multiple computer environments. Proc. UISZ 1997, 31-39.

[13]" Data Transfer Using Touch and Cloud" Sheshank.S.Ranaware,

Sanket Tupe, Akshay Waghmode, Gajanan Jadhav, Arfan Ghori. International Engineering Research Journal (IERJ), Volume 2 Issue 6 Page 2123-2126, 2016 ISSN 2395-1621