

# CONTROL AND TRACK ANDROID SMARTPHONE BY SMS COMMANDS

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#### **Abstract**

In this paper, that lets you "remotely" perform various tasks on your phone from any other phone via simple SMS commands. The other phone, that is sending the commands, need not be running on Android or any software – basic mobile models can do fine this job.

The workflow of proposed algorithm is, you send an SMS command from a friend's phone to your own phone in a given format and the app reacts accordingly. For instance, a command like "ringer" would turn on the ringer mode and "silent" would put the phone to silent mode. This application can also get the GPS coordinates with a link to Google maps if you're not near enough to your phone to hear the ringer. The app can also help you to retrieve your missed calls numbers and turn on/off the Bluetooth device via, SMS.

#### 1.Introduction

#### 1.1Authentication:

In Application security, a login or logon (also called logging in or on and signing in or on) is the process by which individual accesses to Application is controlled by identifying and authentify the user referring to credentials presented by the user.



A user can log in to an Application to obtain access and can then log out or log off (perform a logout / logoff) when the access is no longer needed. To log out is to close off one's access to an application after having previously logged in.

# 1.2 Android App for intercepting incoming SMS:

Android application that allows you to control your device from another mobile device. By which we can implement the controlling of android mobile by using the android application. The controlling of one mobile device from another mobile device is implemented using interceptor service. Mobile interceptor service present in the server, act as a gateway to pass the sms to the web application.

# 1.3 Controlling operations using SMS

### a) Ring:

The users want to identify the phone means, they have to send SMS to that their mobile number. The mobile number of that particular person is integrated in that android application. So using that application we can change that mobile from silent mode to general mode. Using the SMS command the mobile is controlled.

#### b) Silent:

The users want to change the phone state means, they have to send SMS to that their mobile number. The mobile number of that particular person is integrated in that android application. So using that application we can change that mobile silent mode. Using the SMS command the mobile is controlled.

# 1.4 Change the Bluetooth functions & track the GPS locations Using sms control:

By this module sms command will change the phone's functionality like Bluetooth. This command will operate the Bluetooth device as on and off by just only sms. We can track our mobile phone or any people's location identification using this application by help of GPS system.



# 1.5 Get the call logs from mobile using commands:-

By this module sms command will get the call log details like received call, missed call and incoming call from the mobile. By this process user gets the details of call details by just only sms. For this process user send's the msg command from another mobile and get's the reply from user's mobile as sms format.

#### 2.EXISTING SYSTEM

If you switched the mobile phone to vibrate mode or silent mode while you were in a meeting or mobile prohibited area and the device is difficult to find if they lost. You cannot access your mobile with any other options. It's so tough one for who loss the mobile or stolen by others. A mobile does not have any other accessing modes to operate.

# Disadvantages:-

- Unable to find out your mobile if they stolen.
- Cannot access the mobile from any other devices.

#### 3.PROPOSED SYSTEM

In this paper we proposed a solution for this existing problem, that you could borrow your colleague's phone and use it to turn on the ringer or general mode of your missing phone. This application can also get the GPS coordinates with a link to Google maps if you're not near enough to your phone to hear the ringer. You have the freedom to track your phone from anywhere, with a text messaged. In this algorithm you can access your mobile by sending sms commands to switched it as silent or general. And also used to check the call logs and sms history. You can get the call and SMS logs by just sending sms commands from another phone.



# **4.SYSTEM DESIGN**

# 4.1 Data Flow Diagram

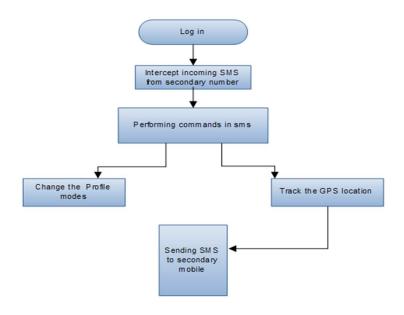


Fig 4.1 Data Flow Diagram

# **4.2 System Architecture**

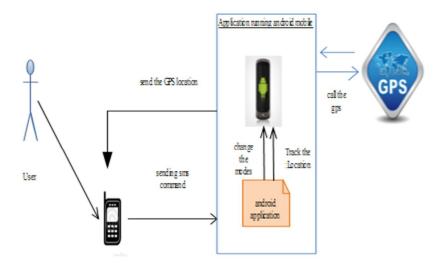


Fig 4.2 System Architecture



# 5. CONCLUSION

Control and Track that you could borrow your colleague's phone and use it to turn on the ringer or general mode of your missing phone. This application can also get the GPS coordinates with a link to Google maps if you're not near enough to your phone to hear the ringer. You have the freedom to track your phone from anywhere, with a text messaged. In this algorithm you can access your mobile by sending sms commands to switched it as silent or general. And also used to check the call logs and sms history. You can get the call and SMS logs by just sending sms commands from another phone.



#### Source code

package com.example.controlbysmscommand;

import android.os.Bundle;

import android.app.Activity;



```
import android.content.Intent;
import android.view.Menu;
import android.view.View;
import android.widget.EditText;
import android.widget.Toast;
public class MainActivity extends Activity {
EditText u, p;
String uN, pW;
@Override
public void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
setContentView(R.layout.activity_main);
u = (EditText) findViewById(R.id.edtusername);
p = (EditText) findViewById(R.id.edtpassword);
@Override
public boolean onCreateOptionsMenu(Menu menu) {
getMenuInflater().inflate(R.menu.activity_main, menu);
return true;
}
public void submit(View v) {
uN = u.getText().toString().trim();
pW = p.getText().toString().trim();
```



if(uN.equals("s") && pW.equals("s")){
$Intent \ i = new \ Intent (Main Activity.this, Controller.class);$
$i. set Flags (Intent. FLAG\_ACTIVITY\_CLEAR\_TOP);$
startActivity(i);
}else {
$To ast. make Text(get Application Context(), "Please Enter Data", To ast. LENGTH\_SHORT). show(); \\$
}
}
}

#### **REFERENCES**

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