

IMPLEMENTATION OF ANDROID BASED MOBILE PHONE SEARCH ENGINE AND LIVE IMAGE SENDER

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Abstract- In present available Mobile phone platforms is Android, Motion research, Apple iPhone OS and Symbian. Android mobile phones are the second huge OS threw 2015. Linux s/w used in android which work on admittance the essential regulations requested by the user. The key defy is connection between the desktop computers and hand holding devices: said by Andy Rubin. In present time user can access all data by mobile whatever they access from their browser.

These are some scenario by which I have done my work in mobile phone crawler server with live image sender.

a. Not any type of piece of equipment developed that finish the splinter between the word wide desktop computers and hand holding mobile phone devices.

b. No such device which acts as a server and crawl all data of mobile phone in the browse.

c. The enhancement in technology and miniaturization of **World Wide Web (Web) minimized the comfort's level** for user.

d. Cost of devices is increased by efficiency, which has no limit.

In database for access the files that mobile phone crawler makes tuples for searching the data. Firstly, before page indexes that mobile phone crawler. Using mobile crawler algorithms that crawler crawl the data and give accurate result within second. Network bandwidth goes slow relatively and indexing done by indexer is the big problem which connected with indexing process in the web search.

Key Words: search engine. crawling policy, Web directory **Stream**, Mobile a server. Network bandwidth.

1 INTRODUCTION

Following information give help For demonstrate of problems. Given this volatile growth, there are following problems which currently index in the web these problems are:

Efficiency. At presented investigate machines add needless convey to the already overcrowded Internet. In progress of web one alternative process is Mobile phone search engine which build indexes. Many phases are presented with high efficiency for downloading. By this scenario particular mobile phone search engines and justify their usefulness [1].

Scaling. Web data recovered by 55Mbit per second whenever estimation for downloading was 580 GB of pages per day. Using this technology it was maintain the indexes. Using that estimates for growth of Web indices provided in 1998, a web search give focus on limitations of technology which have storage space and networks which communicate, phone crawler server can maintain the indices very effectively.

Quality of Index. For the query processor part of result of web searches are necessary and required. Quality of search results are not increases automatically because of increasing the size of web indexes. In present available search engines are maintain 110 million pages Error! Reference source not found. and find approx thousands matches related to search result [2].

In view of the fact that in the web search, that cannot limit the pages. Accommodation of growing web, it is necessary for finding a way which improves the searching result. For search the data very easily and early necessary to develop the Mobile phone crawler in the near future. Using **assortment of original knowledge today's phone search** provide better search result which challenge devoted search engines by using data mining, graph theory areas. In addition, for improving the competence of data gathering, it necessary that a new mobile phone search engine is needed when user done searching in grouping search engine [3].

Two main issues are associated with crawling system. Crawling policy is the main first issues associated with Mobile phone crawling system, this policy makes a decision for downloading the next page. Other second issues that necessary of a highly optimized organization structural design which work on download many pages per seconds healthy touching hurdle. In this search engine search engine firstly make indices of all documents which available in mobiles SD cards. That way by mobile phone using indices provide controlling search facilities. By using mobile phone crawler approach it pass through a filter of unchanged links from remote server without downloading the links and only download modified pages. Crawlers used mobile agent for building web indices that way crawler proposed crawling approach. This approach called Mobile phone crawler. Locally all data be located in the indices, by using data crawler it transported to the site of the source and filter out unwanted data locally and search the related query given by user [4].

In this approach that mobile phone search engine acts as a server. There we don't want any type of network connection only router should be used for such crawling system. That way this approach done work very fast in locally and also perform the search very clear in globally. Today's positive reception of hardware industry is better compare to other previous devices. Which has quicker processors, more rapidly Internet connections, high quality sensors and also intelligent to host more demanding applications. Mobile phone device's applications are developed by using java platform, android, .NET Compact Framework, Flash Lite and Java ME which provide highly purposeful mobile multimedia applications these technologies agree to the use of various technologies, like Java, Android etc. Regrettably, web server's quality is thinkable [5].

2. RELATED WORK

In 1993 Matthew Gray Wanderer was implemented the first crawler. Using C++ and Python language a distributed crawler was developed by Poly Bot. That crawler was self-confident of a crawl manager[6]. It has additional downloader. In other words we can say it was additionally DNS resolvers. For seen URLs in batch mode that mobile phone crawler system are composed extra URLs in a queue on disk. Crawling and caching module developed in Zeinalipour-Yazti and Dikaiakos 2002 using Java language. That crawler accepts requests whenever user send a query after find query it downloading Web pages. New starting URLs are continuously getting by Web RACE by this procedure it crawl from ("seed") the that is the most outstanding feature. Boldi et al [7].. made a crawler name was Ubicrawler, in that crawler there are not anty type of central process, it is a distributed crawler using Java language. In Ubicrawler, it has so many indistinguishable "agents" that way consistent hashing calculated project function.

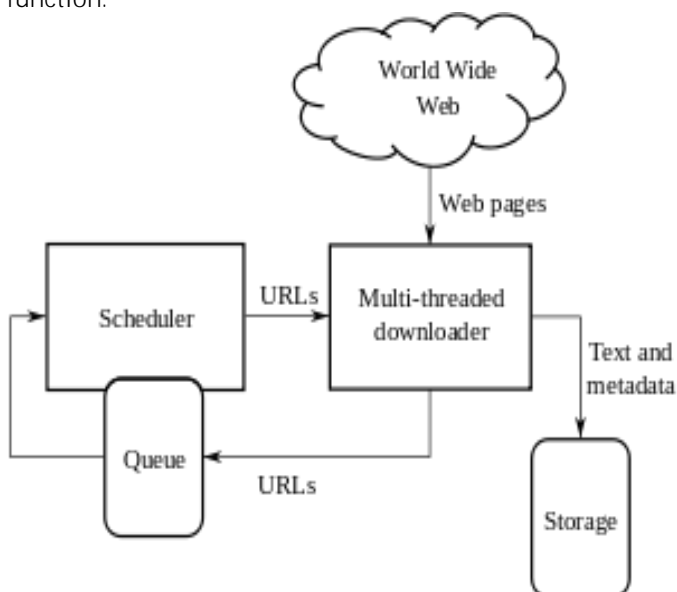


Figure 1: Crawler manager Architecture

2.1 Search Engine Technology

In that searching area there are so many searches has been done. In 1994 First architecture was World Wide Web Worm. For the Web it was the first investigate machines [8]. Between 1994 and 1997 first experimental were happened. These investigate machine pursued by big profitable machines like WebCrawler, HotBot, Altavista, Infoseek, Excite and Lycos. For architectural aspects in the market there are two papers published. These are related to WebCrawler and Lycos [9]. However, in that time there is not more information available related to search technologies. The Google project is done at Stanford University. The Google project is one of the search engines which recently transported large scale search engine. Present time Google has more popularity in the market [10].



Figure 2: Process diagram for Search engine

2.2. Web Crawling Research: Koster

Search engine have unavoidable part, that part is crawler. A Stanford Google project have high-quality information source. Special searching algorithms and on the crawling process using collision of URL ordering, compared the performance of crawlers in base of Google project. Robots homepage have dissimilar research projects, and also provide information crawlers development by using comprehensive Web directory [11].

Harvest project is a one more development which considers Web searching and using broader context in Web indices. Topic-specific searched out resources which rope by Harvest. A well-organized distributed information gathering architecture made by content indexing. Different type of resource detection tools like search engines can be constructed by Harvest which is a base architecture of search engine. Harvest have fulfill goal with the formation of Web indices, which diminution of network and server load connection [12].

3. OBJECTIVE

1. The problem is network size. Network size is very wide that's way whenever a user search the page related with work then user found many pages by using search engine. Search engines maintain indices for searching documents threw downloading pages constantly.

2. This process of crawling by web called web crawling technique. That mobile phone acts as a server in crawling technique. For searching the information so fast we should use mobile phone crawler that way it reduce the traffic and also reduce the load on remote side appreciably. Java aglets can be help accomplishment of Mobile phone system.

4. PROPOSED APPROACH

In this crawling technique Mobile act as a server. In that mobile crawling technique by browser it crawl the data which store in the mobile SD card [13].

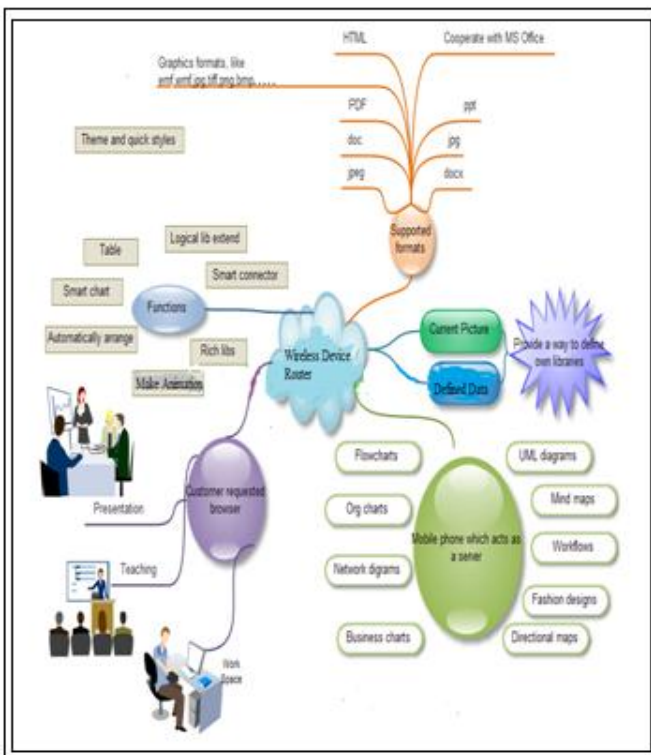


Figure 3: Proposed method for Mobile Crawling
 TakePictureThread
 It is a simple structure describing a Data position.

```
public class TakePictureThread implements Runnable {

    Context mycontext;
    ServerThread serverThread;

    TakePictureThread(Context mycontext, ServerThread serverThread) {
        this.mycontext=mycontext;
        this.serverThread=serverThread;
    }
}
```

Figure 4: Code sample for describing data location android.hardware.Camera.PictureCallback. This method used Callback interface. By using this interface it supply image data from a photo capture using mobile phone server [14].

void amity.search.testsocket.TakePictureThread.run().new PictureCallback{...}.onPictureTaken(byte data, Camera c) Specified by: onPictureTaken (...) in PictureCallback
 public abstract void onPictureTaken (byte data, Camera camera)

Since: API Level 1 It should call whenever image data is obtainable after a picture is clicked by mobile phone server. The format of the data depends on the context of the callback and Camera. Parameters data a byte array of the picture data [15].

camera: the Camera service object.

```
public void run() {
    Camera.PictureCallback mPictureCallback = new
    Camera.PictureCallback() {
        public void onPictureTaken(byte[] data,
    Camera c) {
        if (data != null) {
            CameraHelper.camera.startPreview();

            Bitmap bmp =
            BitmapFactory.decodeByteArray(data, 0, data.length);
        }
    }
}
```

Figure 5.: Code sample for supplying data to user java.io. Input Stream
 This is the base class for all input streams. Reading data from a source and convert it in a byte-wise manner is the input stream.

```

InputStream content=Utils.openFileFromSD("Radha Krishna.jpg",
mvcontext);
//InputStream content=Utils.openFileFromSD("and.pdf",
mvcontext);
if (content!=null) {
//serverThread.send(content, "application/pdf");
serverThread.send(content,"image/jpg");
//serverThread.send(content,"application/pdf");
}

```

Fig 6: Code sample for reading data from mobile server

5. RESULT

Analyzing the results from the implemented system and the earlier results mentioned in different research papers that are being used for literature survey, it was found that number of probes used were less as compared to the existing scenario which uses the back to back probing mechanisms, and due to this, various issues were resolved such as reduced.

6. CONCLUSION

The main objective behind this research work is fulfilled which is cost and time. I developed a mobile phone search engine server. It crawl the data and also send live image to the sender. Here Mobile phone is acts as a server. In the chapter is 6 showing the code in chapter 5 along with the block diagrams of each module. The system made in this research requires only android mobile phone and wi-fi network connection.

Mobile phone crawler pass through a filter and filter pages which not changed from the time when last crawling happened. Mobile phone crawler presents most effective and talented searching, that type of crawler based on android java environment. By using that type of mobile crawler procedure, it has less important searches compare to other search engines. By this crawler system presentation improved, reason behind of this is those pages which are not customized and not repossess, along with this near photocopy recognition feature adds more privilege to reduce unwanted downloads. Page updating activity will presumed by crawler revisit frequency. That's why mobile phone crawler will saved CPU cycle and decrease the traffic on the web.

7.APPLICATION OF MOBILE CRAWLING APPROACH.

There should be so many functions available. Those are as follows:

8. FUTURE WORK

In Future such implementation can be done so that we can use these following ways of mobile phone crawler's server implementation:

- (a) Conduct experiment with crawling approach that way efficiency of our mobile crawlers are improved.
- (b) By using digital signature, it can introduce a recognition mechanism. That's way we implement security oriented design of the mobile phone crawler.

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