International Research Journal of Engineering and Technology (IRJET) e-ISSN: 2395-0056
Volume: 07 Issue: 03 | Mar 2020 www.irjet.net p-ISSN: 2395-0072

PAA: Productivity Android Application

Monalisa Khanda[1], Divya Panchmukh[2], Sangita Jadhav[3], Neeta Bhongade[4]

[1,2,3] Student, Dept of Computer Engineering, Dr. D.Y. Patil School of Engineering, Pune, Maharashtra, India
[4]Professor, Dept. of Computer Engineering, Dr. D.Y. Patil School of Engineering, Pune, Maharashtra, India

---

Abstract - *Nowadays, there is large population which is suffering from smart phone addiction, especially in college and school students. So now the smart phone addiction can be seen differently from the Internet addiction. In this project we have tried to control the addiction of the people. Firstly, we are doing the analysis in the user's phone, then we find whether the user is addicted to certain apps or not, then we generate the report. Afterwards as per report an application designed for the betterment of user to avoid inconsistency occur by social media platforms while they are accessing it. It is an android based application that is coded in Java and PHP language with the help of Android Studio. Here, the user gets notification on the home screen when the handset connects to network i.e. cellular data or Wi-Fi network. Afterwards a box will be pop-up where the user try to click on the notification of any particular selected app displayed on the locked screen where it shows the" Go Back "option to the user and that locks it to give the reply to the sender to continue their work to maintain consistency.*

Key Words: Android Studio, PHP, Java, Smartphone, API, SQLite.

1. INTRODUCTION

We have implemented a basic notification application using Messaging where we are able to analyze and get document results of the application developed in order to have a brief idea of the technology and study it in terms of
future research to be carried out in the same domain.

1.1 Application Overview

In proposed system we are developing an android application that gives an overview of the Mobile Application developed for daily activity notification system for class time, college time, games time and study time.

This paper aims at giving student the information about the daily scheduled activity which he/she gets the notifications via application. This is done using a Message Display which fix the timing as per routing to get the notification, a Mobile Application based on Android OS is developed. The application is works on less time consumptions and provides a better result indeed.

Nowadays, there is large population which is suffering from smart phone addiction, especially in college and school students. So now the smart phone addiction can be seen differently from the Internet addiction. In this project we have tried to control the addiction of the people. Firstly, we are doing the analysis in the user's phone, then we find whether the user is addicted to certain apps or not, then we generate the report. Afterwards as per report an application designed for the betterment of user to avoid inconsistency occur by social media platforms while they are accessing it. It is an android based application that is coded in Java and PHP language with the help of Android Studio. Here, the user gets notification on the home screen when the handset connects to network i.e. cellular data or Wi-Fi network. Afterwards a box will be pop-up where the user try to click on the notification of any particular selected app displayed on the locked screen where it shows the" Go Back "option to the user and that locks it to give the reply to the sender to continue their work to maintain consistency.

1.2 Software Requirement

1) Back End: SQL Lite is a relational database management system contained in a C programming library. SQLite is a popular choice as embedded database software for local/client storage in application software such as web browsers. It is arguably the most widely deployed database engine, as it is used today by several widespread browsers, operating systems, and embedded systems (such as mobile phones), among others. SQLite has bindings to many programming languages.

2) Operating System:
Android 5.0 "Lollipop"
Android 6.0 "Marshmallow"
Android 7.0 "Nougat"
Android 8.0 "Oreo"
Android 9.0 "Pie"

3) Front end: Android Studio - For developing this system, we will be required android studio and its implementation language will be Android. For back-end we are going to use MySQL. Above mention software are easily available on internet. So that we can get them easily.

1.3 Hardware Requirement

1) Android Phone.
2) RAM: 512 MB
3) Processor Speed: 500-800 MHZ

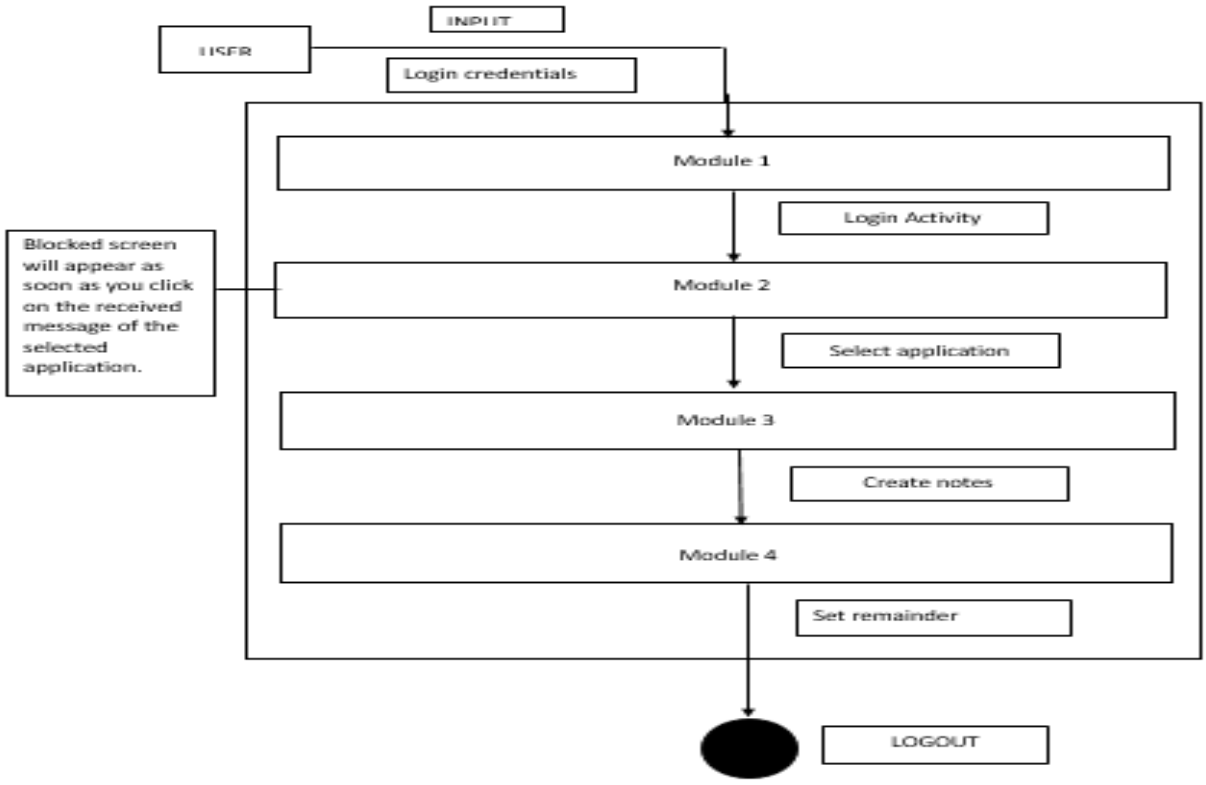
For the application we need an android phone having minimum Random Access Memory of 512 MB upto the latest

RAM memory of the latest smartphone. Its processor speed required is minimum of 500-800 MHZ.

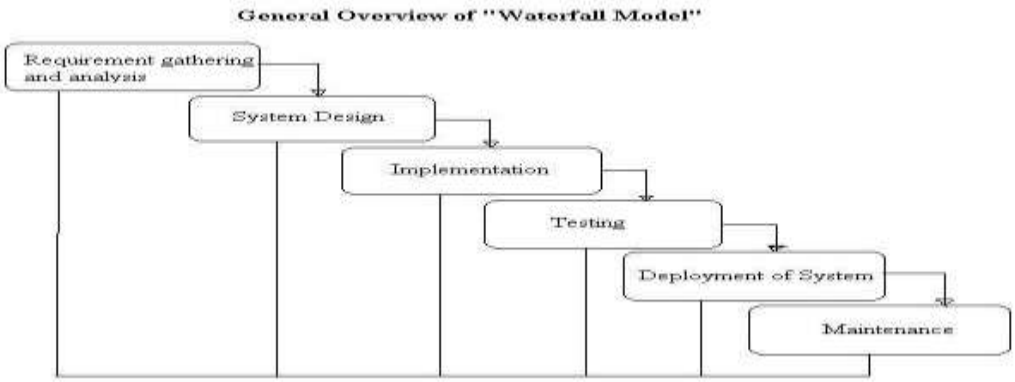
2. OBJECTIVES

1. The main objective of our team to destroy the distraction of the user which are coming through various social applications when that get notified to them and that'll help them to focus on their work and they will be productive.
2. To increase the level of productivity in the human Environment.
3. To be more sincere and time consuming towards of their work schedule.

3. SYSTEM ARCHITECTURE



4. WATERFALL MODEL



The Waterfall Model was first Process Model to be introduced. It is also referred to as a linear-sequential life cycle model. It is very simple to understand and use. In a waterfall model, each phase must be completed fully before the next phase can begin. This type of model is basically used for the project which is small and there are no uncertain requirements.

At the end of each phase, a review takes place to determine if the project is on the right path and whether or not to continue or discard the project. In this model the testing starts only after the development is complete. In waterfall model phases do not overlap.

5. ADVANTAGES

1. This model is simple and easy to understand and use.
2. It is easy to manage due to the rigidity of the model each phase has specific deliverable and a review process.
3. In this model phases are processed and completed one at a time.
4. Phases do not overlap.
5. Waterfall model works well for smaller projects where requirements are very well understood.

6. CONCLUSIONS

Our main purpose behind developing this application is to avoid the distraction created by the notifications.
Hence, we have also added few additional features to make this application effective and user friendly. The application will prove beneficial. As a future work for this project, this App can be developed for different platforms like Windows, Java and iOS.

7. ACKNOWLEDGEMENT

We express our sincere thanks to Head of Department of Computer Engineering for her kind co-operation and also sincere thanks to Prof. Neeta Bhongade for their valuable guidance throughout.

8. REFERENCES

[1] Sardey Yasha, Deshmukh Pranoti, Mandlik Pooja, Shelar Saurabh, Nerkar Minal, "A Mobile Application for Bus Information System and Location Tracking using Client-Server Technology", Certified Journal, Volume 4, Issue 4, April 2014.

[2] Kushwaha Amit, Kushwaha Vineet, "Location Based Services using Android Mobile Application", 2009

[3] Jianye Liu, Jianaun Yu, "Research on Development of Android Applications", 2011 Fourth International Conference on Intelligent Networks and Intelligent Systems ,2011

[4] Robi Grgurina, Goran Brestovac and Tihana Galinac Grbac, "Development Environment for Android Application Development: An Experience Report", MIPRO 2011, May 23-27, 2011