Virtual Vista

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Abstract:

Increased Accessibility: Mobile and wireless devices have revolutionized the way business is conducted by providing global access to data. Employees, partners, and customers can access shared data from almost anywhere, leading to increased accessibility to critical information and improvedproductivity.Enhanced Worker Productivity and Effectiveness: Mobile enterprise applications enable workers to perform tasks on the go, leading to enhanced worker productivity and effectiveness. Employees can access real-time data, collaborate with team members, and make decisions on the fly, resulting in quicker response times and better decision-making.Cost Reduction: The use of mobile and wireless applications in business can result in cost reduction. Thin client applications, which require minimal processing power and memory on the client device, can be cost-effective as they do not require expensive hardware upgrades, making them suitable for small businesses or organizations with limited resources.Improved Accuracy: Mobile applications can enhance accuracy by eliminating manual data entry and reducing the chances of errors. Real-time data synchronization and integration with back-end systems ensure that the information accessed through mobile applications is up-to-date and accurate, leading to improved data accuracy and reliability.Competitive Advantage: The demand for mobile enterprise applications is increasing, and organizations that embrace this technology can gain a competitive advantage. Organizations that adopt mobile applications early on can stay ahead of the competition by offering better customer experiences, streamlining business processes, and staying connected with employees and partners in real-time.Challenges and Opportunities: The development of mobile and wireless applications presents both challenges and opportunities. One of the challenges is the variety of application architectures available, such as thin client, smart client, and messaging applications, which require developers to learn new technologies and concepts. However, this also presents an opportunity for organizations to explore and adopt different application architectures that best suit their business needs, leading to innovative solutions and improved business processes..

*Keywords***: Mobile and wireless devices, Global accesstodata,Workerproductivity, Costreduction,Data accuracy,Competitiveadvantage,Application architectures, Thin client applications, Challenges and opportunities,Innovation in business processes**

INTRODUCTION

Mobile and wireless devicesare the power to change the way business is conducted now day. It allows employees, partners, and customers to access, useshared data from almost anywhere.

Global access to data, along with increased worker productivity and effectiveness, treatment costs, heightened accuracy, and competitive advantages, is driving demand for mobile enterprise applications. As the demand continues to increase, and mobile infrastructure that make create advanced mobile applications possible mature.

In contrast, the concern that the development of mobile and wireless applications will include many new technologies and concepts that developers are still many companies learn to use. One of the challenges in the mobile application space is a variety of application architectures available, which can be abbreviated as follows :

    1. Thin Client application.
    2. Smart Client application.
    3. Messaging application.

1.1 Thin Client overview

Should be aware that the thin client refers to wireless Internet applications. This application is called "thin client" because no software is required on the wireless device only a small browser to a web browser. True for thin client applications, all of the application logic resides and is executed on the server platform. Thus, the client does not require a lot of processing power or memory to be able to run these types of applications, making it suitable for very small, limited resources.

1.2. Smart Client Application

These applications allow companies to deploy an application to a smartphone device making the user able to continue to the interaction with the application even when a wireless data connection is not available. These applications include usually a form of data storage firmware that communicates with enterprise systems using data synchronization. This combination can be applications and advanced user interfaces and high-performance data access, making it suitable for offline computing.

1.3. Messaging Application

Mobile and Wireless messaging available for in many formats, including e-mail, and SMS, EMS, MMS, and Instant Messaging, HDML, WAP, and application to application messaging. all those messaging options, SMS so far widely in most mobile space, although that in the future we can expect significant competition from both Instant Messaging and MMS.

In Europe in 1991 The Short Message Service (SMS) was first presented as part of the GSM Phase one standard. Since that time it has had substantial success with more than one billion messages sent around the world daily

One of the most important applications for the smartphone users is the SMS its existinginterdepends on the existence of Service Provider. SMS makes it possible to send and receive short text messages to and from mobile telephones. The message can contain alphanumeric characters to a maximum length of 160 characters for Latin alphabets, including English, and 70 characters for non-Latin alphabets, such as Arabic and Chinese. It provides an easy way for the users to communicate with one another and with global systems. This service is supplied with low cost for the mobile.

Instant Messaging (IM) is well positioned to be the next largest application for the wireless industry. With a huge growth rate of SMS, and more than 100 million desktop users instant messaging, and wireless Instant incredible. It provides capabilities similar to other two-way communications technologies, such as SMS and e-mail, with the addition of one there is a great advantage. The existence of an element is to chat, which is often referred this type of message to the Instant Messaging and Presence Services (IMPS).

The proposed software application (Networking mobile application) suggests using the smartphone's Bluetooth device to provide wireless IM between two smartphones which is free of charge service instead of use Services Provider network, the proposed new software application can be worked even if there is no service provider for cell phone in the area.

1. EXISTING SYSTEM

- Currently there is no such system available. The users earlier need to login into official website. Therefore the need for a chat system facility was necessary. There is LAN network spread across various.
- offices, so we can develop software which can work on LAN.

2. PROPOSED SYSTEM

- The system to be developed here is an Chat facility.
- It is a centralized system.
- It is Client Server system with centralized database server.
- Al local dients are connected to the centralized server via LAN.
- There is a two way communication between different clients and server.
- This chat application can be used for group discussion.
- It allows users to find other logged in users.

3. SOFTWARE AND HARDWARE REQUIREMENT
3.1 S/W TOOL
- OperatingSystem-Windows7andWindows10OrLinux
- Technology-WebBasedApplication
- IDE-DreamView
- Front-End – Html, CSS
- Database -MySQL, PHP

3.2 H/W REQUIRED
Processor-IntelCoreI32ndGeneration
Speed-2.3GHz
RAM-4GB RAM
Device-VGA/SVGA

4. ALGORITHM
Step1: The first step is to authenticate users before they can access the chat application. This can be done through a login page or via social media platforms.
Step2: If the user is new, they need to register an account before they can access the chat application. This involves providing details such as name, email, and password.
Step3: Once the user is authenticated, they can view their contacts or friends list, and select someonetochat with.
Step4: The user can type a message and send it to their selected contact. The message is then transmitted to the server.
Step5: The server broadcasts the message to the recipient's device, which receives and displays the message on the chat application.
Step 6: The recipient is notified of the incoming message, and a notification is displayed on their device.
Step 7: The message is stored on the server or in the cloud, so it can be accessed later if needed.
Step 8: The chat application should ensure that all messages are secure and encrypted, so that no unauthorized person can access them.
Step 9: The chat application should have an intuitive user interface that makes it easy for users to navigate and use the application.
Step 10: The chat application should be able to handle any errors that may occur during message transmission or any other processes. This will help to ensure that users have a smooth experience while using the chat application.

5. IMPLEMENTATIONMETHODOLOGY
This system would be able to provide personalized predictions based on a patient's unique data and would be able to continually learn and improve its accuracy over time.
The data collection component would collect patient data from various sources, such as electronic health records and patient surveys.


The proposed system would have several advantages over the existing system, including faster and more accurate diagnosis, reduced costs, and improved patient outcomes.

Additionally, the proposed system would be able to provide real-time updates on disease risk, allowing patients and healthcare providers to take proactive steps to prevent disease.

The main challenge in developing such a system is the accuracy of the predictions.

The system must be trained on a large dataset of medical records and symptoms to accurately predict diseases. In addition, the system must be able to handle a variety of input formats and user inputs to ensure accurate predictions.
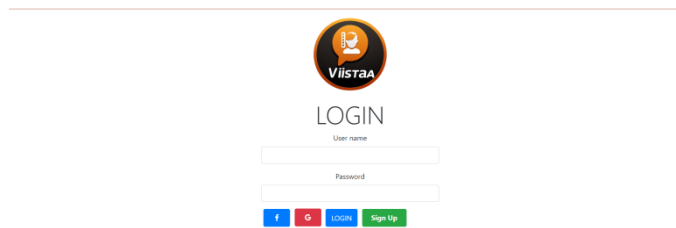
UML DIAGRAM:

Fig.a) Case Diagram
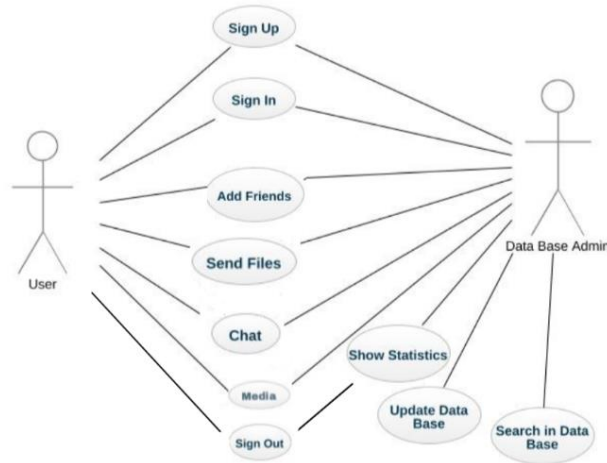
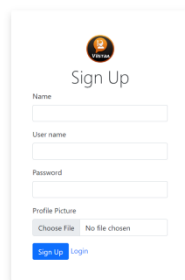

Fig. b) Sequence Diagram
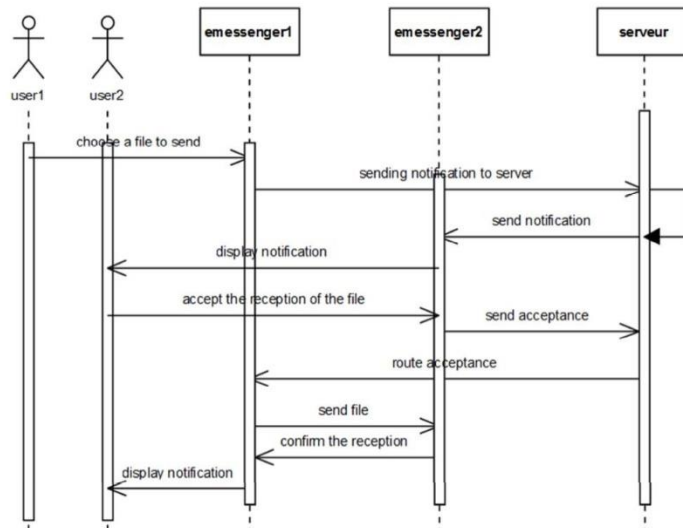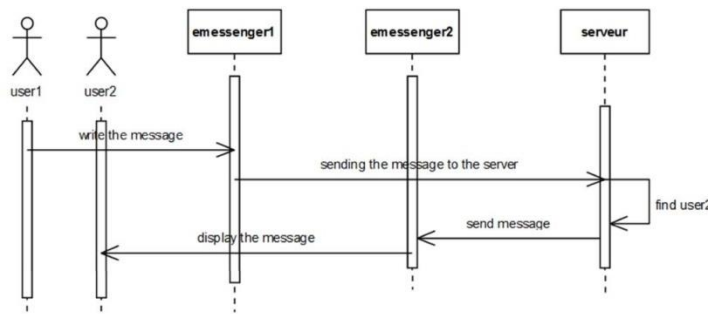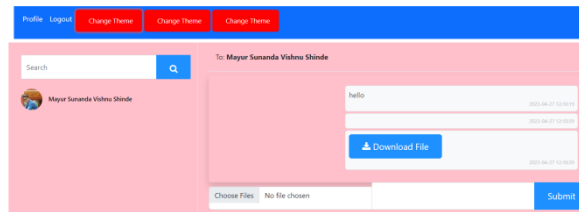
RESULT

- **Login Page**

- **Sign up Page**

- **User Dashboard**

- **Chat Theme Page**

CONCLUSION

In this work we have designed and implement a system that allows mobile device to provide the ability of doing free of charge chatting between two smartphones.

This solution for smartphone devices is dependent upon the capabilities in the programming environment on the devices. MIDP, which is a Java programming environment for mobile phones, provides simple syntaxes support that limits.

The most important points that are concluded throughout the design and the implementations of this software are:-

1. The evaluation shows that the design consumes minimal power from the hardware.

2. This software application has been to be hardware mobile manufactured independent that means it can be run on any type of smartphone support Series 60 and MIDP 2.0.

3. It is free of charge and it can be run successfully even if there is no service provider network for cell phone in the area.

4. The programmer who uses J2ME to create new application does not need to know the tiny detail of the Symbian OS or Series 60 compared with the programmers who uses C++.

FUTURE SCOPE

Video calls will be added.

Voice recording can be added.

Enhancing different text style and font size.

Introduction of animations.

Instant document attachment.

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