REGULATE THE SERVER CENTRALIZATION THROUGH THE MOBILE APPLICATION

A dissertation submitted to the
Computer Science and Technology Degree Program,
Uva Wellassa University
In partial fulfillment of the requirements for the award of the
Degree of Bachelor of Science in
Computer Science and Technology

by
MOHANARAM PUVAANARAJAN
Registration Number: UWU/CST/09/0034

Computer Science and Technology
Uva Wellassa University of Sri Lanka

September 2013
Abstract

Nowadays in Sri Lanka all the industries use several kinds of computers and technologies to increase the excellence of work and time efficiency. The advanced technologies play a major role in the organizations. In order to improve the quality in before mentioned areas the accuracy, reliability and speed of works have to be increased, if the particular company has to win the competitive market they have to consider all these elements. In other words, dependency on human effort has to be reduced and new technologies have to be implemented with low cost.

“Regulate the server centralization through the mobile application” is basically regulates the server and client rather than existing system. This application completely organizes the server and client with windows and mobile applications. The existing systems have complicated process and need high cost to operate there for we may face some difficulties to access in any places. The new system also includes all relevant basic activities such as client management, device identification, device management and remote accessing. The main milestone feature is mobile application. We can manage the server and client through the mobile application in any time and any place with low cost. The windows application able to eject the removable device, enable, disable the USB port, who are the persons login the systems and full access the client using remote access. The mobile application also include above features.

The entire systems are created using JAVA, Android and MySQL. The server and client applications were developed using Java. It is using socket programming and windows API commands. The mobile application is done using Android and the database was created using MySQL.