

VAGALOCK - AN ANDROID LOCK SCREEN BASED ON LOCATION

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Abstract

Nowadays we have various apps for using services of lock screen but Service Providers basically are entangled in securing the phone only. we are having specially designed portal that brings various services together from diverse sources in a uniform way into users dashboard would make things a lot attractive and useful. Using algorithms like 'Triangular algorithms' it needs to be using the user's location which in turn provides better market presentation. Our application enables rich collaboration between customers, suppliers, service provider and the retailers. Our Service Providers can fully advertise our public stores that connects customers with service providers directly.

Index Terms - Collaborated, G.P.S based searching, wallet Operations.

1. Introduction

Our project presents an effective and attractive features to enhance the effectivity and usability of lock screen which are used for different purposes which are not only the screen locking but also a great advertisement of local Shopping in an area. As our app provide them a solution of advertisement on to a large platform which is basically a online and offline exhibition of advertisement which will blink on the home screen of user. As our app is location based thus once a shop is connected with the app portal they can easily advertise their product and special features at any time.

1.1 Collaborative display

The increasing and lasting importance and usefulness of location-sensing has already been well recognized and accepted, with the popularity of GPS based navigation systems. As we are moving at a rapid pace to form factor and portability of a mobile phone makes it ideal for such applications. Not surprisingly, most of the today's smart-phones have location sensing capabilities built in. Since people are most likely to use mobile phones when on-the-go so they can be highly used to bring and collaborate and away from home or office, apps that leverage location-based services can add real value to the user and thus provide a good return-on-investment for the mobile device. A number of the most successful apps on the market today, use some element

of location in a way that adds value to the user to place retailer prices on their blog or content the only website.

1.2 Location Based Suggestion

Location-based suggestion makes it appear that the advertisement be anything is within area our reach, no matter where we are suggesting. Searches are specific or general or hybrid, as most search engines are highly capable of doing it what we are looking for and provide results accordingly.

2. System Design

A. Lock screen

-The system starts with the appropriate display of the screen lock which is basically based on the android application of privacy management of the users phone.

- It is useful in securing each and every content of the users cell phone.

B. Keeping database

- A detailed collection of the information which has to be featured or advertised is being stored in the database which will assist us in online as well as offline display or notification of the useful content regarding advertisement in that particular area, where the user is moving.

C. G.P.S application

- The app is directly linked with G.P.S as it will be help full in devising or locating the location of the users and including to that it also contain the pin pointed or appointed shop heads.

- The G.P.S will help us in locating the shops or including to that it will help in seeing through various advertisement in the near by area or within the radius of certain distance which is useful or nearby to the user.

D. Notification

- The user will be notified regarding the details of the advertisement at all the time while they are moving or they are staying.

- This application is not only limited to the time of user to be online only it is also applicable even when

the user is offline , as it traces data or information from the database which keeps the catalogue of the offline data also.

3. CONCLUSIONS

The major findings and contributions of this research work and the potential directions for further research works. A framework is designed for delivering of data using query caching from central server to local server. Each chapter is concluded with directed graphs and their theoretical aspects are discussed in detail. Query caching principles are implemented and demonstrated using Java and Android. This leads to the points to various research aspects specific to the roles on data management using query caching. In this proposed model the concept of local cache is used to access the data. The local cache is required to determine if the requested data is in the local server. If the requested data in the local server means, the corresponding data is supplied to the user. If the requested data is not in the local server means, a central server from the remote place will supply the data. The Central server provides the data to the local cache server.

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