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Multitouch Android Application for Multiple User

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ABSTRACT: *Now days, people are getting more dependent on mobile devices for daily work and needs everything quickly in least amount of time without using more power. There are many current desktop operating systems which has capability of multitasking it means multiple task can be executed simultaneously on same system at the time. Today`s available systems are multitasking but not multiuser that means if system is engaged by user then other user who wish to use the system at the same time then the other user has to wait until system gets free. This process is more time consuming and though the remaining resources are idle but still other users have to wait until first user finished his task. So it consumes more power and the proper utilization of resources is not done. To avoid such drawbacks we are proposing a new system called as "Multiuser system". Multiuser system is more useful for digital boards as they have large screen than tablets and other smart devices, so multiple users can work on the same screen. The proposed system allows many users to work simultaneously on same device. Available screen is divided into 'N' number of different fragments. Each and every fragment is can be used independently by different users for different purpose. So it decreases the waiting as well as processing time though saves power of system and users waiting time and proper utilization of resources are done.*

Keywords: Digital board, Fragment, Multitask, Multiuser, Splash, Tablet.

I. INTRODUCTION

Nowadays, Android device becomes very popular. Especially smartphones are commonly used Android mobile is not only used for just calling purpose but number of application can be installed in it and user can get many facilities.

Especially, this system is designed to allow multiple people at a time. While operating number of users are active. This reduces the waiting time of users. It maximizes the work efficiency on user input which is given manually. This system makes utilization of resource very proper. As well as is very easy to understand and for operating.

1.1 Problem definition

The system which has capability to support multitouch as well as multiuser facility.It is actually used for digital board but we are developing system which is feasible for android mobile devices. The working area of user that is screen is divided into 'N' parts and multiple users can work independently as well as parallely on different parts. System to achieve many advantages like reduce waiting time, proper resource utilization and single system can be shared by multiple users at same time.

1.3 Existing System

As we have many current desktop operating system has capability of multitasking it means multiple task can be execute simultaneously. All the current systems are not multiuser system. If system is engage by a user then other users has to wait until previous user release it. Though the remaining resources are idle but still other users have to wait until first user finished his task. Because of this proper utilization of resources is not done. So overcoming all this drawbacks we are designing the system which has capability to support multitouch as well as multiuser facility.

1.4 Limitations of Existing System

Existing system supports the multitouch approach as well as multitasking environment but single screen only operated by single user at a time because of this more time is required to completion of task. So we need such system that provide interface to operate multiple users on single screen at a same time using multitouch.

1.5 Proposed System:

Considering all disadvantages of the existing system. The proposed conception is a parallel system for "Multi user Application".

Multitouch is the android application which allows multiple users to use the same device at the same time. All devices available today are multiuser. But not multitasking. "Multi user application", which allows many users to work parallel. Available screen is divided into n different portion. Every portion is available to work independently. Different users can do different tasks as per there requirements. All the resource of the system is shared by all the users. Multitouch is the android application which allows multiple users to use the same device at the same time.

II. LITERATURE SURVEY

Summary of Comparison of Existing Techniques

Sr.No.	Name of Author	Title	Year	Features
1	Paul Ratazz, Yousra Aafer, Amit Ahlawat, Hao, Yifei Wang	"A Systematic Security Evaluation of Android's Multi-User Framework"	2014	We have described the basics of multi-user support in Android and outlined a systematic approach to studying whether Android's security model is properly adapted to this new environment.
2	Yevheniy Dzezhyts	"Android Application Development"	2013	The objective of this was to develop a prototype which operates with the Parse web service.It is possible to improve the user experience by creating a website for the application which would use the same web service.
3	Kirandeep, Anu Garg	"Implementing Security on Android Application"	2013	It will be described that how security can be improve of Android Operating System so that users can safely use the android smart phones.
4	Bhupinder S. Mongia, Vijay K. Madisetti	"Reliable Real Time Applications on Android OS"	2010	Android's real-time behaviour based on experimental measurements performed on a commercially available Android platform.
5	Bimal Gadhavi, Khushbu Shah	"Analysis of the emerging Android market"	2010	This describes how to understand the role of application developers in the mobile ecosystem and how Android is gaining success, and the number of applications on this is increasing by a significant amount.

III. CONCLUSION

Thus, we are proposing a multitouch system for multiple users. It is android based application for mobile devices. Existing systems drawbacks are studied and proposed system overcomes the drawbacks of existing system. Future scope of proposed system is also studied, multiuser system is more useful for digital boards but now we are implementing it for mobile device.

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