ICAC-1604101

A Comparative Approach towards Cloud Storage and Performance

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Abstract- Now a days the cloud computing has become one of the hottest technology which provides the resources to deliver the storage and software platform to work on. Still being a new technology, The cloud is a strong business model which helps to get the benefit of multi-tenancy and economical boost by reducing the IT resources and it also uses virtualization concepts. Cloud storage also plays an important role in cloud computing by storing and managing the customer's data and also managing storage provider's memory space in helping huge amount of data.
This research paper mentions and discusses about the different levels of organizations which can be helped to achieve their data storage issues and performance.

ICAC-1604102

Two Levels Symmetric Encryption Algorithm for Data Security in Cloud

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Abstract- With emergence of cloud computing for saving private data on the cloud, Data security over the network and internet has become an challenge today and achieving good security means good methods used to save data in encrypted way so that later on can be decrypted . Therefore, there is need of better encryption method with better efficiency in order to increase the security and authenticity and to efficiently decrease computational complexity. Although there are many symmetric key algorithms, we proposed a two level encryption Algorithm, which uses Symmetric key. This is an algorithm uses binary addition operation, a circular bit shifting operation and folding method and a symmetric key cryptography

ICAC-1604103

Introduction to Neurocomputational Speech Processing & Approaches of the Diva Model

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Abstract-The computer simulation of speech production and speech processing is what Neurocomputational Speech Processing is. It is the smart science that falls under computational neuroscience. Comprising of a motor part, a sensory part, and at least a cognitive part, the neurocomputational models of speech processing are complex. Like their natural occurring in our nervous system, their computer simulations can basically be represented by natural neural techniques of speech production and perception and can be easily understood. This paper is a literature review and insights on introduction to Neurocomputational speech processing, the DIVA Model in which its modeling, structures , etc. are discussed, other available models of neurocomputational speech processing are also presented and a summary is provided.

ICAC-1604104

Cyber World- A Digital Extension of Computer Loggers

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Abstract- "The Cyber World is a digital extension of any one who interact with a digital extension of the real world in a Virtual enviornment. It should be obvious you can't build virtual extensions on a web or web pages. In this Paper we deal with various no of cyber attacks and cyber attackers We should have something much more sophisticated. So welcome to the Cyber World". It is the world of online computers and communicators which carry today's fast growing high-technology era online. WWW and other new electronic technologies may be soon become prime survey vehicles due to convenient, verifiable, low-cost delivery and return systems as well as easy access and feedback mechanisms.

ICAC-1604105

Electronic mail Security Issues and Solutions to Modern Era though PGP Protocol

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Abstract- Electronic mail is the most widely used application on the internet. Using email an internet user can send a message where message may be in the form of pictures, video, sound..etc to other internet users. Email security is an important and critical aspects and has numerous issues in it. Security of email messages has become an extremely important issue. So ensuring the email security is a major issue in current era. This paper lists the parameters that affect the email security and provides the solution through PGP protocol. To achieve Email security PGP plays a important role to protect unauthorised access of text mail by using digital signature, message compression, encryption, digital enveloping and also base 64 Encoding.PGP makes task of user by generating digital signature and digital enveloping concept to provide the security to Email.

ICAC-1604106

Enhance Cloud Computing Web Security with the E-commerce Architecture Framework

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Abstract- As a new concept "cloud computing" is current growing technique that are used in every developed new technology like mobiles, anroid IPhone, ECommerse, ERP Products, Travelings and Sales products, Security and many more. It has attracted the IT enterprise attention especially the e-commerce (EC) enterprise. Cloud Computing is now critical to the success of many online businesses. In the context of developing business and web applications, when we refer to Cloud Computing it is usually "Infrastructure As A Service" (IaaS) that we are thinking of raw computing services ("infrastructure", such as servers, storage, databases, networking capability etc) that are available to combine in any combination to create your software solution. It is quite important for e-commerce companies to keep their customer's information secure. Cloud Computing helps to improve the security performance in e-commerce by providing a safer way to store the information. This report will address other benefits that offered to e-commerce companies by Cloud Computing.

ICAC-1604107

Content Based Image Retrieval

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Abstract- There is different methods prevailing for Image Mining Techniques. This Paper includes the features by two techniques Gabor algorithm, LBP, Content Based Image Retrieval is the retrieval of images based on visual features such as colour, texture and shape. In CBIR, each image that is stored in the database has its features extracted and compared to the features of the query image. It consist two main steps:
Feature Extraction: The first step in the process is extracting image features to a distinguishable extent like texture, colour using different methods
Matching: The second process involves matching these features to yield a result that is visually similar and providing best output from the database of system.

ICAC-1604108

A Study to Assess Noise Removal Methods using A Digital Image

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Abstract- Images are composed of pixels and these pixels may be either arranged or unarranged in terms of their utility in visualization and generating proper resolution. Those pixels which are unworthy are called as noise. We have number of methods to get rid of these noise pixels. Generally we work it out in two phases: first phase is used to identify noise-free and noisy pixels and second is to process noisy pixels while preserving noiseless pixels in resulted image. The motive of this paper is to state the different methods for noise removal from a digital image. The prime characteristic of these methods is to maintain the preservance with respect to existing line, edge, detail and texture along with omitting noise from the sample image. Generally filteration is the process of extracting either impulse noise or Gaussian noise. This paper also emphasis the brief concept of different methods used for reducing the noise and illustrate their functionality. Electronic devices like television, digital camera, image scanner implementing the concept of these methods.

ICAC-1604109

ICMP BASED ATTACK

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Abstract- Most attractive and easy to operate ICMP based instance, imagine a client sending all its DoS/DDoS attacks are amplification attacks. Communications to a default router, although, Permitting ICMP traffic in a conservative manner will router offer a best route. Here the default router sends help defending the flooding attacks. Different approaches have been proposed to locate the source of a denial of service attack, but these techniques are unable to trace back the source of a reflective attack e.g. SMURF attack. Existing methods try to control the ICMP traffic with bandwidth limitation, sometimes the limitation stringent which denies the ICMP traffic completely even the vital usage. I try to find the source of a direct and a reflective ICMP denial of service attacks, using some attack packets. And detects and prevents attacks in network traffic using a marking technique.

ICAC-1604110

An Insight into Customer Service in Modern Trade Format

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Abstract- Indian Retail Market is Evolving fast as Concept of Supermarkets and Hypermarket is gaining Prominence. Retail giants like Carrefour and Wal-Mart are Collaborating with local players to establish their Retail operations in India. With the exposure to Middle East and European Markets the Taste and Preferences of Indian Consumers are changing and they want such Modern Trade Formats. But still Indian Vendors are not ready to serve such Retail Giants in terms of Fill rates and timely delivery. Moreover Shrinkages and Retail Thefts are major issues which need to be monitored on Regular Basis. This paper investigates the issue of Fill rate, Vendor delivery service Shrinkage and Retail Theft. Moreover issue of Vendor Selection, Retention and discontinuation is also addressed in this paper.

ICAC-1604111

A study to Assess Noise Removal Methods Using A Digital Image

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Abstract- Images are composed of pixels and these pixels may be either arranged or unarranged in terms of their utility in visualization and generating proper resolution. Those pixels which are unworthy are called as noise. We have number of methods to get rid of these noise pixels. Generally we work it out in two phases: first phase is used to identify noise-free and noisy pixels and second is to process noisy pixels while preserving noiseless pixels in resulted image. the motive of this paper is to state the different methods for noise removal from a digital image. The prime characteristic of these methods is to maintain the preservance with respect to existing line, edge, detail and texture along with omitting noise from the sample image. Generally filteration is the process of extracting either impulse noise or Gaussian noise. This paper also emphasis the brief concept of different methods used for reducing the noise and illustrate their functionality. Electronic devices like television, digital camera, image scanner implementing the concept of these methods.

ICAC-1604112

Frame work of Android Operating System

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Abstract- The Android is a software stack for mobile devices that includes an operating system, middleware and key applications. **android** is an operating system based on the Linux kernel,[17] and designed primarily for touch screen mobile devices such as smart phones and tablet computers. Initially developed by Android, Inc., which Google backed financially and later bought in 2005,[18] Android was unveiled in 2007 along with the founding of the Open Handset Alliance-a consortium of hardware, software, and telecommunication companies devoted to advancing open standards for mobile devices.[19] The first publicly available smart phone running Android, the HTC Dream, was released on October 22, 2008.

ICAC-1604113

Computaational Intelligence in Wireless Sensor Networks

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Abstract- Wireless sensor networks (WSNs) are networks of distributed COMPUTING devices that can sense or monitor physical or environmental conditions cooperatively. WSNs face many challenges, mainly caused by communication failures, storage and computational constraints and limited power supply. Wireless sensor networks (WSNs) consist of spatially distributed autonomous sensors to monitor physical or environmental conditions, such as temperature, sound, vibration, pressure, humidity, motion, or pollutants. These sensors cooperatively pass their data through the network to a main location, the base station.

ICAC-1604114

Research Perspectives and Challenges in Intelligent Systems

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Abstract- The human brain is a sophisticated processing system. We define intelligence as the competence of a system to achieve a desired behaviour under prescribed environment. Artificial Intelligence focuses on narrowing the gap between human brain and computer system. \This allows to create intelligent systems which operate autonomously including the users' preferences and needs. Intelligent system is concerned with the theories and techniques for building computer system which exhibit some kind of intelligent behaviour. For computation perspectives it can be characterized by its flexibility, adaptability, learning, reasoning and ability to manage uncertain information. Nowadays, intelligent system has more rationalistic approach. Present day challenges, focuses over to foresee body dynamics of the world, supports to novel approaches, new approaches to knowledge representation. India has the potential to play a leading role in the analysis and design of future intelligent systems. Sustainable progress can only be made through demanding participation among researchers from the fields of natural and artificial intelligence.

ICAC-1604115

Review of Power Consumption for AD-HOC Network

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Abstract- In mobile AD - HOC network communication at the mobile nodes can be achieved by using multiple wireless networks. In ad hoc network is to find valid routers between two communication nodes for power consumption. This protocol must be handling highly mobility the nodes which often cause in change of the network topology. This paper evaluates for ad hoc network protocols DSDV, AODV, DSR and TORA indifferent network scales taking into consideration the mobility.
In this paper we are introduce the notion of power consumption within the context of wireless ad hoc networks. We are find out that more specifically the effect of using different transmit powers on the average power consumption and end to end network thought in a wireless ad hoc network. This paper about the power consumption approach would help in reducing the system power and hence prolonging the battery life of mobile network. This improves the end to end network as compared to other ad hoc network because that is a very big problem in mobility for same transmit power. Those are high improvement due to the achievement a trade off between minimizing interference ranges, reduction in the average number of hope to reach a destination, the probability of having isolated clusters and average number of transmission. Minimum power routing is used to further enhance performance .Simulation studies are carried out in order to investigate these deign approaches. It is seen a network with such a power managed scheme would achieve a better throughput performance and lower transmit power then a network without problem in ad hoc network.

ICAC-1604116

Abstract On Window 10

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Abstract- Window 10 is the next generation of OS that adapts to the devices you're trying to get done with a consistent, familiar and compatible experience that enables you to be more productive. Window 10 also introduces a number of advancements in security and identity protection features that are easy to manage and don't compromise the user experience. One such advancement is the work we have done to create user identities for accessing devices, apps and sites improve resistance to breach, theft or phishing. This latest approach is important because it takes the concept of multi-factor solutions such as smartcards or token-based system and builds it right into the operating system, in turn also eliminating the need for extra security hardware peripherals. Window 10 is a personal computer operating system developed by Microsoft as part of the operating system. Officially unveiled in September 2014 following a brief demo at Build 2014, the operating system reached general availability beginning on July 29, 2015**.**

ICAC-1604117

Nvidia Tegra 250 Devlopment Kit

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Abstract- NVIDIA Tegra is a system-on-a-chip series developed by NVIDIA for mobile devices such as smart phones, personal digital assistants and mobile internet devices. Nvidia, the inventor of the Graphics Processing unit (GPU) bring visual computing excellence to the embedded world. High performance meets low power with NVIDIA tegra processer get ready for HD video, crisp graphics and unprecedented 3D capabilities, all in one power efficient package. Each Tegra is a "computer on a chip" which integrates the ARM architecture processor CPU, GPU, north bridge, south bridge and memory controller onto a single package. The series emphasizes low power consumption and high performance for playing video and audio. The series is classified into three parts – APX series, 6xx series and 2xx series. The first product of 2xx series is TEGRA 250.

ICAC-1604118

Sixthth Sense Technology

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Abstract- Sixth sense is a wearable gestural interface device developed by Pranav Mistry, a PhD student in the fluid interfaces group at the MIT media lab. It is similar to telepointer. The sixth sense prototype comprises a pocket projector, a mirror and a camera contained in a pendant like, wearable device. Both the projector and a camera are connected to a mobile computer devices and the user's project. The project projects visual information enabling surface walls and physical objects around us to be used
As interfaces, while the camera recognizes and tracks user's hand gestures and physical objects using computer vision based techniques. The software programs process the video steam data captured by the camera and tracks the locations of the coloured marker at the tip of the user's finger. Sixth sense supports multi-touch and multi-user interaction.

ICAC-1604119

Iris Scanning: A Comprehensive Review of Identification and Verification

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Abstract- Iris Scanning is a method of biometric authentication that uses pattern recognition technique based on high resolution of the irises of an individual eye. Biometric is a method of capturing a person's unique data that distinguishes him or her from others. Iris Scanning is one of the powerful and accurate identification techniques in modern world. Iris Scanning is fool proof technique for identification of individuals without using the cards, passwords or pins. This technique is quicker and secure. It facilitates automatic identification where by electronic transactions or access to places, accounts or information are made easier, quicker and secure.

ICAC-1604120

Wireless Network System

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Abstract- A Wireless network is any type of digital network that uses wireless data connections for connecting network nodes. Wireless networking is a way by which homes, telecommunication networks and enterprise installations and hence avoiding the costly and time taking process of introducing cables into a building, or as a connection between various equipments locations. The implementation takes place at the physical layer of the network model structure. Cell phone networks and wi-fi local networks are the most popular implementations of the technology. In a general sense,wireless networks, offer a vast variety of uses by both business and home users. Wireless LANs are often used for connecting to local resources and to the internet.

ICAC-1604121

Wireless Communication

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Abstract- The term wireless communication was introduced in the 19th century and wireless communication technology has developed over the subsequent years. It is one of the most important mediums of transmission of information from one device to other devices. In the present days, the wireless communication technology refers to a variety of wireless communication devices and technologies ranging from smart phones to computers, tabs, laptops, Bluetooth technology.

Wireless communication is among technology's biggest contributions to mankind. Wireless communication involves the transmission of information over a distance without help of wires, cables or any other forms of electrical conductors. The transmitted distance can be anywhere between a few meters (for example, a television's remote control) and thousands of kilometres (for example, radio communication).

There are many devices used for wireless communication like mobiles GPS, Wi-Fi, satellite television and wireless computer parts. Current wireless phones include 3 and 4G networks, Bluetooth and Wi-Fi technologies

ICAC-1604122

Xbox 360 System

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Abstract- The Xbox 360 is a home video game console developed by Microsoft. As the successor to the original Xbox, it is the second console in the Xbox series. The Xbox 360 competes with Sony's PlayStation 3 and Nintendo's Wii as part of the seventh generation of video game consoles. The Xbox 360 was officially unveiled on MTV on May 12, 2005, with detailed launch and game information divulged later that month at the Electronic Entertainment Expo (E3).

The Xbox 360 features an online service, Xbox Live, which was expanded from its previous iteration on the original Xbox and received regular updates during the console's lifetime. Available in free and subscription-based varieties, Xbox Live allows users to: play games online; download games (through Xbox Live Arcade) and game demos; purchase and stream music, television programs, and films through the Xbox Music and Xbox Video portals; and access third-party content services through media streaming applications. In addition to online multimedia features, the Xbox 360 allows users to stream media from local PCs. Several peripherals have been released, including wireless controllers, expanded hard drive storage, and the Kinect motion sensing camera. The release of these additional services and peripherals helped the Xbox brand grow from gaming-only to encompassing all multimedia, turning it into a hub for living-room computing entertainment.

ICAC-1604123

Backing Of Your Digital Life

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Abstract-In a much-used statement it is safe to say that we live and revel in a digital age. We are dependent on technology like never before and with increasing dependence, we live built an increased need to manage our digital lives. From blog entries and code snippets to photo albums and music libraries, our data needs have gained priority making data backup increasingly relevant. While the concept of backing up data is not new, when applied to digital content it obtains an abstract sense that varies from the usual method of backing up important documents creating photo copies. However, in principle it is quite the same. Digital media is important, so you create backups. Simple. The reasons to back up your data are crystal clear. Our gadgets contain important and sometimes sensitive data that's extremely vulnerable to various attacks and modes of failure. In such an event, an efficient contingency strategy can be life saving, sometimes in the literal sense.

ICAC-1604124

Project Ara[Exploration of Modular Phones]

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Abstract- Gadgets like smart phones, tablets, etc. are becoming an essential part of our life. Everyone expects good quality hardware and software combination that suffices their increasing need of computation and that too at minimal cost but these requirements are compromised by today's Smartphone industry due to cost.
PROJECT ARA is an initiative by Google to create a highly modular Smartphone. It is highly structured phone, which has endoskeleton and individual modules like display, battery, camera, memory, processor etc. It is based on plug & play technique in which we can swap in and swap out individual module, so anyone can change it or upgrade it as per requirement and reduce the electronic waste at a highly affordable investment.
In this paper, we will discuss on its objective, features and differentiate each component with currently present Smartphone in the market, which types of benefits we are getting from it, which types of limitations and challenges we have to face and we will also discuss future scope of this PROJECT ARA.

ICAC-1604125

Google Chrome OS

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Abstract- Google has designed a linux based operating system to to work with web application called Google chrome OS. On 7th July, 2007 Google announced about the operating system and an open project called Chromium source was started in November 2009.Chrome OS can work only on particular hardware provided by Google manufacturing partners. It is an operating system where you can find applications and user data residing in the cloud. Chrome book is a common name given to the laptops running Chrome OS. It is a three-tier architecture: window manager, browser and firmware and user land service and system level software .Interaction of users with multiple client windows is handled by the window manager. The Linux kernel is included in the system-level software to improve boot performance. Google chrome OS runs on hardware which has an ARM-based processor. The chrome OS comes with an inbuilt media player. It also has integrated file manager to display folders and associated files. The first updating of the OS was made in April 2012 with the introduction of hardware-accelerated window manager called aura and a task bar. This gave Chrome a look at a desktop operating system

ICAC-1604126

Instant Messaging

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Abstract-Instant messaging (IM) is a way of sending text virtually instantaneously from one computer to another. It is a referred to as ‘online chat’ which offers real-time text transmission over the Internet. A LAN messenger operates in a similar way over a local area network. Short messages are typically transmitted bi-directionally between two parties, when each user chooses to complete a thought and select "send". Some IM applications can use push technology to provide real-time text, which transmits messages character by character, as they are composed. More advanced instant messaging can add file transfer, clickable hyperlinks, Voice over IP, or video chat.

ICAC-1604127

Voice Sensing Technology

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Abstract- The Voice Sensing Technology is the part of AI (Artificial Intelligence). Artificial Intelligence evolves certain technologies which takes input as a speech and give the proper output as required. There are number of technologies already running in market in present. In software field, the most popular application is Google Search Engine, it also uses the voice sensing technology to search anything. In the Voice Sensing Technology, firstly it matches the Pattern and then convert the pattern into proper Binary Format and at last it changes the binary format into proper output as you want search, give some instruction to perform specific task and all.
This paper covers about the evolution and applications of voice sensing technology.

ICAC-1604128

Neural Interfacing

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Abstract- Neural interfacing is a power full system which can develop a robust bridge between human and machines. In this paper we emphasize on neural interfacing as an evolving trend in wireless communications by taking into account one of its important application is cyborgs.
The operational features of cyborgs with the experiments conducted and proposed to be conducted in future and in the process give a brief description of the advantages and disadvantages of this technology.
Attachment and interface mediate our interaction with the environment and usually are positioned on the surface of the body. Physical objects would be called tools or attachment while information utilities would be Called interface in the same way a neural interface allows human brain communicate directly with a computer without any other equipment. Interface allows any illusions to be inputted to human nervous system. Neural interfacing fantasies have mainly grown out of science fiction.
A recent article on neural interfacing in the IEEE Transactions report that a Microelectrode array capable of recording from and stimulating peripheral nerves at prolonged intervals after surgical implantation has been demonstrated. These tiny silicon based array were implanted in to the personnel nerves of rats and remained operative for up to 13 months. The ingeniously designed chip are placed in the pathway of the surgically severed nerve. The regenerating nerve grows though a matrix of holes in the chip while the regenerating tissue surrounding it anchors the device in place. This chip receives the signals from the surrounding nerves and sends it to a computer through a wireless medium. Within several decades active versions of these chips could provide a direct neural interface with prosthetic limbs and by extension a direct human computer interface. This human computer interface may now lead to a revolutionary organism called as cyborg which was thought of as a science fiction earlier.

ICAC-1604129

Google Wave

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Abstract- Google Wave based on the Diffusion of Innovation theory and secondary data from online forums that discussed the failure of Google Wave. Web-based communication and collaboration is a significant trend in modern enterprises. It aims to provide features of established communication technologies like email and instant messaging in combination with features of Web 2.0 technologies like wikis, blogs and fotosharing in a single tool. The goal of this paper is to provide a detailed comprehension of the concepts and possibilities based on a very early version of Google Wave regarding the application in an enterprise context. The paper discusses characteristics of Google Wave those facilitate creation of personalized learning spaces accessible to students anywhere and anytime.

ICAC-1604130

Smartphone Photography

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Abstract- At present the studies on human behaviour people used mostly there Smartphone for photography and captured their special moment of life

This guide is to helping you about Smartphone photography – how to take a great shot on your phone, what apps to use to enhance and edit your photo, how to print your images and keep them safe.

Smart Phones are easy to handle, quick, and most importantly discreet – pulling one out won't make people stop and stare. Another advantage of using Smartphone cameras is that anyone or enthusiasts can click their memories and share their creativity. Also by using editing apps or adding filters they can make their images more creative.

In photography there is too much to learn whether you're totally new to photography, or a seasoned pro.

ICAC-1604131

Wearable Gadgets

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Abstract- The terms wearable technology, wearable devices, and wearable refer to electronic gadgets or computers that are integrated into clothing or accessories that can comfortably be worn on the body. These wearable machines can perform some of the same computing tasks as mobile phones and laptop computers and in some cases wearable technology can surprisingly surpass these devices entirely. Wearable technology these days tends to be more sophisticated than hand-held technology on the market as it can provide scanning features that are not seen in mobile or laptops like the tracking of such things as physiological function.

ICAC-1604132

A Survey of Android Technology

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Abstract- Android is a mobile operating system (OS).Currently developed by Google, based on the Linux kernel and designed primarily for touch screen mobile device such as smart phone and tablet
Android is a software stack for mobile device that includes an operating system, middleware and key application. Android is a software platform and operating system for mobile device based on Linux operating system and developed by Goggle and the Open Handset Alliance. It allows developers to write managed code in a java like language that utilize Google developed Java libraries, but does not support programs developed in native code.The unveiling of the Android platform on 5 November 2007 was announced with the founding of the Open Handset Alliance a consortium of 34 hardware, software and telecom companies devoted to advancing open standard for mobile device .When released in 2008,most of the Android platform will be made available under the Apache free software and open source licence.

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Google Project Tengo

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Abstract- The goal of Project Tango is to create technology that lets you use mobile devices to piece together three-dimensional maps, thanks to an array of cameras, depth sensors and clever algorithms. It is Google's way of mapping a room interior using an Android device. 3D technology is the future of mobile. With the growing advent of 3D sensors being implemented in phones and tablets, various software will be an app enabling millions of people to engage, interact and share with the world around them in visually rich 3D.

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Android: Review of Android N

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Abstract- The world is moving towards mobile computing from desktop pc and laptops. The mobile phones around us are the combination of hardware and the software. The hardware is the hard part of device and the software are the governor of the hardware. There are almost six billion users around the globe using Android.
Android is an open source and Linux-based operating system for mobile devices such as smartphones and tablet computers. Android users download more than 1.5 billion applications and games from Google Play each month. Due to Its Powerful development framework users as well software developers are able to create their own applications for wide range of devices. Its kernel is based on Linux. Linux kernel is used to manage core system services such as virtual memory, networking drivers, and power management.
It seems that Android 6.0 Marshmallow is barely out of the gates and already the focus of everyone's attention has moved on to the next version of Android. That next version will be the seventh major release of the world's most popular mobile OS (Android N)

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iCloud

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Abstract- iCloud is a cloud storage and cloud computing services develop by Apple Inc. it provide the online backup services. The service provides its user with means to store data such as documents, photos, and music on remote server for download to iOS and iMAC devices, to share and send data to other user, and to manage their apple devices if lost and stolen. People Save your work before loosing it with iCloud. Many of people struggles in backing up their files from the devices weather its personal, professional or owned by a small business. Saving files are really important because some devices crash suddenly and loosing their hard work.
iCloud is the best solution to the various types of backup systems and also provide the wirelessly backup iOS device directly to iCloud. iCloud is the latest technology that helps in backing up your files through server by installing the application and setting your account, which will do the whole process automatically in daily bases with the help of Wi-Fi connection. This application will allows to restore all your files with all your apple devices. Moreover, the iCloud presentation includes how to install and manage the app easily and more.

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A Review of Cluster Head Selection In Manet

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Abstract-A mobile ad-hoc network is a wireless network composed of mobile nodes that are dynamically and randomly located at different locations in such a manner that they can contact with each other. These nodes do not make a fixed structure because the nodes can move in any direction. These nodes can communicate with other nodes in the radio range. Such networks are often referred to as multi-hope network. These nodes run on batteries but due to limited stock of energy in nodes, the communication activities in wireless network get effected. So, the efficiency of MANET depends not only on its control protocol, but also on its topology and energy management. Clustering is a key routing technique used to reduce energy consumption. The feasibility of a clustering method can be primarily determined by the complexity of the cluster head selection. Cluster head is selected according to the specific metric or combination of metrics such as mobility, energy, degree, density, weight etc. In this review paper we have presented a comparative study of few of the existing clustering schemes such as Mobility based clustering, Energy efficient clustering, Load balancing clustering.

ICAC-1604137

Different Aspects of Security: Linux

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Abstract- Securing data and other network resources of a computer network is most challenging task for any system administrator. To handle security issues different features are evolved in operating system to enhance the system security. System administrator constantly faces the challenge of hackers and sabotage by unsatisfied employee of company. "Security through obscurity" is a general feel emerged in decade of 90's which suggests proprietary software are more secure. Emergence of open source softwares in recent times challenges the dominance of proprietary software. Open source softwares with new features and tools are proved to be more secure.

Linux become the front runner in open source software due to its ability to raise the security at different levels. Linux secures its system by granting different privileges to various users of the system and does not provide full administrative privileges to the user.

In this paper, I try to analyse the different security measures and their implementation in linux operating system.

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Automatic Teller Machine

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Abstract- There is an urgent need for improving security in banking region. With the advent of ATM though banking became a lot easier it even became a lot vulnerable. The chances of misuse of this much hyped 'insecure' baby product (ATM) are manifold due to the exponential growth of 'intelligent' criminals day by day. ATM systems today use no more than an access card and PIN for identity verification. This situation is unfortunate since tremendous progress has been made in biometric identification techniques, including finger printing, facial recognition, and iris scanning. This paper proposes the development of a system that integrates Facial recognition and Iris scanning technology into the identity verification process used in ATMs. The development of such a system would serve to protect consumers and financial institutions alike from fraud and other breaches of security.

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Computer Virus

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Abstract- The computer virus is a problem to all the computer users including students, home users, corporate users, administration of the system, all the managers and mainly it affects the manufactures of the anti-virus. A computer virus might corrupt or delete data on our computer, can use our email program to spread itself to other computers, or even erase everything on our hard disk. Computer viruses are often spread by attachments in email messages or instant messaging messages. That is why it is essential that you never open email attachments unless you know who it is from and you are expecting it. The viruses are generally try to destroy the overall functioning of the operating system, application programs and destroy the sockets also. There are many types of viruses such as boot sector viruses, worms, Trojan horses, macro viruses etc. Some older viruses are boot sector viruses. They are very rare nowadays because this type of viruses was transmitted through floppies and in modern day viruses are transmitted through networks and mails. In the current days macro viruses are mostly used by the computer users. Some viruses are so dangerous that they can totally destroy the system completely and make it unusable and later on it will not be reparable. Computer viruses are starting to affect mobile phones also. Some firms are also working on anti-virus software for mobile phones.

ICAC-1604140

Wireless Network Security

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Abstract-With continual advances in technology, coupled with increasing price and performance advantages, wireless accessibility is being deployed increasingly in office and public environment. This topic discusses the security threats risks associated with wireless networks, and outlines a number of best practices for deploying wireless networks in corporate and home environments. Finally, a set of security tips is provided for end-user surfing the internet using public wireless networks.

Wireless networking provides many advantages, but it also coupled with new security threats and alters the organization's overall information security risk profile. Although implementation of technological solution is the usual respond to wireless security threats and vulnerabilities, wireless security is primarily a management issue. Effective management of the threats associated with wireless technology requires a sound and thorough assessment of risk given the environment and development of a plan to mitigate identified threats. We present a framework to help managers understand and access the various threats associated with the use of wireless technology.

ICAC-1604141

A Review on Sixth Sense Technology

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Abstract- Sixth Sense is a wearable gestural border that augments the real world around us with digital information and lets us use natural hand gestures to interact with that information. We can use the five basic senses – considering, feeling, smelling, tasting and hearing. The Sixth Sense technology contains a pocket projector, a mirror and a camera contained in a pendant-like, wearable device. The Sixth Sense example is used to implement some applications that have shown the effectiveness, possibility and elasticity of the system. Sixth Sense technology is the science of tomorrow with the aim of connecting the digital world with the physical world seamlessly, eliminating hardware devices. Sixth sense technology more probably to be implemented in future because of its cost limited.

ICAC-1604142

E-Learning

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Abstract- E-Learning contains all forms of learning and teaching that are supported by electronic means. The E-Learning serves as specific media to implement the learning process. The term E-Learning is also used to refer out-of-classroom and in-classroom educational experiences via technology. Now a days it has been introduced as a part of curriculum. E-learning is the computer and network enabled transfer of skills and knowledge. The applications of E-learning and its processes include web-based learning and computer-based learning .The content of E-learning is delivered by audio or video tapes, intranet or extranet, internet etc. It includes the content in the form of text, image and animation. It can be self-paced or led by the instructor.

ICAC-1604143

Wireless Sensor Network

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Abstract- Wireless sensor networks can be used by various applications such as surveillance, forest management, weather prediction, Avalanche land-slide prediction, road safety, marine movement control, etc. These applications pose a set of common difficulties. Specifically, in the remote large-scale networks, network topology, security, self-configuration, connectivity, maintenance, power management, time synchronization etc. are major challenges. In this paper we present an overview of issues related of wireless sensor networking. Different aspects of sensor networking are discussed and sensor network architecture is proposed that can satisfactorily overcome these problems. Wireless sensor network consist of geographically distributed autonomous sensor devices that communicate the sensed information to a central computing centre for data processing. Main components of these networks are sensors, communication setup, and a host system that may be distributed or clustered, client interface and client side network.

ICAC-1604144

Intelligent Systems

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Abstract- An intelligent system is a machine with an embedded, internet -connected computer that has the capacity to gather and analyse data and communicate with other system requirements. One of the critical aspects of a truly intelligent system is the ability to learn, that is, to improve its own functionality by interacting with the environment and exploring it. An embedded system may be powerful and capable of complex processing and data analysis but it is usually specialized for all the tasks relevant to the host machine. Intelligent systems exist all around us in point-of-sale (POS) terminals, digital televisions, traffic lights, smart meters, automobiles, digital signals and airplane controls etc. As this ongoing trend continues, a scenario is set up known as the Internet of Things (IoT), in which objects, animals and people can all be provided with unique identifiers and the ability to automatically transfer data over a network without requiring human-to-human or human-to-computer interaction. Twenty-five years ago, intelligence was mainly reasoning, proving theorems, and playing chess. Today we realize how "intelligent" lower animals are and how complex are the problems that our senses routinely solve. We also realize how intractable is the problem of producing software and how much of it would be needed to resolve it using simplest aspects of intelligence. Operational definition of intelligent system says that if a computer behaves in a way indistinguishable from a human person, then it can be called intelligent

ICAC-1604145

Design and Data Compression Techniques to Reduced Time in Data Warehouse with Tested Algorithms

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Abstract- Present scenario of the industry is very fast functioning but if we are using this concept so takes the technique data compression. Data compression concept is decreasing the uniquefacts in your data warehouse. In this research paper design two techniques one is size reduction of data warehouse and second is reduced time consuming algorithm. We are merged the number of practices in this paper. This supports to decrease the feasting of costly assets for analysis. Lossless data compression technique is measured text and program and lossydata compression technique ismeasured multimedia text. Above these techniques show a bit decreaseprocess used text information for data compression. Data compression and data decompression practiceis simple which is permittedas of time complication.

ICAC-1604146

Peer – Peer Packet Packet Authentication with Digital Signature in Mobile Adhoc Network

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Abstract- The Main Objectives of this research are, We are Developing a Digital Signature System in which a sender send a packet with digital sign to multiple users, the receiver verify the signature. Multicast Authentication based on Batch Signature [MABS] utilizes an efficient asymmetric cryptographic primitive called batch signature which supports the authentication of any number of packets simultaneously with one signature verification, to address the efficiency and packet loss problems in general environments. The enhanced scheme combines MABS with packet filtering to alleviate the DoS impact in hostile environments. MABS provides data integrity, origin authentication and non-repudiation as previous asymmetric key based protocols. MABS can achieve perfect resilience to packet loss in lossy channels in the sense that no matter how many packets are lost the already-received packets can still be authenticated by receivers

ICAC-1604147

Multilevel Marketing Pyramid Selling

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Abstract- Software outsourcing is astringent out the elaboration, provision, supervision, exercise, upholding or process of software services, skills, products or applications. Here we examined that the Developer creates a job for end user, after submitting the job end user fails to run the desired application, he/she marks negative on the dashboard that will influences the overall image of the developer. So we r developing a portal that will resume this problem. During the last decades a new phenomenon called Globalization is considered to be the cause for a number of fundamental changes of our lives. Changes that have introduced such terms as 'new economy', 'network society' or 'the information age' also have roots in globalization. In international business environments these changes are especially visible in the kind of organizational forms being adopted to enable work across the globe. Here we are resolving some issues related to the Outsourcing IT.

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3-D Printing

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Abstract-3D printing, also known as additive manufacturing (AM), refers to various processes used to synthesize a three-dimensional object. In 3D printing, successive layers of material are formed under computer control to create an object. These objects can be of almost any shape or geometry and are produced from a 3D model or other electronic data source. A 3D printer is a type of industrial robot. The creation of a 3D printed object is achieved using additive processes. In an additive process an object is created by laying down successive layers of material until the entire object is created. Each of these layers can be seen as a thinly sliced horizontal cross-section of the eventual object. Not all 3D printers use the same technology. There are several ways to print and all those available are additive, differing mainly in the way layers are build to create the final object.

ICAC-1604149

Wearables- A new era in Gadgets

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Abstract- Today's world is digital world, all the digital innovations are the summation of human knowledge and will power to invent new things which make human work efficient and easy. The conclusion is that all the works is on the finger-tips. Many great people invent many technologies like smartphones, butthe question is that what after the smartphones?

The next era of computer will be containing the wearables means the phone accessoriesor gadgets that are even able to wear. Wearable can be defined as fashionable jewellery enclosed with computers. It measure our basic movement like quality sleep, skin temperature, heart rates every possible biotic move that is possible. Many wearableproducts are available like googleglass, digital wrist watches.Wearables also known as digital jewellery which includes earrings, rings, necklace, and bracelet.

IBM introduce a prototype of a cell phone which include all these types of digital jewellery like earrings, rings, necklace, bracelet that will work together without the use of any types of wires, possibly with Bluetooth wireless technology.

The big advantage is that it helps to maintain the health and fitness. Java ring can lock and unlock the doors and computers so we don't need to remember password and carry the keys. They are easy to carry because we wear it and last but not the least, it looks fashionable.

ICAC-1604150

A Review of Blue Jacking

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Abstract- The mobile phone technology has developed tremendously in the past forty years since its invention in 1973 wing to its unique, wiring sans and fixation free networked system. Mobile phones have been espoused as an everyday technology, omnipresent at every physical location. Initially used merely as a communicative device to facilitate a channel for mediated conversation, the usage of mobile phones has been diversified progressively. One such appropriation is blue jacking, the technique of relaying anonymous, unwanted and unsolicited short messages via vCard functionality over Bluetooth to Bluetooth-enabled devices using the Object Exchange protocol. This paper provides an overview of the Blue jacking Technology.

ICAC-1604151

Cyber Security

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Abstract- Usability is arguably one of the most significant social topics and issues within the field of cyber security today. As security features are exposed to wider cross-sections of the society, it is imperative that these functions are highly usable. This is especially because poor usability in this context typically translates into inadequate application of cyber security tools and functionality, thereby ultimately limiting their effectiveness. With this goal of highly usable security in mind, there have been a plethora of studies in the literature focused on identifying security usability problems and proposing guidelines and recommendations to address them. Our paper aims to contribute to the field by consolidating a number of existing design guidelines and defining an initial core list for future reference.

ICAC-1604152

Li-Fi Technology

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Abstract- Whether you're using wireless internet in a coffee shop, stealing it from the guy next door, or competing for bandwidth at a conference, you've probably gotten frustrated at the slow speeds you face when more than one device is trapped into the network. As more and more people and their many devices access wireless internet, clogged airwaves are going to make it. One German physicist, **Dr. Harald Haas**, has come up with a solution he calls "Data Through Illumination"—taking the fibre out of fibre optics by sending data through an LED light bulb that varies in intensity faster than the human eye can follow. It's the same idea behind infrared remote controls, but far more powerful. Haas says his invention, which he calls D-Light, can produce data rates faster than 10 megabits per second, which is speedier than your average broadband connection. He envisions a future where data for laptops, Smartphone's, and tablets is transmitted through the light in a room. And security would be a snap—if you can't see the light, you can't access the data

ICAC-1604153

Virtual Reality

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Abstract- Virtual Reality (VR), sometimes called Virtual Environments (VE) has drawn much attention in the last few years. Extensive media coverage causes this interest to grow rapidly. Very few people, however, really know what VR is, what its basic principles and its open problems are. In this paper a historical overview of virtual reality is presented, basic terminology and classes of VR systems are listed, followed by applications of this technology in science, work, and entertainment areas. An insightful study of typical VR systems is done. All components of VR application and interrelations between them are thoroughly examined: input devices, output devices and software. Additionally human factors and their implication on the design issues of VE are discussed. Finally, the future of VR is considered in two aspects: technological and social. New research directions, technological frontiers and potential applications are pointed out. The possible positive and negative influence of VR on life of average people is speculated.

ICAC-1604154

A Review of Screen less Display

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Abstract- Screen less display is an emerging new technology, has become a good prospect in the near future for a wide range of applications. As the name implies it deals with the display of several things without the use of screens and projector. It involves the following three different working principles-The Visual image, Virtual retinal display, Synaptic interface. Screen less display is the present evolving technology in the field of the computer technology. Screen less display technology has the main aim of displaying or transmitting the information without any help of the screen or the projector. This provides the most healthful and visual environment for the user. It are responding to a variety of user commands(using voice hand,foot,or other signal method).it providing blink cues or blinks responses.

ICAC-1604155

A Review on Secure ATM by Image Processsing

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Abstract- Every biometric system has its limitation. Therefore, identification based on multiple biometrics is an emerging trend as multimodal biometrics provides a more balanced solution to the security multimodal systems involve the use of many biometric systems.
Our contribution for this above subject is that we have developed an algorithm on banking security. From this we have considered a bank using biometric technologies for its security purpose. The security is assured by using finger scan, voice scan, and hand geometry scan and by requesting the password given by the bank for a separate user when necessary.
Biometrics technologies allow determination and verification of one identity through physical characteristics. To put it simply, it turns your body in to your unique password. We discussed various biometric techniques like finger scan, retina scan, face scan, hand scan etc. Two algorithms have been proposed by taking biometric techniques to authenticate an ATM account holder, enabling a secure ATM from the image processing. Biometrics is now applied in various public and private sectors.

ICAC-1604156

Touch screen mobile phone technology

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Abstract- A touch screen is an electronic visual display that can detect the presence and locate of a touch within the display area. The term generally refers to touching the display of the device with finger or hand. Touch Screen are common in devices such as game consoles, all-in-one, computers and smarts phone. The touch screen has two attributes. First, it enables one to intrect directly with what is displayed, rather than indirectly with a pointer controlled by a mouse or touchpad. Secondly it let one do so without requiring any intermediate device that would need to be held in the hand (other than a stylus, which is for most morden touch screens). Such displays can be attached to computers, or tonetworks as terminals. They also play a prominent role in the design of digital appliances such as the personal digital assistant (PDA), satellite navigation devices, mobile phones, and video games.

ICAC-1604157

High Level Programming

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Abstract- Developing a language processor was, indeed, a very big deal. Computers were slow, didn't have a lot of memory, the language processors had to be written in low-level assembly languages. it wasn't something someone would do in their rooms as a hobby, to put it mildly.
C has "for" loop and "while" loops; it has "if (...) ..." statements, and "if ... else ..." statements; it has a multi way selection statement (" switch ( ) {case...} ").Once you've learnt any one of these Algol family languages, you've really learnt them all.
The data types are again similar. There are the standard integer and real numbers, and characters.
In computer science, a high-level programming language is a programming language with strong abstraction from the details of the computer. In comparison to low-level programming languages, it may use natural language elements, be easier to use, or may automate (or even hide entirely) significant areas of computing systems (e.g. memory management), making the process of developing a program simpler and more understandable relative to a lower-level language. The amount of abstraction provided defines how "high-level" a programming language is.

ICAC-1604158

A Review of Mobile IP

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Abstract- The Mobile Internet Protocol (Mobile IP) is an extension to the Internet Protocol proposed by the Internet Engineering Task Force (IETF) that addresses the mobility issues. In order to support un-interrupted services and seamless mobility of nodes across the networks (and/or sub-networks) with permanent IP addresses. The convergence of three technology paradigms, viz. light-weight portable computers, the spread of wireless networks and services, and the ubiquitous Internet, aimed at allowing users the freedom to connect to the Internet at any time and in any place, to read email, query databases, retrieve information from the web or to entertain themselves, makes mobile computing a very promising prospect as well as a very formidable challenge. This paper details the mechanism of operation of Mobile IP network protocol, designed and developed to enable efficient and effective communication between a mobile host and a remote server.

ICAC-1604159

Sensor Motion Detector Technology

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Abstract- This paper provides a technological assessment of future of the motion sensing technology. Motion sensors and detector have been around since the seventies and are designed to provide effective security. A motion detector is basically designed to detect the motion or the movement in a particular area. The term motion Sensors can be used to refer to any kind of sensing system which is used to detect motion. A technological advancement have improved the functioning of motion detectors. Motion detection is the process of detecting a change in position of an object relative to its surroundings. A motion detector is integrated component of a system that automatically alerts a user of motion in an area. A electronic motion detector contains an optical, acoustic sensor and in many cases a transmitter.

ICAC-1604160

Intel Core I7 Processor

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Abstract- The Intel Core i7 processor is the latest in cutting edge processor with fastest, intelligent, multicore technology for the desktop PC and for Laptop PCs also. Intel Core i7 processor delivers four complete execution cores within a single processor, delivering unprecedented performance and responsiveness in multi-threaded and multi-tasking business and home use environments.
Over clocking the core i7 processors also seems to be easier. Servers will also likely benefit greatly from using an i7 - the memory bandwidth is simply insane. Core i7 is first processor using Nehalem Micro-architecture, with faster, intelligent, multi-core technology that applies processing power where it's needed most, new Intel Core i7 processors deliver an incredible breakthrough in PC Performance. They are the best desktop processor family on the planet. It is the combination of Intel Turbo Boost technology and Intel Hyper-Threading technology, which maximizes performance to match our workload.

ICAC-1604161

SPARQL Optimization Using Heuristic Approach

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Abstract- The concept of semantic web was introduced by Sir Tim Berner-Lee, inventor of the WWW, URIs, HTTP and HTML. The semantic web is a development and addition of the existing web that allow computer to manage information and data. The idea of the semantic web is still undergoing research and development. There is a great demand in a web that has the impending proficiency to 'discern' and 'comprehend'. Semantic web is generally connected to database which is distributed in the form of RDF (Resource Description Framework). RDF is a mark-up language for describing information and resources on the web. A language known as SPARQL (Simple protocol and RDF query language) is basically used for retrieving an RDF data. In this paper we have illustrated SPARQL semantic along with the approaches used for optimizing SPARQL query also shown comparative study of SPARQL and SQL twinkle tools for better understanding. Further we have shown optimization comparison of SPARQL and SQL using heuristics rules along with cost based optimization technique.

ICAC-1604162

Unmanned Aerial Vehicles:A Review

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Abstract- Unmanned Aerial Vehicles (UAVs) or Drones as in simple languages are the aircrafts that fly without any human being Onboard. In the last few years this technology have evolved from performing a simple role/mission to multiple role in daily life. Like in Military these aircrafts are used for Surveillance, Monitoring, tracking and destroying a Target by using Advance technology. On the other hand these aircrafts are used in Search operations whether we have to search for a person or any suspicious objects in a Location. Even Nova sent the Dove to find whether the flood ended or not instead of risking his life by leaving the ark. Similarly in the same way UAVs can be sent to investigate areas without risking the Human life.A distinct advantage of UAVs is their cost-effectiveness. They can be produced and operated at lower costs compared to the cost of manned aircraft. This project is concerned with the development of an Unmanned Aerial Vehicle. What changes can be bought in the design so that it can serve in other fields too. Like Logistics, Transportation and As a support system for the Soldiers in the battlefield.

ICAC-1604163

Gi-Fi Technology

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Abstract- For many years cables ruled the world, optical fibres played a dominant role for its faster transmission but installation of cable caused a greater difficulty and lead to wireless access. Foremost of this is bluetooth then Wi-Fi followed it. But the mans continuous quest for even better technology led to the introduction of new ,more up-to-date standard for data exchange rate i.e. Gi-Fi.As there is no recent developments which transfer data at faster rate, as Video information transfer taking lot of time.
This leads to introduction of Gi-Fi technology it offers some advantages over Wi-Fi, a similar wireless technology. It was developed at the National Information and Communication Technology Research Center in MELBOURNE, AUSTRALIA.
The reason for pushing into Gi-Fi technology is because of slow rate, high power consumption, low range of frequency operations of earlier technologies i.e. Bluetooth and Wi-Fi.The purpose of this Research paper is to show the future scope of Gi-Fi technology.

ICAC-1604164

Sentiment Analysis: The Need for Understanding Current Trends and Its Improvisation

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Abstract- Web-blogging is the latest online publishing trend used for feedbacks and both kind of formal and informal knowledge sharing. Internet being a huge landscape has provided a multi-dimensional perspective to monitor sentiments related to various trends. We have used twitter for monitoring the sentiments of people engaged in different perspective throughout the world with respect to various current flashing trends like Politics, Movies, Science, etc. We describe several groups on new data sets based on group postings indicating a strong representation of the viewpoint to the original post. We would be enlightening requirements of more rigorous tools to be employed for improvising the current tool.

ICAC-1604165

Swarm Intelligence

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Abstract- Swarm intelligence deals with systems composed of many individuals that coordinate using decentralized control and self-organization. In particular, it focuses on the collective behaviors that result from the local interactions of the individuals with each other and with their environment. It is an emerging field of biologically-inspired artificial intelligence based on the behavioral models of social insects such as ants, bees, wasps, termites etc. Swarm Intelligence principles have been successfully applied in a variety of problem domains including function optimization problems, finding optimal routes, scheduling, structural optimization, and image and data analysis.

ICAC-1604166

E- Voting System

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Abstract- The election system is the pillar of the every democracy. The democratic administration is totally dependent on the results of the election. The election process provides the right to every citizen of a country to choose from a list, to elect or to determine. The main goal of voting (in a scenario involving the citizens of a given country) is to come up with leaders of the people's choice. Who can guide the democratic system towards the welfare of the society? The voting system has observed many effective changes over the past few decades, right from the traditional paper ballot voting to electronic voting and now towards the online voting. The voting system is improving step by step, advancement in the new system eliminates the drawbacks of the previous system. Every system tries to overcome the loop holes of the previous system. The primary goal of this paper is to understand the traditional voting system with the recently proposed voting system. One hopes that in this way the voting process becomes faster, cheaper, more convenient, and also more secure.

ICAC-1604167

A Review Paper on Big Data & Hadoop

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Abstract-At present scenario people are too much addicted of social networking sites that contain line feeds data; posted pictures, status randomly posted by the people, and is the big data and if we talk about to the real world then the data managed by the server is also the example of big data. The terminology is used when the size and performance requirements for data management become significant and the design and decision factors for implementing a data management and analyzed system. For some organizations, facing hundreds of gigabytes of data for the first time may trigger a need to reconsider data management options. For others, it may take tens or hundreds of terabytes before data size becomes a significant consideration

ICAC-1604168

One More Cyber Security is there: It Is Two Thing

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Abstract- Usability is arguably one of the most significant social topics and issues within the field of cyber security today. It is the need for confidentiality , integrity availability and other concerns and it is a basic need for digital eniromental . As security features are exposed to wider cross-sections of the society, it is imperative that these functions are highly usable. This is especially because poor usability in this context typically translates into inadequate application of cyber security tools and functionality, there by Ultimately limiting their effectiveness. With this goal of highly usable security in mind, there have been a plethora of studies in the literature focused on identifying security usability problems and proposing guidelines and recommendations to address them. Our paper aims to contribute to the field by consolidating a number of existing design guidelines and defining an initial core list for future reference.

ICAC-1604169

Security Issues in Mobile Computing

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Abstract- In this paper, we discuss operational and security issues arising from the use of mobile components. In the present mobile communication environment, lot of research is going on, to improve the performance of issues like handoffs, routing etc. Security is another key issue that needs to be considered, which comes into picture once the communication channel is setup. Many security protocols are being proposed for different applications like Wireless Application Protocol, 802.11 etc. most of them are based on the public and private key Cryptography.

Laptop computers, cell phones, mobile data storage devices, and similar mobile computing and communication devices have become very popular because of their convenience and portability. This has led to the creation of a new computing platform called mobile computing. However, the use of such devices in this new platform is accompanied by new security risks that must be recognized and addressed to protect the physical devices, the communication medium, and the information used. In this viva report security issues introduced by mobile computing has been discussed, and a summary of current existing security measures is given.

ICAC-1604170

Project Loon

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Abstract- The internet is one of the most transformative technologies of our lifetimes. But for 2 out of every 3 people on earth, a fast, affordable internet connection is still out of reach. And this is far from being a solved problem. “project loon” is one such initiative taken up by Google to solve mentioned problems. Team loon believes that it might actually be possible to build a ring of balloons, flying around the globe on the stratospheric winds, that provides internet access to the earth below. They have built a system that uses balloons, carried by the wind at altitudes twice as high commercial planes, to beam internet access to the ground at speeds similar to today’s 3G networks or faster.

ICAC-1604171

Mobile Number Portability

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Abstract- Mobile Number Portability (MNP) requires that mobile telephone customers can keep their telephone number-including the prefix-when switching from one provider of mobile telecommunications services to another. Mobile Number Portability, allow you to switch your mobile phone operator from one mobile phone network provider to another mobile phone provider and keep your existing mobile phone number this also applies if you are crossing states across the country. You can switch your mobile phone operator or stay with the same operator in another state. This will prevent you from incurring roaming charges

ICAC-1604172

iCloud

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Abstract- Apple introduced iCloud in iOS5 as a service to allow applications to store data on Apple's servers and have it synchronized across all devices used by the same person (via their Apple ID). It also has a backup component. The iCloud storage API in iOS5 allow applications to save user documents & application specific data to a central location and access those items from all the user's devices. iCloud helps you store your photos, music, apps, documents, calendars and more. It's an easiest way to manage your content. Apple has built iCloud functionality directly into many of their apps and iOS5. When you take a photo from your iPhone, it can automatically synchronize with iCloud, and be pushed to your iPad and Mac.
You can stop worrying about keeping all of your devices in sync once they are all linked to your iCloud account. Once you connect your device to the internet via a wired or Wi-Fi connection, all of your files will be automatically synchronized. The Backup feature allows you to store your personal data, along with music apps and books purchased from iTunes. You can restore all of your data directly to your device from iCloud, or move it to any new devices you buy.

ICAC-1604173

Performance Analysis of service Broker Policies in Cloud Environment using Cloud Analyst Tool

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Abstract- Many of the new technologies are present in cloud computing for Internet application developers, where shared recourses, data and information are provided to computers and other devices on demand. Previously the deployment and hosting of the application is problem for the developers but now it is easy and cheap to solve this problem in cloud computing. Several cloud providers are available, which are providing selected data centre location at different prize. To overcome this problem a new application was proposed cloud Analyst for cloud environment. It was develop to replicate the large scale cloud application with the purpose of studying the performance of such applications under a variety of consumption configuration. Cloud Analyst tool helps the developers to understand how to distribute the application among the cloud network and services by doing the study of application performance and the incoming from the provider with the use of service brokers.

ICAC-1604174

E-ball Pc Technology

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Abstract-A new concept of pc is coming now that is E-Ball Concept pc. The E-Ball concept pc is a sphere shaped computer which is the smallest design among all the laptops and desktops. This computer has all the feature like a traditional computer, elements like keyboard or mouse., dvd, large screen display. E Ball is designed that pc is be placed on two stands, opens by pressing and holding the two buttons located on each side of the E-Ball pc , this pc is the latest concept technology. The E-Ball is a sphere shaped computer concept which is the smallest design among all the laptops and desktops have ever made. This PC concept features all the traditional elements like mouse, keyboard, large screen display, DVD recorder, etc, all in an innovative manner. E-Ball is designed to be placed on two stands, opens by simultaneously pressing and holding the two buttons located on each side. After opening the stand and turning ON the PC, pressing the detaching mouse button will allow you to detach the optical mouse from the PC body. This concept features a laser keyboard that can be activated by pressing the particular button. E-Ball is very small, it is having only 6 inch diameter sphere. It is having 120×120mm motherboard.

ICAC-1604175

DHCP(Dynamic Host Configure Protocol)

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Abstract- Dynamic Host Configuration Protocol (DHCP) was defined to facilitate automatic configuration of IP addresses and other network parameters to hosts in a network. Efficiency of DHCP's address management is especially important today in part due to proliferation of mobile devices with transient network access patterns and the consequent increased demand on transient IP addresses in open access networks. Unfortunately, DHCP's flexible design makes it susceptible to a variety of misconfigurations. The focus of this work is, therefore, to evaluate the performance and vulnerabilities of DHCP in operational networks today. To this end, we developed a tool called DHCP-Watch that facilitates DHCP-related network debugging and enables better capacity planning. We used this tool to perform first-of-its-kind detailed measurement study of DHCP performance in operational university campus networks. Our measurements revealed various trends of IP address usage. Additionally, we discovered frequent anomalous operations due to network misconfigurations and presence of misbehaving hosts.

ICAC-1604176

Fog Computing

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Abstract-This Fog computing is basically a concept which extends cloud computing theory to the edge of the network. Fog provides data, compute storage and application services to the end-user. This facilitates new variety of application and services. The Internet of Things represents a new age of information and communication technologies from anytime, anyplace connectivity for anybody. Application of fog computing platform is well thought-out as suitable platform for IOTs services and applications are not restricted to the connected vehicles, smart grid and smart cities. Response time and scalability plays an important role in machine to machine communication. The edge computing platform solves this problem by locating small type server namely edge server and devices over the surrounding area of the users and passing to the some of the load of central server and/or user devices

ICAC-1604177

Google Glass –Review Paper

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Abstract- Google has developed a wearable computer with an optical head mounted display (OHMD) in 2013. Glass displays information in a hands-free format. It is a wearable, android devices that resembles a pair of eye-glasses. Google glass can be controlled by natural voice command. Google Glass offers an augmented reality experience by using visual, audio and location-based inputs to provide relevant information. It can do everything else that a smart phone can do. It can do everything from capturing a picture to home automation. In this paper, the applications of the Google Glass will be discussed along with the technologies, such as 4G, Smart Clothing, Smart Grid, that let it performs such cool task.

ICAC-1604178

Semantic Digital Library

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Abstract- Semantic Digital Library offers a service-oriented architecture that explicitly includes a semantic layer which gives primitive services to the applications construct on top of the digital library. From this layer, a specific component is described: the PIRATES framework.

This framework assists end users to complete different tasks concerning the retrieval of the most applicable content with respect to a description of their information needs (like a search query, a user profile, etc). Techniques of user modelling, adaptive personalization and knowledge representation are exploited to build the PIRATES services for fill the gap existing between traditional and semantic digital libraries. We are designing and developing a digital platform that capable of maintaining the semantic meaning of each digital object and its content, of maintaining its authenticity and origin, and of retaining its interrelatedness.

ICAC-1604179

Denial of Service Attacks

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Abstract- Denial of service (DoS) attacks has become a major threat to current computer networks. To have a better understanding on DoS attacks, this article provides an overview on existing DoS attacks and major defense technologies in the Internet and wireless networks. In particular, we describe network based and host based DoS attack techniques to illustrate attack principles. DoS attacks are classified according to their major attack characteristics. Current counterattack technologies are also reviewed, including major defense products in deployment and representative defense approaches in research. Finally, DoS attacks and defenses in 802.11 based wireless networks are explored at physical, MAC and network layers.

ICAC-1604180

MANET: The Mobile Ad-hoc Network

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Abstract- Mobile ad hoc networks (MANETS) are self created and self organized by a collection of mobile nodes, interconnected by multi-hop wireless paths in a strictly peer to peer fashion. DSR (Dynamic Source Routing) is an on-demand routing protocol for wireless ad hoc networks that floods route requests when the route is needed. Route caches in intermediate mobile node on DSR are used to reduce. Flooding of route requests. But with their crease in network size, node mobility and local cache of every Mobile node cached route quickly become stale or inefficient. In this paper, for efficient searching, we have proposed a generic searching algorithm on associative cache memory organization to faster searching Single/multiple paths for destination if exist in intermediate mobile node cache with a complexity (Where n is number of bits required to represent the searched field).The other major problem of DSR is that the route maintenance mechanism does not locally repair a broken link and Stale cache information could also result in inconsistencies during the route discovery/reconstruction phase. So to deal this, we have proposed an optimized cache coherence handling scheme for on-demand routing protocol (DSR)

ICAC-1604181

Eye-Phone

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Abstract- As smartphones evolve researchers are studying new techniques to ease the human-mobile interaction. We propose *Eye Phone*, a novel "hand-free" interfacing system capable of driving mobile.Applications/functions using only the user's eyes movement and actions (e.g., wink). Eye Phone tracks the user's eye movement across the phone's display using the camera mounted on the front of the phone; more specifically, machine learning algorithms are used to: i) track the eye and infer its position on the mobile phone display as a user views a particular application; and ii) detect eye blinks that emulate mouse clicks to activate the target application under view. We present a prototype implementation of Eye Phone on a Nokia N810, which is capable of tracking the position of the eye on the display, mapping this positions to an application that is activated by a wink. At no time does the user have to physically touch the phone display.

ICAC-1604182

Pattern Discovery Technique: Review

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Abstract- A huge number of data mining techniques have been proposed for mining useful patterns in text documents. However effectively use and update discovered patterns are still an open research issue, especially in the domain of text mining. Since most existing text mining methods adopted term-based approaches, they all suffer from the problems of polysemy and synonymy. Over the years, people have often held the hypothesis that pattern (or phrase)-based approaches should perform better than the term-based ones, but many experiments do not support this hypothesis.

This paper presents various innovative and effective pattern discovery technique which includes the processes of pattern deploying and pattern evolving, to improve the effectiveness of using and updating discovered patterns for finding relevant and interesting information.

ICAC-1604183

Issues in Mobile Cloud Computing

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Abstract- Cloud computing evolved through constant integration and adoption of existing networking and communication technologies to actually realize the concept of remote access and ubiquitous computing; it focuses on maximizing the effectiveness of shared resources. Currently, mobile applications and cloud computing is gaining high momentum and playing a significant role in optimization of global connectivity through internet infrastructure and services, which is leading us towards new challenges in computing science. Mobile cloud computing (MCC) provides a platform where mobile users make use of cloud services on mobile devices. Despite great advancements in MCC, users are still concerned about the associated risks of security and privacy issues which is preventing them to adopt MCC environment. Intensive research is in progress for making the MCC environment safe and secure. This paper presents comprehensive research and analysis on various issues related to Mobile Cloud Computing, evaluate possible solutions and its implications on future advancements.

ICAC-1604184

E-Cash Payment System

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Abstract- Cash payment is currently most popular form in conventional payment system in the world. E-cash is a payment system designed and implemented for making purchases over open networks such as the Internet. Now a days the electronic transactions and the use of Internet is rising in our daily life which enables a desireable need of a payment system . Present days electronic payment systems have a major problem, they cannot handle the security and the users anonymity and at the same time these systems are secure on the cost of their users anonymity. An e-cash payment system is one of the evidence of impact of internet and information Communication technology jargons. In this process a consumer/client opens an account with the banking organization or other which could give and receive money in the digital coins form. In the case client's account is deposited in the form of real money, as it is attached to the client's checking account in reality.

ICAC-1604185

Study of Business Process Automation using Workflow Technologies

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Abstract- Business organization uses many areas of business processes to fulfill the overall organizational goals. These processes can be somewhat or entirely automated by using a technology which is known as Workflow Technology. This technology is used to reduce the flow of work for the effective and efficient completion of tasks. In today's era, workflow systems are used to identify, perform, check and manage the flow of work cases within the circulated workplace surroundings. WMS are also used in business process re-engineering. The deliberate significance of business process re-engineering and correlated workflow implementation will lead to the requirement for adequate flexibility of product to manage with current business modifications, certainly this is one of the key motivations behind the use of this technology. This paper discusses about its components, models, architecture, types and variety of application area. Generally there is no specific model to adequately addresses all aspects of a business process. Thus, we develop a family of models by picking distinctive types of resources and structures which is known Information Control Net family. Therefore, it becomes important to understand the requirement to create specific model for implementing Workflow Solution for any business enterprise.

ICAC-1604186

Browser Security

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Abstract- One of the widely used application software is web browser which displays web content to the user. It is used to access different web documents over internet and used for providing electronic transaction services such as e-banking, e-mail, e-commerce, and e-learning etc. Now days web browser are present in computers, smart phones, tablets, smart TV etc. HTTP the main protocol in web is a stateless protocol and in order to track the movement of user, mostly web sites store user data on client computer using web browser. Data stored by web browser is generally compromise's the user privacy, confidentiality, security of system etc. In this paper, we examine the security issues in functionality of web browsers and possible ways for handling them. Extensions in modern web browsers enjoy unlimited power without restraint and thus are attractive vectors for malware. Hackers take advantage of these security lapses in web browsers and create a piece of malware. One such popular malware created for Firefox web browser commonly known as BROWSER SPY. We try to find out all such lapses in web browsers and method for plugging them.

ICAC-1604187

Touch Less Touch Screen

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Abstract- Touch screens were responsible for creating great future. We had to face many problems while working with the touch screen and end scratching up. The result of the frequent touching a touch screen display with the help of a touching device was that there was a gradual de-sensitization of the touch screen to input. This could result in a failure of the touch screen.
To avoid this problem a simple user interface is being developed for touch less control of electrically operated equipment is being developed. Elliptic Labs innovative technology lets you control your gadgets like computers, Mp3 players or mobile phones without touching them.
The touch less touch screen sounds like it would be nice and easy, however after closer examination it looks like it could be quit a workout. This unique screen is made by Touch ko, white Electronics designs, and group 3D.

ICAC-1604188

5 Pen Pc Technology

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Abstract-5 Pen PC Technology" is a recent discovery in the field of Pen computing. Pen Computing is a field that outlines computer like user interface that makes use of Pen like devices that will be convenient to use in comparison to contemporary systems(such as laptops, desktops etc.).5 Pen PC Technology consist of 5 Pen like Devices which are used for providing functions of a CPU, a projector, a virtual keyboard, a camera and a communication functions of a cellular phone .All the 5 Pens are connected to the internet via wireless technology preferably Bluetooth i.e 802.11 BG. The whole set of 5 Pen technology is connected to the internet via the cellular phone pen. 5 Pen PC Technology is also known as P-ISM i.e Pen-Style Personal Networking Gadget Package is nothing but the new discovery, which is under developing stage by NEC Corporation. This personal gadget in aminimalist Pen Style enables the ultimate ubiquitous computing.

ICAC-1604189

Zettabyte File System

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Abstract- In this paper we describe a new file system that gives strong data integrity guarantees, simple administration, and huge capacity. We show that with a few changes to the standard high-level file system architecture — including a rebuild of the interface between the file system and volume manager, pooled storage, a transactional copy-onwrite model, and self-validating checksums — we can remove many disadvantages of standard file systems. We explain a general-purpose production quality file system based on our new architecture, the Zettabyte File System (ZFS). Our new architecture decrease implementation complexities, acknowledge new performance improvements, and support several useful new features almost as a side effect.
we can understand that the user has probably never lost useful files, run out of capacity on a partition, tried to boot with a damaged root file system, desired to repartition a disk, complex with a volume manager, used up a weekend adding new storage to a file server, tried to increase or shrink a file system, misprint something in /etc/fstab, accomplished silent data corruption, or waited for fsck to finish. While the final few decades of file system research have develop in a great deal of progress in performance and reparability, much room for enhancement remaining part in the field of data integrity and availability and ease of administration and scalability.

ICAC-1604190

A Comprehensive Review on Fundamental Aspects of Modelling Artificial Neural Networks

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Abstract- An Artificial Neural Network (ANN) is an information processing paradigm that is inspired by the way biological nervous systems, such as the brain, process information. The key element of this paradigm is the novel structure of the information processing system. It is composed of a large number of highly interconnected processing elements (neurons) working in unison to solve specific problems. ANNs, like people, learn by example. An ANN is configured for a specific application, such as pattern recognition or data classification, through a learning process. Learning in biological systems involves adjustments to the synaptic connections that exist between the neurons. This is true of ANNs as well. This paper gives overview of Artificial Neural Network, working & training of ANN. It also explain the application and advantages of ANN.

ICAC-1604191

E-Business

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Abstract- E-Business, may be defined as the use of information and communication technologies (ICT) within the enterprise activities generating business. Commerce constitutes the exchange of products and services between businesses, groups and individuals and is seen as one of the essential activities of any business. E-business methods enable companies to push integration of their internal and external data processing systems to obtain more flexible performance, to work more closely with suppliers and partners, and to better satisfy the needs and expectations of their customers and for effective and efficient management of their internal functions. The approach that was followed was to initially carry out a survey of relevant literature and related work on the broad spectrum of e-Business trying to examine not only the technical dimensions of the subject but also the business and the social ones. E-Business has a growing impact on our world and has revolutionized many aspects of human activity. Understanding its wider context is essential. The literature review tries to examine this impact and reach into useful conclusions as to where the project should focus on, in order to be successful. The success and failure factors of e-Business is another issue that is managed to effectively implement e-Business in their operations and others that did not.

ICAC-1604192

Study of LiFi Technology

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Abstract- Li-Fi or Light Fidelity refers to 5G Visible Light Communication systems using light-emitting diodes as a medium to high-speed communication in a similar manner as Wi-Fi. In the days where internet has become a major demand, people are in a search for Wi-Fi hotspots. The Li-fi technology was invented by Professor Harald Hass of University of Edinburgh. Li-Fi has more capacity in terms of bandwidth in visible region therefore it does not poke its nose in other communications which uses radio frequency range, without taking its frequency bands. Li-Fi has thousand times greater speed than Wi-Fi and provides security as the visible light is unable to penetrate through the walls, which propose a new era of wireless communication. The concept of Li-Fi is data communication on fast flickering of light which is not detected by human eye but it is focused on photo detector which converts the on-off state into binary digital data. Such technology has brought not only greener but safer and cheaper future of communication. This paper covers the introductory, evolutionary approach to Li-Fi Technology. It is also going to provide an overview to the Future Aspects of this technology.

ICAC-1604193

A Review of Secure Shell

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Abstract- The Secure shell (SSH) is a protocol for secure remote login and other secure network services over an insecure network. This document describes the SSH transport layer protocol, which typically runs on top of TCP/IP. The protocol can be used as a basis for a number of secure network services. It provides strong encryption, server authentication, and integrity protection. It may also provide compression. Secure Shell (SSH) provides an open protocol for securing network communications that is less complex and expensive than hardware-based VPN solutions. Secure Shell client/server solutions provide command shell, file transfer, and data tunneling services for TCP/IP applications. It offers a good solution for the problem of securing data sent over a public network.

ICAC-1604194

Optimization of Smart Classes Using ICT

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Abstract- In this Paper we will discuss about the ICT Based Smart classes Education system. Information and Communication Technology tools have made the great impact in delivery of higher education that enabled the teachers and students in enhancing their capabilities in teaching, learning and research practices. Hence, it is immense for the universities and Higher Education Institutions to improve the ICT infrastructure and Higher Education Institutions web tools to encourage and exploit the resources and communication facilities among the stakeholders. Provision of smart classrooms is one such facilities that enhance the qualities of teaching, learning as innovative and enjoyable. The university also subscribes a range of e-resources, software and applications, to support the teaching learning environment. In this context, the establishment of smart class rooms would enable the facilities and students to maximize the exploitation of e-resources and thus make the teaching and learning more interactive and as real time environment . And main purpose of this paper is to promote our education and Smart classes to everyone at every place And how ICT help in Smart classes to improve the Education..

ICAC-1604195

Study of Techniques and Tools for Computer Forensics

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Abstract- All over the world, there is an increased amount of criminal activities that involve computing and digital data. Computer forensics applies computer investigation and analysis techniques to help detection of these crimes and gathering of digital evidence suitable for presentation in courts. This new area combines the knowledge of information technology, forensic problems related to computer security and cryptography that are yet to be solved. Available sources of evidence in a windows environment makes types of data are not adequately protected. The integration of these evidences a difficult task. In this paper a Identification, collection, presentation and analysis of data prototype model is developed and implemented to extract the such that integrity of evidence collected is preserved and can be various sources of evidence in windows environment. Presented effectively in the court of law.

ICAC-1604196

Analysis of Algorithms Used In Biometric Using Fingerprint Authentication for 3D Authentication System

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Abstract- In today's era, security has great significance on everyone's forum. Biometric appears as a promising tool for 3D Authentication System to further increase the degree of security. Several biometric features like face recognition, fingerprint recognition, iris recognition, heartbeat recognition etc. are widely used. Biometric allude to metrics related to human characteristics. In computer science, Biometrics authentication is used as a form of identification and access control. Biometric identifiers are reliable and unique for individuals based on their physiological (shape of the body) and behavioural (the pattern of behaviour of a person) characteristics. In this paper, we will analyse the algorithms used in biometrics using finger print authentication for 3D authentication system.

ICAC-1604197

Optimization of 3G, 4G and 5G Searching Attitude in Mobile Services

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Abstract- The objective of this paper is to evaluate the underlying paragraph of third generation (3G) mobile services. Given the success of second generation (2G) mobile communications systems and services, the third generation mobile networks and applications are faced with a lot of expectations such as providing ubiquitous access to online services via mobile terminals. However, 3G technologies and applications have encountered obstacles that have hindered both the technology development and user acceptance. This paper reviews existing literature related to 3G and develops a framework that presents the factors that contribute to the success of 3G. The findings provide insight into the development and of 3G services marketing.

ICAC-1604198

Tech Toys

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Abstract- Child's play may be at risk in today's technologically-oriented society. The limited interactive capacities of high-tech toys constrain the possibilities for cognitive development, interpersonal learning, and the quality of relationships that can be formed. Current high-tech toys change the nature of play, so that the object, rather than the child's imagination, becomes the focus of play. While most children's toys feature adorable references to iconic television shows or display clear-cut shapes or figures, these abstract designs are featuring geometric shapes and intellectual concepts that will truly inspire your children. These creative toy designs are challenging youngsters to look beyond what they initially see, to discover the strategic and often creative uses to these visually abstract designs. From steel-frame rocking chairs that are visually artistic to stackable strategy games that requires thought and patience to complete, these abstract children's toys will certainly provide an intellectual alternative to the other more simple and straight-forward games.

ICAC-1604199

Digital Growth and Cyber Security Issues in India

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Abstract- The spread of the availability of internet and the rise of the mobile phone ownership means more social entrepreneurs are succeeding outside the traditional development system. Digital growth leads to having increasing cyber security issues. The growth is motivated by the Digital India campaign run by the government of India to make the country a digitally empowered country. Promoting digital technology also requires the safety of the data from the intruders that increases the requirements of the cyber security issues. The paper focuses on digital growth parameters and its security issues that arise in India.

ICAC-1604200

Eight Neighbor Pattern in Worst Condition of Environment for Optimal Node Deployment in Wireless Sensor Network

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Abstract- In this paper, we have focused on best, average and worst case of the environmental effect for real deployment of WSN. As we know that WSN is specially designed for those applications where human intervention is very less and human reach is difficult. These applications are designed for harsh and dense environment like forest. In forest like environment, we can see the seasonal effect and changes in density of the environment. Deployment in forest like environment is a very difficult task; we have to identify firstly the communication range of the selected nodes in best and worst scenario of the environmental effects then conclude which one of the regular patterns will give reliable connectivity and robust network.
In this paper, we propose the eight neighbor concept of square pattern for optimal connectivity when communication range in worst case is less or equal to 70% of communication range in best case. This pattern will minimize the cost of network and also help in maximizing robustness of network and 8 reliable links in average case

ICAC-1604201

A Comparison of Various Routing protocols in VANET

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Abstract- Vehicular Ad hoc Network (VANET) is most active research area that provides wireless communication between vehicles moving at high speeds. These networks are self-organized in nature and a key component for future intelligent transportation system (ITS). It is a subclass of mobile ad hoc networks (MANET) but with some different characteristics like high mobility of vehicles, constrained mobility, highly dynamic topologies, frequent disconnections of networks, bandwidth limitation, no power constraints, sufficient storage and unpredictable node density. It is difficult to develop an efficient routing protocol for VANETs. In this research paper, we have discussed some existing ad hoc routing protocols AODV, DYMO and OLSR. Also, we have presented the comparative study of these routing protocols along with their advantages and disadvantages.

ICAC-1604202

Comphrensive Study on Internet of Things for Health Care Application

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Abstract- In this paper we will discuss about the internet of things concept reflecting a connected set of anyone, anything, anyplace, any services and any network and it is shows a communication to other network. These things reflect to the internet application in health care fields. It is in the next generation technologies that impact whole of business spectrum as interconnection of uniquely identifiable smart objects and devices within today's internet infrastructure with extended benefits. Internet of things uses the health care application and here generate the model of health care application and its effects on generations. Health application is very important to the public and here one of these alternatives of this health regarding issues. Using this application we solve the problems.

ICAC-1604203

Artificial Societies and GPU-Based Cloud Computing for Intelligent Transportation Management

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Abstract- Today's It is challenging to establish a accurate mathematical models for complex systems in computational methodology and experiments on them are generally costly or even impossible, making it difficult to analyze, control, and manage them and these methodology are used for complex. The advanced complexes problem in transportation management solved and utilized the GPU Based methodology. The ACP approach provides a way to attack this difficulty and solved the intelligent transportation management problem in societies. However, with the agent technologies for the A (artificial societies) part, the burdens from computing agent behaviors and the algorithms' evaluating process are usually very heavy. Fortunately, computing hardware is going through a revolution with the development of graphics processing units (GPUs). A single GPU can provide numerous threads running together and is suitable for parallel computing. This article focuses on the C (computational experiments) part of the ACP approach. It explains the advantages of cloud computing and GPUs and presents the architectures of the GPU-based cloud computing for the transportation systems

ICAC-1604204

Magnetic Ram

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Abstract- A technique to store data bits with the help of magnetic charges is used in this type of random access memory**.** MRAM is known asmagnetoresistive random accessmemory**.**In this method instead of electrical charge ,magnetic charge is used by DRAM (Dynamic random access memory). It is a non volatile RAM which is under development since 1990s.

ICAC-1604205

A Review of Text Recognition from Real Time Sign Language

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Abstract- Sign language is fundamental communication method. We can recognize the meaning of different signs. It is an appearance based solution that provides methods to recognize text from different signs. The problem occur when different sign occur by different method we generate a unique method for sign appearance and its recognition. Every posture is to be fair for any signs. It can recognize different sign generated by hands, face. For both we have a unique posture. A particular language will be generated by difference posture recognition. We have to generate different method for posture recognition. To improve the accuracy of a system we generate the method for providing accuracy greater than eighty percent. In future system project can be advanced to generate phrases, sentences from different signs.

ICAC-1604206

Future is 6G - Wireless Technology

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Abstract-6G is the company offers fastest wireless network developing in U.K. it is having 10Mbits/s. The area of wireless network is being developed in U.K. The demand of the fast internet is increasing. The users are also increasing. As the wired broadband network provide the high speed but there are some issues: one is the increasing numbers of users which bound the speed of the internet, in wired network the packets are vanished if it has to be travel so long that also limits the speed. In 6G the signal travels through the air. Some reflectors used to redirect the signal. The key idea is to reach direct to the user desktop from the satellite so the internet speed is fairly high in comparison of wired network.

ICAC-1604207

Near Field Communication (NFC) Technology

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Abstract- Near Field Communication, NFC- is one of the latest short range wireless communication technologies NFC provides safe communication between electronic gadgets. NFC-enabled devices can just be pointed or touched by the users of their devices to other NFC-enabled devices to communicate with them. With NFC technology, communication is established when an NFC-compatible device is brought within a few centimetres of another i.e. around 20 cm theoretically (4cm is practical). The immense benefit of the short transmission range is that it prevents eavesdropping on NFC-enabled dealings. NFC technology enables several innovative usage scenarios for mobile devices. NFC technology works on the basis of RFID technology which uses magnetic field induction to commence communication between electronic devices in close vicinity. NFC operates at 13.56MHz and has 424kbps maximum data transfer rate. NFC is complementary to Bluetooth and 802.11 with their long distance capabilities. In card emulation mode NFC devices can offer contactless/wireless smart card standard

CAC-1604208

Mobile Jammer

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Abstract-This report presents the design, implementation, and testing of a dual-band cell-phone jammer. This jammer works at GSM 900 and GSM 1800 simultaneously and thus jams the three well-known carriers in Jordan (Zain, Orange, and Umniah). This project went through two phases:
Phase one: studying the GSM-system to find the best jamming technique, establishing the system design and selecting suitable components.
Phase two: buying all the needed components, drawing the overall schematics, fabricating the PCB layout, assembling the devices, performing some measurements and finally testing the mobile jammer. The designed jammer was successful in jamming the three carriers in Jordan as will be shown at the end of this report

ICAC-1604209

WIBREE (Bluetooth with low Energy)

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Abstract- The technology, developed by Nokia Research Centre the technology was released to public in 10-03-2006, it is today licensed and further included some of the major corporates that is Nordic Semiconductor, Broadcom Corporation, CSR, Epson, Suunto and Taiyo Yuden.Wibree operates in 2.4GHz ISM band with physical layer bit rate of 1 Mbps and provides link distance of 5-10m. Consuming only a fraction of the power used by other radio technologies Wibree uses nRF8001 Bluetooth Smart Connectivity IC. The nRF8001 is a highly integrated single-chip Bluetooth® Smart Connectivity IC.

It combine a fully cooperative Bluetooth Smart v4.0 Radio, Link Layer, and Host stack and features a simple serial interface that carry a wide range of external application microcontrollers. With peak currents as low as 12.5mA and mean currents down to 9μA (for all connection interval), the nRF8001 enables battery lifetimes of months to years from a single cell(coin). The nRF8001 is mostly designed for Bluetooth Smart applications that operate in the immaterial role. Examples include: proximity tags, remote controls, and sports/fitness/healthcare sensors.. So Wibree offering connectivity between mobile devices or technology for small, button cell battery-powered devices such as watches, wireless keyboards, toys and sports sensors. Wibree is designed to work side by side with and complement bluetooth. It can be built into products such as watches, wireless keyboards, sports sensors and gaming, which can then connect to mobile phones and personal computers etc.

ICAC-1604210

Iris Recognition by Neural Network

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Abstract- Biometric methods are security technologies, which use human characteristics for personal identification. Iris recognition systems use iris textures as unique identifiers. This paper presents an analysis of The Iris recognition System .basically biometrics system used to different type method human identification and verification techniques but biometrics is a best medium of identification .iris recognition used to recognize people by iris. I present the new method of iris recognition "iris recognition by neural network". In this method first we collect the iris images and using image processing after this calculate the length of iris from left to right and top to bottom. Finally we use neural network for training and testing purpose .We have selected training algorithm and setting different parameter for training CASIA iris database used in this work. Many types training and testing we get different results. We get best accuracy is 97.5%.

ICAC-1604211

WIMAX

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Abstract- WiMax, the Worldwide Interoperability for Microwave Access is a new technology dealing with provision of data over long distance using wireless communication method in many different ways. Based on IEEE 802.16 WiMax is claimed as an alternative broadband rather than cable and DSL. This paper is a quick technical overview and covers:WiMAX overview(Fundamental Concept; Technology; Standard update) andWiMAX architecture(Network and Node Architectures; Physical Layer; MAC Layer)

ICAC-1604212

3D Optical Data Storage

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Abstract- Storage and retrieval of long data in a relatively smaller space is a challenging task for communication engineer. Now a day's CD's, DVD's, pen derives and hard disk are usually used for this purpose which are not capable holding large amount of data and also retrieval of data takes relatively last time . This study is a small effort to review the storage of data in 3D optical medium which will hold the large amount of data and will make retrieval easier.

ICAC-1604213

Wireless Bluetooth Technology

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Abstract- A Bluetooth ad hoc network can be formed by interconnecting piconets into scatternets. The constraints and properties of Bluetooth scatternets present special challenges in forming an ad hoc network efficiently. Bluetooth provides a short range wireless communication between devices making it convenient for users and thus eliminating the need for messy cables. According to Bluetooth Special Interest Group (2006), .Bluetooth wireless technology is the most widely supported, versatile, and secure wireless standard on the market today.. Bluetooth operates in the open 2.4 GHz ISM band and is .now found in a vast array of products such as input devices, printers, medical devices, VoIP phones, whiteboards, and surveillance cameras.

ICAC-1604214

Smart Quill: A Prototype

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Abstract-In this paper, Smart Quill that contains sensors which record movement by using the earth's gravity system. A pen that can remember the words that it is used to write, and then transform them into computer text irrespective of the platform used. This pen is used to records the information inserted by the user. It works by measuring the pen's movements and matching them to the movement that produce the words. User can use any platform for writing like paper, screen or even air. The pen will power down after certain period of no movement, so there is no switch on and off button. It Supports Speech Recognition.
This Smart Quill prototype records writing on paper for radio transmission to a pocket pc, desktop, cell phone or tablet computer

ICAC-1604215

A Review: Wireless Security

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Abstract- In coming yearssecurity and wireless communication are remaining an interesting topic. Both are represented as the need of use and flexibility of communications in the computer world without jeopardizing the communicated content. This paper helps us to understand the key of security concepts, wireless networks, and security over wireless networks. Wireless security is determine by explaining the main specifications of the common security standards Also, it describes the concept of WLAN (Wireless Local Area ss Network) and its security specifications. Finally, it gives the sums of thoughts and suggestions about wireless security

ICAC-1604216

3D Doctor

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Abstract-3D-DOCTOR Software is used to extract information from image files to create 3D model. It was developed using object-oriented technology and provides efficient tools to process and analyze 3D images, object boundaries, 3D models and other associated data items in an easy-to-use environment. It does 3D image segmentation, 3D surface modeling, rendering, volume rendering, 3D image processing, disconsolation, registration, automatic alignment, measurements, and many other functions.3D-DOCTOR supports both grayscale and color images stored in DICOM, TIFF, Interfile, GIF, JPEG, PNG, BMP, PGM, RAW or other image file formats. 3D-DOCTOR creates 3D surface models and volume rendering from 2D cross-section images in real time on your PC. Leading hospitals, medical schools and research organizations around the world are currently using 3D-DOCTOR

ICAC-1604217

Blue Brain

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Abstract- Today, scientists are in research to create an artificial brain that can think, respond, take decision, and keep anything in memory. The main aim is to upload human brain into machine. So that man can think, take decision without any effort. After the death of the body, the virtual brain will act as the man. So, even after the death of a person we will not lose the knowledge, intelligence, personality, feelings and memories of that man that can be used for the development of the human society. Technology is growing faster than everything. IBM is now in research to create a virtual brain, called "Blue brain".
If possible, this would be the first virtual brain of the world. IBM, in partnership with scientists at Switzerland's Ecole Polytechnique Federale de Lausanne's (EPFL) Brain and Mind Institute will begin simulating the brain's biological systems and output the data as a working 3-dimensional model that will recreate the high-speed electro-chemical interactions that take place within the brain's interior. These include cognitive functions such as language, learning, perception and memory in addition to brain malfunction such as psychiatric disorders like depression and autism. From there, the modeling will expand to other regions of the brain and, if successful, shed light on the relationships between genetic, molecular and cognitive functions of the brain

ICAC-1604218

Loon project- A Technique to resolve problem of network in Disaster Management

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Abstract- In this advance world where entirety is linked together with the assistance of internet it has been truly supposed that internet has become an unavoidable part of human life. Unceasing efforts have been made for healthier connectivity and exclusive number of users to be increased day by day but still according to the survey done by Google 2/3 rd of earth's total population is not having internet access. This article gives an overview of a BALOON-POWERED network for connectivity. Currently we either use wireless network services or connect through wires. Sometimes society or community faces many problems related to network or signals, and mostly this occurs at the time of a DISASTER. This problem can be solved by using the LOON PROJECT. It is a newly started research & development project which has been developed by GOOGLE with the mission of providing network and internet access to remote areas even at the time when due to some uncertain events (disaster), network access gets stopped. It is designed with the technology which avoids usage of expensive fibre cables that were Earlier being laid underpulverized to allow users to connect internet or with the network.

ICAC-1604219

Client and Server

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Abstract-Client- server is a system that performs both the functions of client and server so as to promote the sharing of information between them. It allows many users to have access to the same database at the same time, and the database will store much information. This paper will provide information about client-server model in terms of its introduction, architecture, recent development and issues. Client/Server is a term used to describe a computing model for the development of computerized systems. This model is based on the distribution of functions between two types of independent and autonomous processors: servers and clients. A client is any process that requests specific services from server processes. A server is a process that provides requested services for clients. Client and server processes can reside in the same computer or in different computers connected by a network. the architecture of the Web is the Client-Server model, in which as a result the communication between the client and server is the first thing we should be concerned about. Client/server system has increasingly minimized application development time by dividing functions of sharing information into both the client and server. The client is the requester while the server is the provider of service. In most client-server environment, the data processing is handled by the server, and the results are returned to the clients, which is made to speed up the rate of performance

ICAC-1604220

Virtual Keyword

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Abstract- Computing is now not limited to desktops and laptops, it has found its way into mobile devices like palm tops and even cell phones.But what has not changed for the last 50 or so odd years is the input device, the good old QWERTY keyboard. Virtual Keyboard uses sensor technology and artificial intelligence to let users work on any surface as if it were a keyboard. Virtual Devices have developed a flash light size gadget that projects an image of a keyboard on any surface and let's people input data by typing on the image. The Virtual Keyboard uses light to project a full-sized computer keyboard onto almost any surface, and disappears when not in use. Used with Smart Phones and PDAs, the VKEY provides a practical way to do email, word processing and spreadsheet tasks, allowing the user to leave the laptop computer at home.

ICAC-1604221

MIDI (Musical Instrument and digtal Interface)

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Abstract- MIDI (Musical Instrument Digital Interface) is a communication protocol that allows digital instrument to interact with each other and with computers. MIDI has become the primary digital production tool for musicians since its invention in 1983. A MIDI file contains, no sounds, just instructions describing the notes played in a performance and related information. It is a efficient method for representing musical performance information. It is hardware and software specification for allowing electronic musical instruments that is a Computers to communicate with each other. A large percentage of professionals working in new media have a background in the field of music, and many of them had their first creative experience with computers using MIDI.

ICAC-1604222

Open Source Creative Suite

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Abstract- Proprietary software can be expensive, but that is not only option. Open source creative suits are the alternatives to the expensive software we have been buying. The expensive software are loaded by dozen of features certainly looks impressive but most of them are of no use. Open source creative suits provide us the environment of cheaper or free alternate software's we have been buying especially when it comes to Multimedia editing, Raster page editing, Graphics editor, Open source video editing, Audio editing, DVD authoring, PDF editing, Web design and development toolkit, Desktop publish software Open source post production tools e.t.c

ICAC-1604223

Performance Review of Clustering Techniques for Customer Behaviour Analysis

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Abstract- In real world, customer behaviour is changing and evolving over time. Customer clustering is utilized to know about behavioural patterns of customers so that industry or organization can make their marketing strategies according to the customers' preferences and retain them. The retail industry collects large amounts of data on sales, customer purchasing history, items and service with effortless utilization of modern computing technology. This paper define the utilization of clustering data mining technique to help retailers to identify customer profile and patterns for a retail store, to improve better customer satisfaction and retention.

ICAC-1604224

Impact of Impairments on Optical Networks

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Abstract- Optical networks have emerged as a solution to the rapidly increasing demands. Now, the optical data is transmitted over long distances without the need for O-E-O conversion as the data is directly transferred in the fiber as an optical signal. Crosstalk is the major limitation with all optical networks, which results from the intermixing/leakage of signals routed in optical switches with the desired signal. Optical components such as cross-connectors, routers, and add-drop multiplexers are prone to crosstalk. Crosstalk is divided into two types Linear and Non linear crosstalk. Intra-channel crosstalk results from the crosslink of signals with the same wavelength as the transmitted signal. Furthermore, depending on the phase noise of the signal and interferers, crosstalk can also be classified as coherent and incoherent. Inter-channel crosstalk occurs when the transmitted signal and interferers have different wavelengths. Routing and adding-dropping signals in optical networks are a key factor to get high flexibility and transparency of the system. The effect of crosstalk in optical components is explained in this paper and, in particular optical crosstalk regarding cross connectors and add-drop multiplexer is presented.

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Comparative Study of Big Data Analysis and Applications in Public Cloud

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Abstract- The size of the data is growing exponentially with the growth of the enterprises. For the purpose of decision making in an organizations, the need of processing and analyses of large volume of data is increases. The various operations are used for the data processing that includes the culling, tagging, highlighting, searching, indexing etc. So the complex problem is how to analyze the data and store the data. Today we have face this problem in industries, banking, government sectors, business area and companies. We can reduce this problem to analysis the data and applications in public cloud with the help of hadoop. The main objective of this study is analyzing the data and applications in public cloud.

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Data Processing Mechanism to Optimize the Performance of Homogenous Distributed Network

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Abstract- In Distributed Networking two or more computers or devices are connected with each other for the purpose of data sharing and resource sharing using any communication medium. The communication medium can be wired or wireless. In distributed network an application runs on a single computer can be accessible on every terminal connected to the same network. In client server architecture data packets travel from one computer to another computer and processed on distributed network. These data packets travel source to destination via a specified route defined by routing algorithm. If numbers of data packets are equal to and/or less then the number of available processors, data packet can processto any of the available processor in distributed network. But the numbers of data packets are greater than the numbers of processors then the problem will rise in regards to data processing. The problem of data processing for 'm' number of data packets to 'n' processors (m>n) in a distributed network is addressed here through a new modified data processing mechanism in a distributed network. The model, presented in this research defines the processing logic for data packets so they can be process on the respective processor to increase the performance of the distributed network. The model addressed in this research is based on the consideration of processing time of the data packet to the processors. Presented data processing mechanism will also ensure the processing of all data packets so that none of the data packets get remains unprocessed in the distributed network.

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Proposed Cloud based Framework for implementing EHealth services in Uttarakhand

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Abstract- For E-HEALTH initiatives in Uttarakhand the proposed E-HEALTH framework may allow better sharing of patient's health information among multiple government departments, locally as well as at remote and hilly locations in state. This sharing can be possible by designing better and effective techniques for collecting the information about patient's health.
In view of above aspect we are trying to propose a framework based upon various tools of cloud based computing, an emerging technology based upon ICT tools. Using of various browsers and smart phones at citizen level has also emphasized in the proposed framework of EHealth in Uttarakhand.

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A Study of Computational Resource allocation for Mobile Agent System

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Abstract- Mobile systems have limited resources restrictions may be increased by resource allocation sending heavy computation to resourceful servers and receiving the results from these servers, such as battery life, network bandwidth, storage capacity and processor performance. This study paper provides many issues related to resource allocation which has been investigated in the past decade. An overview of the background, techniques, systems, and research areas for computational allocation. The paper finds the stability properties of a system of multiple mobile agents with double integrator dynamics . Specifically, in this second part, it is found that the topology of the control interconnections between the agents in the group varies with time .The control law of an agent depends on the state of a set of agents that are within a certain neighborhood around it. Moreover, the agents move around this set changes, giving rise to a dynamic control interconnection topology and a switching control law. This control law consists of a combination of attractive/repulsive and alignment forces. The former ensure collision avoidance and cohesion of the group and the latter result to all agents attaining a common heading angle, exhibiting flocking motion. Despite the use of only local information and the time varying nature of agent interaction which affects the local controllers, flocking motion is established, as long as connectivity in the neighboring graph is maintained.

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Cloud computing: Establishing link between business needs and prevalent system measures

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Abstract- On one side flexible and cost effective nature of cloud based technology is driving Small and Medium Scale companies (SMEs) towards it and at the same time risk of loss exposures due to a number of issues like performance, security, privacy, vulnerabilities, data portability etc. hinders the cloud adoption. The study attempts to identify and analyze the loss exposures in cloud adoption by performing SWOT analysis of various cloud adoption factors and designing a framework of risks associated with cloud computing based on that.