Abstract- In recent years the mobile has become the valuable part of the human beings. It is necessary for human beings to have a powerful device which will provide all the facilities other than basic facility available in mobile phones. Android provides such functionality which enables the developers to design such applications which will make a simple mobile to smart one. The proposed system is going to provide the facilities to the users when user is newer to any place through the application named places directory. Another application of proposed system is shortest path is going to provide the service to user by mining the shortest distance between source and destination.

I. INTRODUCTION

Context-awareness can improve the usefulness of automated reminders. However, context-aware reminder applications have yet to be evaluated throughout a person’s daily life. Mobile phones provide a potentially convenient and truly ubiquitous platform for the detection of personal context such as location, as well as the delivery of reminders. We designed Place-Its, a location-based reminder application that runs on mobile phones, to study people using location-aware reminders throughout their daily lives. We describe the design of Place-Its and a two-week exploratory user study. The study reveals that location-based reminders are useful, in large part because people use location in nuanced ways.

Every day we use special messages in order to help us remember future tasks. These messages, known as reminders, take many forms, such as post-it notes, emailing oneself, to-do lists, and electronic calendar alerts. For example, a student may send himself an email to remind himself to bring a book for class the next day. Reminders can be more helpful when rich contextual information is used to present them at appropriate times in appropriate places. A grocery list reminder is more helpful while passing the supermarket en route home from work, rather than while at work or after getting home. Several context-aware systems have prototyped reminder applications, but the evaluation of applications built on these systems has only been conducted in limited areas. In a recent pilot study on location-based reminders, we found that the reminders that people wanted extend beyond life in the research lab into all aspects of their personal lives. In particular, people often set reminders because the current context, both physical and social, prohibited completing the activity at the time. Therefore, our ability to understand the role of contextual reminders in a perPlace-Its: A Study of Location-Based Reminders on Mobile Phones 233 son’s natural setting depends on a ubiquitous system being available consistently in a person’s life.

The system is the only android application which is able to do the two main things first to trace friends and second one set the dynamic reminder. The system is based on the GPS facility provided in the android mobile. Using the system se can add the friends to the list, can make groups, can add the friends to the group, delete the friend from the list or group; as well as we add the friend to the list it sends the request to friend and once he confirmed the request then we can trace the location of him any time only the thing is that the GPS of both should be on. We are doing the mobile to mobile connection using the text messaging so that the both mobiles should be able to send the text messages.

When we want to add some event to the reminder list which is based on some location for ex we have to go to class at a particular then we set the time according to the distance from source location to target location, but at the same day if we at another place and it takes more time to reach up to the class, then the reminder should be remind before according to the time from our current location and target location. Our system provides this facility we can add such types of reminder, and it will remind according to the time required to reach. It is also GPS based so that it should be on.

Being in the era of Generation IV systems and technology is growing and changing at almost every nanosecond. Smart Phone’s and Palmtops are also no exception for the same. Everywhere we keep on listening the word Android & Maps which is at its pick of success amongst youngster. Due to rapid growth and huge changes in Android, we decided why not to design an application which can user prone as per their need. So, we designed a set of multiple applications like Place Marking, Shortest Path Strategy & Weather Predictions for Next 4 days. These applications work with co-ordination with Google Maps in live environment to keep track of the Places and points of interest as per user for future use.
II. EXISTING SYSTEM AND PROBLEM DEFINITION

The functions to be expected from the system include:
Track the location of a friend anytime.
Maintaining security while getting & sending location. Dynamic reminder according to required time to reach target location. In the existing system we can trace the location of another through the server, there is no direct way. Also every phone has the reminders but all are static, it means that we have to set the time to remind.

III. PROPOSED SYSTEM

In the existing system we can trace the location of another through the server, there is no direct way. Also every phone has the reminders but all are static, it means that we have to set the time to remind. There are various software development approaches defined and designed which are used/employed during development process of software, these approaches are also referred as “Software Development Process Models” (e.g. Waterfall model, model, iterative model, Agile development etc.). Each process model follows a particular life cycle in order to ensure success in process of software development. Software life cycle models describe phases of the software cycle and the order in which those phases are executed. Each phase produces deliverables required by the next phase in the life cycle. Requirements are translated into design. Code is produced according to the design which is called development phase. After coding and development the testing verifies the deliverable of the implementation phase against requirements. Here the Agile development cycle for the development of the code of the proposed system. A key principle of agile development is that testing is integrated throughout the lifecycle, enabling regular inspection of the working product as it develops. This allows the product owner to make adjustments if necessary and gives the product team early sight of any quality issues.

IV. OPERATING ENVIRONMENT AND SOFTWARE USED

The basic requirements for the system to operate efficiently. The requirements ensure the functioning of the system as expected and desired. Operating System to build App Windows XP/7/8 Java SE 6 Software Development Kit Eclipse 3.6.2 (Helios) IDE for Java Developers Android SDK versions 4.x ADT (Android Development Tools) Plug-in for Eclipse

To run the application in the android mobile there must be GPS & internet on in every mobile, Also mobile must be able to send SMS.

V. RELATED WORK REVIEW

The idea of using location information in context-aware applications is not new. Much work has been done in the past in context-aware prototypes that have all shown location to be a useful element of context. The Forget-me-not project was one of the pioneering efforts in the area of context-aware reminders. Forget-me-not employs a small PDA-like device that associates different items of interest with icons to help the person remember various tasks they need to attend to [1]. ComMotion is a more recent example of a context-aware system, supporting reminders that utilize location as contextual information. Using GPS technology for location-sensing, people could set reminders around certain locations, with given time constraints. When the person was near that location and the timing constraints were satisfied, they would be alerted with an audio alert. Cybreminder [2] took these ideas a step further, developing a reminder application based on the Context Toolkit [3] that focused on using a variety of context information, including location, to determine when best to trigger reminders. This project focused on abstracting hardware technology away from the developer. Thus, it was able to create a fully featured reminders application taking into account a variety of contextual
information. This toolkit relies on the existence of special sensing hardware that limits its ability to be deployed ubiquitously. Equations

VI. SELECTED PRINCIPAL ALGORITHM

For the Mobile to Mobile communication we will use SMS service, which overcome the drawback of intermediate server. To maintain the secure SMS communication we will use AES Encryption.

When Friends mobile get the request for location, then it sends the encrypted location parameters to other mobile and other mobile decrypt it to get location parameters and if successfully decrypted the show the map.

CONCLUSION

The system can perform the following operations and the future scope also relies on the functioning of the system as expected.

The system is able to trace the location of a friend, and then this information is processed to be displayed on the users phone.

The system is able to trace the location of a group of friends on one screen; the group function is a feature of this system which sets it different from previous projects in the same area. The other different feature of the system is the ability to set dynamic reminder according to the user’s needs.

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