NearByMe

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Abstract:
The current position of the person was acquired by a Global Positioning System which is integrated in the map and the location coordinates are sent through services provided by the network. The data are sent using Post method of the protocol, the data at server side are stored in a database tables and can be retrieved as request for position browsing on map.

Keywords: acquired, coordinates, retrieved, database, protocol

I.INTRODUCTION:

Security is very important in some activities. Walking or climbing, paragliding are those where accidents can be serious or fatal. Having the possibility to follow physically the position of a person on regular basis can be comfortable for family, relatives or others. The project is meant to propose a simple and portable solution for people to get traced location during a trip. The application is *web based* and should be available for every people who have the possibility to

1.Register person details information.
2.Person has validation and authentication.
3.Person connects with local server.

This concept is not new and a lot of features involving distance are available on the location.

The concept of this project is a bit different. We are not focusing on" where are we?" but more on" where she/he is?" For this the idea is to use map coordinates and send them to a server able to record them under the account of a register user (tracked person). Then from a web client, the user can be followed on a map.

Modules:
1)Admin
2)User
1)Admin:
Admin can add the locations of the particular things. That can be accessed by the user. Admin can check the user who have registered with the our system.
2)User:
User can see the locations of the nearest of them. And can make profile and update that profile etc.

II. WORKING:

Figure.1. a):login form and registration form

IDENTIFICATION OF NEED:

This is the most indispensable phase of the system which is to be developed; in this firstly we have mentioned our need which we want to develop. Here, the need and specification phase of system analysis is done to exactly find out the need and the requirements by the customers, and hence all the requirements is collected by the customers.

PRELIMINARY INVESTIGATION:

To evaluate and to define the problem in hand quickly, the preliminary investigation is carried out, to see if it is worthy of the following study and also it suggests some courses of actions if possible. Following steps are involved in the preliminary investigation:
a. The Problem Understanding
b. Determining the project boundaries and constraints
c. Feasibility study
d. Estimation of the time and cost.
e. Documentation of Preliminary Report.

FEASIBILITY OF STUDY:

Feasibility study generally determines the need and solutions considered to accomplish the requirements are practically implementable in the software or not, information such as availability of the resource, estimation of cost for the development of the project and the cost which would be incurred on maintenance of the project is carried out in feasibility study.
There are different types of feasibility:
a. Technical Feasibility
b. Operational Feasibility
c. Economic Feasibility
Operational Feasibility:

PROJECT PLANNING:

It is a process which includes the activities required for the successful completion of the project. Project planning generally prevents obstacles that arise in the project such as non-availability of the resources and it also determines project constraints. Planning is generally done by the project and admin. admin is responsible for user whereas the project management is responsible for making decisions and planning. In this system also planning is executed for developing the whole project and meeting the requirements of the user.

III. FLOW:

DATA FLOW DIAGRAM:

In an Information system, the flow of the data around the system is graphically represented by the data flow diagram. A graphical tool used to describe and analyze the moment of data through a system manual or automated including the process, stores of the data and delays in the system. Data flow diagram the central tool and the basis from which other components are developed. DFDs are the model of the proposed system. They clearly show the requirements on which the new system should be built. Later during the design activity this is taken as the basis for drawing the system's Structure charts. The various components of DFDs are:

Dataflow:
Data movement form the source to destination is shown by the arrows.

Process:
The various activities and the actions performed on the data is represented through circle..
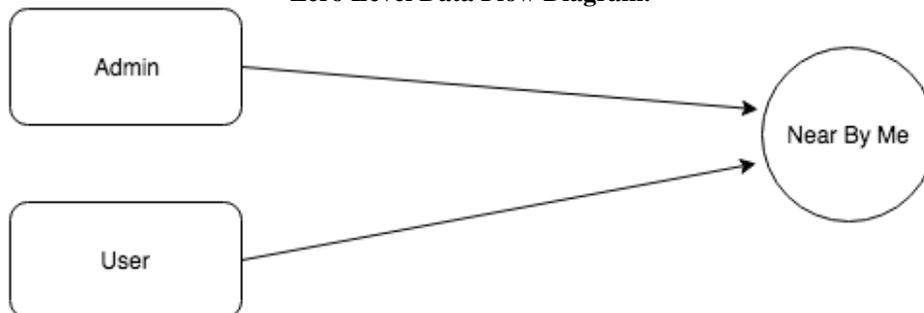
Entities:
External sources or information of the data is represented by rectangle.

Zero Level Data Flow Diagram:

E-R DIAGRAM:

An E-R model is an abstract way to describe a database. Describing a database usually starts with a relational database, which stores data in tables. Some of the data in these tables point to data in other tables - for instance, your entry in the database could point to several entries for each of the phone numbers that are yours. The ER model would say that you are an entity, and each phone number is an entity, and the relationship between you and the phone numbers is 'has a phone number'. Diagrams created to design these entities and relationships are called entity–relationship diagrams or ER diagrams. Entity Relationships are three kinds:
1. One-One
2. One-Many

3. Many-Many

USE CASE DIAGRAM:

To model a system the most important aspect is to capture the dynamic behaviour. To clarify a bit in details, dynamic behaviour means the behaviour of the system when it is running operating. So only static behaviour is not sufficient to model a system rather dynamic behaviour is more important than static behaviour. In UML there are five diagrams available to model dynamic nature and use case diagram is one of them.

Now as we have to discuss that the use case diagram is dynamic in nature there should be some internal or external factors for making the interaction. These internal and external agents are known as actors. So use case diagrams are consists of actors, use cases and their relationships.

The diagram is used to model the system/subsystem of an application. A single use case diagram captures a particular functionality of a system. So to model the entire system numbers of use case diagrams are used. The purpose of use case diagram is to capture the dynamic aspect of a system. But this definition is too generic to describe the purpose. Because other four diagrams activity, sequence. So we will look into some specific purpose which will distinguish it from other four diagrams.

The purposes of use case diagrams can be as follows:

1.   Used to gather requirements of a system.
2.   Used to get an outside view of a system.
3.   Identify external and internal factors influencing the system.
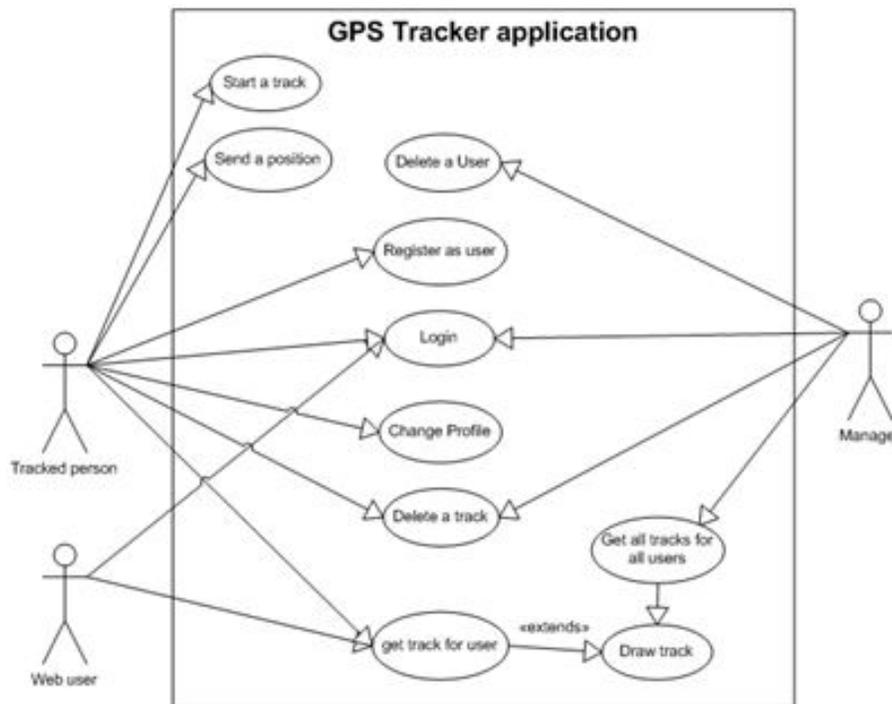4.   Show the interacting among the requirements are actors.

Figure.2. b): use case diagram

IV. SCOPE:

There is the GPS Tracking System which include the GPS Passive as it is used by many organizations and individuals who wish to trace the where about of specific person. The GPS passive is useful for courier and delivery companies.

V. CONCLUSION:

The main objective of the project was to develop a Near By Me System that uploads a set of given parameters to a database server through a local server to a website where it can be viewed remotely.

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