DETECTION OF RESENTFUL APPLICATIONS ON ONLINE SOCIAL NETWORK

A PROJECT REPORT

Submitted by

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in partial fulfillment for the award of the degree

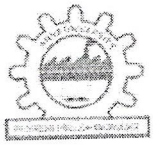
Of

BACHELOR OF ENGINEERING

IN

COMPUTER SCIENCE AND ENGINEERING

T.J.S. ENGINEERING COLLEGE



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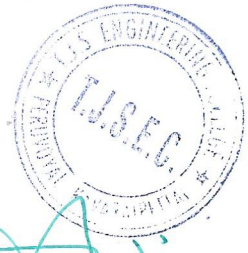

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BONAFIDE CERTIFICATE

Certificate that this project report **"DETECTION OF RESENTFUL APPLICATIONS ON ONLINE SOCIAL NETWORK"** is the bonafide work of the following students.

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Submitted for viva voce held on 22.06.22 at T.J.S Engineering College, Peruvoyal.

INTERNAL EXAMINER

EXTERNAL EXAMINER

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ABSTRACT

Resentful apps are widespread and they easily spread, as an infected user jeopardizes the safety of all its friends. Today a user has very limited information at the time of installing an app on Social media. Social media's Rigorous Application Evaluator—arguably the first tool focused on detecting malicious apps on Social media. By applying the IP patching and the URL blocking method we detect the malicious apps. Phish Shield algorithm was proposed. Phishing is a website forgery with an intention to track and steal the sensitive information of online users. The attacker fools the user with social engineering techniques such as SMS, voice, email, website and malware.

CS8601 MOBILE COMPUTING

OBJECTIVES:

- To understand the basic concepts of mobile computing.
- To learn the basics of mobile telecommunication system .
- To be familiar with the network layer protocols and Ad-Hoc networks.
- To know the basis of transport and application layer protocols.
- To gain knowledge about different mobile platforms and application development.

UNIT I INTRODUCTION 9

Introduction to Mobile Computing - Applications of Mobile Computing- Generations of Mobile Communication Technologies- Multiplexing - Spread spectrum -MAC Protocols - SDMA- TDMA- FDMA- CDMA

UNIT II MOBILE TELECOMMUNICATION SYSTEM 9

Introduction to Cellular Systems - GSM - Services & Architecture - Protocols - Connection Establishment - Frequency Allocation - Routing - Mobility Management - Security - GPRS- UMTS - Architecture - Handover - Security

UNIT III MOBILE NETWORK LAYER 9

Mobile IP - DHCP - AdHoc- Proactive protocol-DSDV, Reactive Routing Protocols - DSR, AODV , Hybrid routing -ZRP, Multicast Routing- ODMRP, Vehicular Ad Hoc networks(VANET) -MANET Vs VANET - Security.

UNIT IV MOBILE TRANSPORT AND APPLICATION LAYER 9

Mobile TCP- WAP - Architecture - WDP - WTLS - WTP -WSP - WAE - WTA Architecture
– WML

UNIT V MOBILE PLATFORMS AND APPLICATIONS 9

Mobile Device Operating Systems - Special Constraints & Requirements - Commercial Mobile Operating Systems - Software Development Kit: iOS, Android, BlackBerry, Windows Phone - MCommerce - Structure - Pros & Cons - Mobile Payment System - Security Issues

TOTAL 45 PERIODS

OUTCOMES:

At the end of the course, the students should be able to:

- Explain the basics of mobile telecommunication systems
- Illustrate the generations of telecommunication systems in wireless networks
- Determine the functionality of MAC, network layer and Identify a routing protocol for agiven Ad hoc network
- Explain the functionality of Transport and Application layers
- Develop a mobile application using android/blackberry/ios/Windows SDK

TEXT BOOKS:

3. Jochen Schiller, "Mobile Communications", PHI, Second Edition, 2003.
4. Prasant Kumar Pattnaik, Rajib Mall, "Fundamentals of Mobile Computing", PHILearning Pvt.Ltd, New Delhi - 2012

REFERENCES

9. Dharma Prakash Agarval, Qing and An Zeng, "Introduction to Wireless and Mobilesystems",Thomson Asia Pvt Ltd, 2005.
10. Uwe Hansmann, Lothar Merk, Martin S. Nicklons and Thomas Stober, "Principles ofMobile Computing", Springer, 2003.
11. William.C.Y.Lee,"Mobile Cellular Telecommunications-Analog and Digital Systems",Second Edition,TataMcGraw Hill Edition ,2006.
12. C.K.Toh, "AdHoc Mobile Wireless Networks", First Edition, Pearson Education, 2002.
13. Android Developers : http://developer.android.com/index.html
14. Apple Developer : https://developer.apple.com/
15. Windows Phone DevCenter : http://developer.windowsphone.com
16. BlackBerry Developer : http://developer.blackberry.com

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