

# Simulation and Development of Android App For Tracking Missing Person

Karan Kumar

<sup>1</sup>Research Intern

<sup>1</sup>The Research World, New Delhi, India

<sup>1</sup> karan 97@gmail.com\*

\* corresponding author

---

## ARTICLE INFO

### Article History:

Received July 1, 2020

Revised January 31, 2021

Accepted March 12, 2021

### Keywords:

GPS , Java, Voice , mobile application, news app ,Java

### Correspondence:

E-mail: karan97@gmail.com

---

---

## ABSTRACT

Now a days lots of cases seen of missing Childs. The Childs are missing have ages between 14 to 17. Parents are worried about childs. The paper explains about an android application which is used to track the missing children. Nowadays lots of mobile phone users have an android phones. The application works with the help of android mobile. The android application based on GPS and SMS services in Android mobile. The GPS service is used for tracking exact location of Child. The GPS and GSM based systems are used to track the location of Child. There are two ways that can a application works. First is GPS based that is related to the Location services and second is SMS based which is related to the Network services. If Location based services not working then the application uses Network based services which can be able to send and receive messages.

---

Contact Editor for Full paper Contact @ijsdcs.com

## References

- [1] P. Stirparo, I.N. Fovino and I. Kounelis, "Data-in-use leakages from Android memory - Test and analysis Wireless and Mobile Computing", *Networking and Communications (WiMob) 2013 IEEE 9th International Conference*, vol. 7-9, pp. 701-708, 2013.
- [2] L.L. de Melo and S.D. Zorzo, "PUPDroid - Personalized user privacy mechanics for android Systems Man and Cybernetics (SMC)", *2012 IEEE International Conference*, vol. 14-17, pp. 1479-1484, 2012.
- [3] Stirparo Pasquale, Fovino Igor Nai, Taddeo Marco and Kounelis Ioannis, "In-memory credentials robbery on android phones Internet Security (WorldCIS)", *World Congress*, vol. 88, no. 93, pp. 9-12, 2013.
- [4] Lunden Ingrid, March 2014
- [5] Gordon E. Moore, "Cramming more components onto integrated circuits", *Electronics Magazine*, pp. 11-11, 2006.
- [6] E. Burnette, *From Hello Android the Pragmatic Programmers*, April 2014.
- [7] R. Meier, *From Professional Android 2 Application Development*, Wiley, April 2010.
- [8] Converse PE (1968) Time budgets. In: Sills D (ed.) *International Encyclopedia of the Social Sciences*. New York: Macmillan, pp. 42-47.
- [9] Dayan D and Katz E (1992) *Media Events: The Live Broadcasting of History*. Cambridge, MA: Harvard University Press.
- [10] De Grazia S (1962) *Of Time, Work, and Leisure*. New York: Twentieth Century Fund.
- [11] Dimmick J, Chen Y and Li Z (2004) *Competition between the Internet and trad-*

**itional news media: The gratification-opportunities niche dimension. Journal of Media Economics 17(1): 19–33.**

**[12] Dimmick J and Albarran AB (1994) The role of gratification opportunities in determining media preference. Mass Communication Review 21: 223–235.**

**[13] Dillman DA (2007) Mail and Internet Surveys: The Tailored Design Method, 2nd ed. Hoboken, NJ: Wiley.**

IJSDCS