

Android based Application's Session Scheduler Unhabit

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Abstract— The proposed system will help the user to block the applications on their phone. However rather than blocking the application for a specific time period, this system will give the user a specific time to access the applications. Which means, the application will thus help the user to set the session limit for each application available on the phone and thus restricting the user when the application meets its session time limit for an entire day? The implantation of this proposed project will help the user to eradicate the habit of over-using the application on the phone. Since we are all over-obsessed with the social and gaming applications that it is affecting our mental state of mind, drastically, thus this project sees the overall aspects of today's life and hence it intends to ease up the user's life in this over-exposed world of mobile applications.

Keywords-Android; SDK Manager; Scheduler; Java

I. INTRODUCTION

Android Based Application's Session Scheduler is an application which will offer day-based and children-based application block driven services for managing applications on the phone by scheduling access time according to user utility rather than system performance considerations. Hence, unlike other applications available in the market which are used to block telephony services, the main objective of Unhabit is to provide the ability to set the session time and the access time of the application rather blocking it.

1.1. Description

'Android Based Application's Session Scheduler' will help the user to block the applications on their phone. However rather than blocking the application for a specific time period, this system will give the user a specific time to access the applications. Which means, the application will thus help the user to set the session limit for each application available on the phone and thus restricting the user when the application meets its session time limit for an entire day? The scheduler will offer day-based and children-based application block driven services for managing applications on the phone by scheduling access time according to user utility rather than system performance considerations. Hence, unlike other applications available in the market which are used to block telephony services, the main objective of Unhabit is to provide the ability to set the session time and the access time of the application rather blocking it. In short this proposed application will allow user to set the time access for the application.

1.2. Problem Formulation

Basically in this world of mobile applications, we are so over-obsessed with the mobile and the other social media that we deny the fact that it is affecting our mental state. The initiative of reducing the exposure or rather limiting the young generation from these type of media access is the soul requirement.

1.3. Proposed Solution

Android Based Application's Session Scheduler is the mobile application which can be used to overcome these above mentioned problems. The user interface will be user friendly and can be handling efficient. The targeted system is android mobile phones. There are many applications available to block the calls and messaging services from unidentified numbers but there aren't any

applications available to block the application itself, thus we believe that quoting it as a 'scheduler' than a 'blocker' is a more positive approach.

1.4. Scope of the project

Application Session Scheduler is intended to work as an add-on application as to the scheduling task. Unhabit will let the user allow to achieve all the list of applications available on the user's phone and then set a particular time access for the desired application. The scheduler will offer day-based and children-based application block driven services for managing applications on the phone by scheduling access time according to user utility rather than system performance considerations. Hence, unlike other applications available in the market which are used to block telephony services, the main objective of Unhabit is to provide the ability to set the session time and the access time of the application rather blocking it. In short this proposed application will allow user to set the time access for the application.

II. REQUIREMENTS

The requirements of the project are divided into two broad categories, namely, the functional and the non functional requirements. These requirements have been given below. These requirements specify what the project is expected to achieve.

2.1. Functional Requirements

Functional requirements specify the objective goals of the project. This means, it defines what features the project is supposed to have.

2.1.1. Android OS. As our project mainly focuses on android devices, for smart phones, it must have android operating system to install the application.

2.2. Non-Functional Requirements

Non-functional requirements [2] are complimentary to the functional requirements. They do not add extra features, but help in enhancing the quality of the product. The most prime non functional requirement is the user should be knowledgeable and aware about the usage of the mobile applications.

III. IMPLEMENTATION

The project implementation includes accomplishment of 3 tasks. They are, Creating login interface, Day lock and Child Lock.

3.1. Android Application

[3] As the project focuses on scheduling the access time for applications, the Android Application is to give an interface to this session time. Each screen an Android Application displays is known as an activity. There can be any number of activities in an application. The significant activities of our android application are described briefly below.

3.1.1. Main Activity. The Main Activity of an application is the activity that starts first as soon as the application is launched. In our application, the main activity will display the list of all applications installed on the particular device, i.e., *Running Applications*. On selecting any running application it will display a pop-up which has two options namely, Day-Lock and Child-Lock. These two options enable the user to block the application for a specific time according to the type of lock.

3.1.2. Day-Lock Activity. The application will allow user to block the selected app for next 24 hours. It will ask user to set a session time after which it will block the application. Internally it will maintain

a counter timer which goes on increasing till the session time as and when the selected application is launched and later it will block the selected application.

3.1.3. Child-Lock Activity. The application is same as Day-Lock, the only difference between these two is that, Child-Lock will give a notification to reset the session time as soon as it blocks the application. But the notification is only viewable when the user again logs in. This lock allows the user to reset the session time so that can be accessed as per user need unlike Day-Lock blocking it for 24 hours.

IV. CONCLUSIONS

4.1. Conclusion

This application will help the user to set the time limit of a particular application of their phone and thus help the user to allow the usage limited. Seeing the current aspects of the mobile application's usage this system, if correctly implemented and used, it will help the user to avoid serious obsession with the applications and thus help the user to have a peace of mind. The Unhabit Application Session Scheduler is intended to work as an add-on application as to the scheduling task. Unhabit will let the user allow to achieve all the list of applications available on the user's phone and then set a particular time access for the desired application.

4.2. Future Scope

Unhabit is a static application that is the authenticated data is saved on the user's device itself. Unhabit can be made dynamic so that it can provide better reliability and security.

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