Branch = Computer Engineering

Author: Kristel Alphonso 01
Juilee Chitre 03
Saylee Chitre 04
Title: COLLEGE INFOBANK
Project Guide: G.Anuradha
Keywords:
Abstract: A large amount of data gets collected as a result of processes like admissions, lectures and examinations in educational institutions like colleges. This data is used only for operational purposes and its potential for providing vital insights into the trends and prevailing conditions remains largely unutilized. Also, its usage for forecasting future in terms of academics remains largely unexplored. The advantages of mining this crucial information can prove very beneficial for an institution like a college. We propose a system for an engineering college, customized for its needs and designed as per its features, which would help the administration gain qualitative knowledge from the quantitative data accumulated.
The proposed system has three major modules: student performance analysis, student performance prediction and teaching quality evaluation. The system will have input as the student and teacher database from the college and analysis the students and teachers using the concepts of classification, genetic algorithms, neural networks for mining, optimizing and training respectively. The student success rate can be used as an indicator of college effectiveness by the accrediting agencies. Student Performance Analysis will help the college know about its performance and help the potential students judge a particular college.

Author: Deepanshu (17)
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Title: Steganography of Colored Images Using Biometrics
Project Guide: Mrs. Dakshata Panchal
Keywords:
Abstract: Steganography is the art and science of writing hidden messages in such a way that no one, apart from the sender and intended recipient, suspects the existence of the message, a form of security through obscurity. It literally means covered writing and dates back to ancient Greece, where common practices consisted of etching messages in wooden tablets and covering them with wax, and tattooing a shaved messenger's head, letting his hair grow back, then shaving it again when he arrived at his contact point. In Steganography secret message is the data that the sender wishes to remain confidential. The cover or host is the medium in which the message is embedded and serves to hide the presence of the message. The message embedding technique is strongly dependent on the structure of the cover, and in this paper covers and secret messages are restricted to being digital images. The cover-image with the secret data embedded is called the “Stego-Image”. The Stego-Image should resemble the cover image under casual inspection and analysis. In addition, for higher security requirements, we can encrypt the message data before embedding them in the cover-image to provide further protection. For this the encoder usually employs a stego-key which ensures that only recipients who know the corresponding decoding key will be able to extract the message from a stego-image. For proposed method cover image is cropped interactively and that cropped region works as a key at decoding side yielding improved security.

Author: Wilma DSouza (23)
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Alroy Fernandes (64)
Title: INTELLIGENT MANAGER
Project Guide: Mr. Rajkumar Shende

Keywords:

Abstract: „Intelligent Manager‟ (IM) is a web enabled software system with a central database that performs all the human resource (HR) functions such as recruitment, attendance management, leave management, payroll management in an automated and efficient manner. The HR manager of an MNC has the administrator privilege of Intelligent Manager. IM is web based software system with a central database containing employee records of all employees of that MNC .So, an IM administrator can add, update or modify an employee record effortlessly as the system is web enabled. IM facilitates organizations to manage HR functions. The IM project reduces the workload of the HR department by automating all the related processes. The IM aims at providing general information about the employee with educational, skill and project details. It aims at enhancing the human resource management process by helping the HR manager to view and update employees‟ details and also recruit applicant suitable for the job. The aim is to have a fast and accurate way of automating all HR processes. The manual effort reduces considerably. No data loss occurs. The project works exceptionally well when the person handling the application has a little knowledge about the internet. Thus IM aims to simplify and automate the entire human resources processes of employee record management and candidate recruitment.

Author: Vidhya Suresh 15
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Nirajkumar Upadhyay 46

Title: REMOTE MONITORING AND ROOM AUTOMATION USING WIRELESS SENSOR NETWORKS

Project Guide: Ms. Vincy Joseph

Keywords:

Abstract: The project “Remote Monitoring and Room Automation using Wireless Sensor Networks” as the name suggests would perform two basic operations: 1) Firstly, temperature of the remote site is measured using a temperature sensor (LM35). The temperature values sensed can be viewed by the user at another site. The transfer between the two sites takes place via Bluetooth. The microcontroller asks the user if the temperature is to be monitored and according to the user reply, the temperature is monitored. 2) Secondly, after monitoring the values the user can perform room automation at remote site. The controller prompts the user for input i.e. whether the user wants to perform room automation or not and then takes the necessary action. The sensor, relay and Bluetooth module are directly connected to the microcontroller. There should exist, Bluetooth connectivity between the two sites without which data transfer is impossible.

Author: Vishal Singh 42
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Utsav Salian 44

Title: INTELLIGENT TRAFFIC

Project Guide: Ms. Dakshata Panchal

Keywords:

Abstract: We have implemented an algorithm that provides for safer and faster crossing of vehicles at intersections. The present traffic control system is quite static. A vehicle must wait at the intersection for a „go‟ signal even if there is no conflicting traffic flow. We have implemented such an algorithm that will take into consideration all approaching vehicles towards an intersection and dynamically assign slots for their passage. A vehicle thus need not wait and move at a controlled speed. A system built on such an algorithm will involve a controller for the intersection to which all vehicles communicate. This controller will manipulate the vehicle speeds by taking into consideration the other vehicles in its vicinity.
The car positions in the control region should be adjusted before the intersection such that all of them can pass through smoothly at high speeds without having to wait. At the instant when the car enters the control region of the junction, it will tell the controller about its intended direction of crossing the junction and its speed and current lane number of

entering. The traffic controller is supposed to calculate a suitable acceleration for the car such that it is able to cross the junction without any collision or stopping. Also if the car wants to take a turn at the junction, then it will notify the car to switch on a particular lane before and after the turn. Emergency vehicles (police vans, ambulances, etc.) will be recognized as priority vehicles. The algorithm is implemented on a simulation.

Author: Appoorv Prasad (02)
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Title: CHAOS-BASED SYSTEM FOR IMAGE ENCRYPTION

Project Guide: Ms.G.Anuradha

Keywords:

Abstract: Secure transmission of confidential digital messages has become a common interest in both research and applications. These two properties can also be found in chaotic systems which have desirable properties. Chaotic maps have demonstrated great potential for information security, especially image encryption, while the standard encryption methods as the AES algorithm seem not to be suitable to cipher such type of data. Chaotic output signals, which present random statistical properties, are used for both confusion and diffusion operations in a cryptosystem. For image encryption, two-dimensional (2D) chaotic maps are naturally employed as the image can be considered as a 2D array of pixels. At bit manipulation stage the system will modify individual pixel values using an encryption key. The encryption key that will be used can be an alphanumerical key or another image. If an image is used as a key, then both the source image and the key image will be broken down at pixel level and then the mathematical operation will be applied on corresponding pixel. The image encryption system will have it use in those areas where designing is done such as Chemical formula model representation, automobile designs, representation of electronic circuit design. Such information will have to be transmitted securely. As this information is in image form, we require an encryption system for images in particular. The algorithm will take image as input. A chaotic map will be used to perform permutation i.e. diffusion on each of the pixel value. As chaotic map is applied all the pixel position will be scattered. This is the first level of encryption. Then a substitution will be used to perform substitution of all the pixel values. This step will include confusion property to the image encryption. After substitution phase next will be to perform bit level manipulation. During bit level manipulation the bits for each pixel are permuted to achieve diffusion at bit level. This final phase will depend on the key that is selected. Key values are xored with the bit values of the image pixel. The key used will be 128 bit applied in repetitive cycle. Each pixel values will be represented by 24 bit RGB representation, 8 bits for each color.

Author: CRISPIN FERNANDES 24
SNEAL GOMES 26
ABHIJEET GONSALVES 27

Title: Automated Attendance System: Face Detection and Isolation

Project Guide: Ms. KAVITA SONAWANE

Keywords:

Abstract: Humans have a remarkable ability of identifying faces in a variety of poses. It is highly desirable that this ability be replicated in computers and be utilized at the basic levels. The job of marking attendance is very tedious for professors or their assistants. It involves utilization of the precious time of the lecture. So to minimize the time and resources required for such a tedious process and to reduce the workload on the staff we aim to equip computers with the computational ability to isolate and recognize the faces of students and mark their attendance during the respective lectures. We aim to incorporate the developments in the fields of image capturing, image enhancement and machine learning in our project. Adding to the above applications one practical utility of facial recognition is to automate the process of taking attendance in a class room or a lecture. This has added advantage of increasing the lecture time. Our project can act as basis for those developers who would like to improvise or use Facial Recognition on different applications.

Author: Marina Dantis 16
Alisha Dsouza 20
Cynthia Tuscano 45

Title: HONEYPOTS

Project Guide: Prof. Dimple Bohra

Keywords:

Abstract: Honeypots are closely monitored decoys that are employed in a network to study the trail of hackers and to alert network administrators of a possible intrusion. Using honeypots provides a cost-effective solution to increase the security posture of an organization. Even though it is not a panacea for security breaches, it is useful as a tool for network forensics and intrusion detection. Nowadays, they are also being extensively used by the research community to study issues in network security, such as Internet worms, spam control, DoS attacks, etc. In this paper, we advocate the use of honeypots as an effective educational tool to study issues in network security. We support this claim by demonstrating a set of projects that we have carried out in a Websites, which we have deployed specifically for running various web applications' under supervision . The design of our projects tackles the challenges in installing a honeypot in organizational website, thus determining various security compromises that are performed on it over the Internet by attackers/hackers. In addition to a classification of honeypots, we present a framework for designing projects for web application security courses.

Author: Joy Machado 30
Melcia Raj 31
Gnana Sonica Nadar 32

Title: EXPLOITING WEB QUERYING FOR WEB PEOPLE SEARCH

Project Guide: Ms. Bidisha Roy

Keywords:

Abstract: World Wide Web has more and more online Web databases which can be searched through their Web query interfaces. The number of Web databases has reached 25millions according to a recent survey. All the Web databases make up the deep Web (Hidden Web or invisible Web). Often the retrieved information (query results) is enwrapped in Web pages in the form of data records. These special Web pages are generated dynamically and are hard to index by traditional crawler based search engines, such as Google and Yahoo. Each data record on the deep Web pages corresponds to an object. In order to ease the consumption by human users, most Web databases display data records and data items regularly on Web browsers. Searching for people on the Web is one of the most common query types to the web search engines today. Internet users access billions of web pages online using search engines. However, when a person name is queried, the returned result often contains web pages related to several distinct namesakes who have the queried name. The task of disambiguating and finding the web pages related to the specific person of interest is left to the user. The approach is based on extracting named entities from the web pages and then querying the web to collecting co-occurrence statistics, which are used as additional similarity measures. This motivates us to seek a different way for deep Web data extraction to overcome the limitations of previous works. Our approach primarily utilizes deep Web pages to implement deep Web data extraction, including data record extraction and data item extraction using a person's name. We also propose a new evaluation measure revision to capture the amount of human effort needed to produce perfect extraction.

Author: Valentina Fargose 50
Mishal Menezes 54
Valentina Palghadmal 56

Title: PIRACY PREVENTION IN P2P NETWORKS

Project Guide: Ms.Sridari Iyer

Keywords:

Abstract: Piracy is the main source of intellectual property violations within the boundary of a Peer to Peer (P2P) network. Paid clients may illegally share copyrighted content files with unpaid clients (pirates). Such online piracy has hindered the use of open Peer to Peer networks for commercial content delivery. Our System checks the authenticity of the client; if the client is authentic he is liable to download the requested file. The basic idea is to authenticate the client before actual download starts with an encryption that secures files. The scheme stops piracy without hurting legitimate P2P clients by rejecting unauthorized clients. We developed a Peer to Peer network to distinguish pirates from legitimate clients.

Author: Drumil Jaswani 05
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Onkar Pednekar 10

Title: AUGMENTED REALITY AIDED MAINTENANCE AND REPAIRS

Project Guide: Mr. Shamsuddin Khan

Keywords:

Abstract: "Augmented Reality Aided Maintenance and Repair" is a project that aims at simplifying the complex process of repairing and periodically maintaining intricate and delicate machinery by providing 3-D animated models and instructions integrated with the work domain in real time. It has potential to be a boon as an end user application. It will enable people to repair or maintain rather simple equipment with which they are relatively unfamiliar. It will also be a great aid in on-site training. The purpose of this research, Augmented Reality for Maintenance and Repair (ARMAR), was to research the design and development of experimental augmented reality systems for maintenance job aiding. The goal was to explore and evaluate the feasibility of developing prototype adaptive augmented reality systems that can be used to investigate how real time computer graphics, overlaid on and registered with the actual equipment being maintained, can significantly increase the productivity of maintenance personnel, both during training and in the field.

Author: Amit Sahasrabudhe 12
Manas Samant 14
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Title: SKETCH AND FETCH

Project Guide: Ms. Vincy Joseph

Keywords:

Abstract: In recent times, sketching human face has become more popular amongst people. These were previously done by expert artists who were specialized in drawing exact human sketches. But with the development in the subjects like artificial intelligence and image processing, sketching became the work of computers and other such dedicated devices. There are many applications available in today's world to sketch human face mechanically. But besides digital entertainment and providing fantasy themes, this project expands to facilitate an important application of Law Enforcement. Automatic retrieval of the photos of suspects from police mug-shot database can help the police narrow down potential suspects quickly. However, in most cases, the photo image of a suspect is not available. The best substitute is often a sketch based on the recollection of an eyewitness. Therefore, automatically searching through a photo database using a sketch is very useful. It will help the witness and the artist to modify the sketch of the suspect interactively, and also assist the police to find photos similar to the sketch of potential suspects. Similar to normal sketching, the project also takes a face photo as an input. The working of this system is based on, a two-scale image decomposition by bilateral filtering used to describe the shading texture and the prominent feature shape. Besides, system offers two more functionalities which do not exist in currently available applications. These include converting a face sketch to a photo and sketch retrieval to help law enforcement. Thus users are provided with a system which would give an attention-grabbing interesting experience and at the same time vouching for the help by narrowing suspects.

Author: Neelesh Salian 13
Priyank Patel 34
Shrenik Shah 41

Title: 3D MODEL GENERATION USING FUZZY LOGIC AND FACEVERIFICATION FOR AUTOMATED ATTENDANCE SYSTEM

Project Guide: Ms. Kavita Sonawane

Keywords:

Abstract: Our project consists primarily of a database used for storing all the relevant information. A particular student structure (data type) will contain the following: Details of the student: Name (character type) and Roll Number (Number type). Front, right and left side images of the student's face. Images detecting edges and color of each image. Correspondingly system generated 3D image.During a lecture, well positioned cameras will capture a snapshot of the class with the students. This captured image is fed into multiple face detection software that will just detect the faces in these images. The images can be taken at any angle. The multiple face detection software will enhance the face and ignore the background pixels. So now, the faces are ready to be used for recognition. These faces are forwarded into a CBIR system that will check these images with those in the existing database. This is different from the traditional system since it incorporates the use of 3D Model Generation. The generated 3D model will assist the recognition since the face positioned may not be in the expected angle. On checking the images with the database, the corresponding student's attendance will be marked for the lecture. The accuracy and speed of the retrieval is the main concern in the project.

Author: Merwyn Fernandes (18)
Jerrin Jose (22)

Title: WEB CRAWLER

Project Guide: Ms. Bidisha Roy

Keywords:

Abstract: The project "Web Crawler" consists of devising a web crawler which would perform two basic operations. Firstly it will perform its most important task of crawling over the domain of web pages and build its required components for storing, accessing and retrieving the desired data. It would crawl using a heuristic approach by the implementation of Fish Search Algorithm. Secondly it would index the information for processing information and faster retrieval using normalization of URLs and formatting of data. By using the above mentioned functionalities a search engine is implemented which would accept an input query by providing a user interface and display the results. Secondly, data harvesting is being depicted by extracting some user information from pages. In addition to this, site maintenance will be performed by checking for broken unstable links.

Author: Sanaya Pinto 36
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Fanita Rodrigues 38

Title: 3D PASSWORD BASED AUTHENTICATION

Project Guide: Mr. Shamsuddin Khan

Keywords:

Abstract: The 3D password is a multifactor authentication scheme which aims to provide more secure authentication. This authentication scheme combines existing authentication schemes such as textual passwords, graphical passwords and will present it as a single authentication system. The choice of what authentication schemes will be part of the user's 3D password reflects the user's preference and requirements. Thus, the resultant password space becomes very large compared to any existing authentication scheme. The design of the 3D virtual environment, the selection of objects inside the environment and the object's type reflect the resultant password space. As part of the authentication process, the 3D password will present a 3D virtual environment containing various virtual objects. The user navigates through this environment and interacts with these objects. The 3D virtual

environment must contain objects that request information to be recognized and information to be recalled. The 3D password is simply the combination and sequence of user interactions that occur in the 3D virtual environment. The action towards an object that exists in a particular location is different from the actions toward an object that exists in another location. Therefore, to perform the legitimate 3D password, the user must follow the same scenario as performed by the legitimate user. This means interacting with the same objects that reside at the exact locations and performing the exact actions in the proper sequence.

Author: Sujal Raul 11
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Nikita Shah 47

Title: OFFLINE HANDWRITING RECOGNITION

Project Guide: Ms. Anuradha G

Keywords:

Abstract: Handwriting recognition refers to the identification of written characters. The problem can be viewed as a classification problem where we need to identify the most appropriate character the given figure matches to. Offline character recognition refers to the recognition technique where the final figure is given to us. If we look into the practical reality there are enumerable styles in which a character may be written. These styles can be self combined to generate more styles. This motivates the use of Genetic Algorithms for the problem. In order to prove this, we make a pool of images of characters. These images act as template or mask or simulated characters for recognition and also helps genetic algorithm to create hybrid images of characters. The template of every character is then intermixed to generate styles intermediate between the styles of parent character. Character recognition involved the matching of the template generated from the unknown character image with the template generated by mixing. The basic idea of genetic algorithm comes from the fact that it can be used as an excellent means of combining various styles of writing a character and generating new styles.

Author: CLYDE DMELLO 18
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JASON DSOUZA 22

Title: Banking Transaction System for Android

Project Guide: Ms. JAYSHREE MITTAL

Keywords:

Abstract: In the last few years we have seen a massive increase in the end user technology of mobile communications. The mobile platforms based on the open source software have rapidly increased the interest into mobile applications development. We use an approach to the Android mobile phone application development that is based on an open source software and open source development environment. The unveiling of the Android was announced with the founding of the Open Handset Alliance, with an association of 34 hardware, software and telecom companies devoted to advancing open standards for mobile devices. When released in 2008, most of the Android platform was made available under the Apache free-software and open-source license. Android is software for mobile devices that includes an operating system, middleware and key applications. Android is a software platform and operating system for mobile devices based on the Linux operating system and developed by Google and the Open Handset Alliance. It allows developers to write managed code in a Java-like language that utilizes Google-developed Java libraries, but does not support programs developed in native code.

Author: Reon Rebello 60
Kshitij Rodrigues 61
Joyson Tuscano 63

Title: Face Detetection and Recognisation in Video

Project Guide: Mr. R.K.Shende

Keywords:

Abstract: Human have a remarkable ability of identifying faces in a variety of poses. It is highly desirable that this ability be replicated in computers and be utilized at the basic levels. The Face Detection and Recognisation from Video is an application that uses new method for detecting and recognizing object from complex video frames. Detecting particular person‟s in video is an important step toward semantic understanding of visual imagery. For example, in video, the ability to detect people gives the option of advanced queries. Such as for example to “Find whether a person has attended a birthday party or not”.Recognisation of person in video can offer significant benefits to video retrieval including automatic annotation based on the object characteristics. Face tracking is a challenging problem with numerous important applications. This project describes our preliminary work toward recognizing person‟s in video sequences. The field which encompasses this idea is known as Facial Recognition, which is recognization of human faces by machines. Applications of facial recognization are numerous. We aim to incorporate the developments in the field of computer vision, pattern matching and machine learning in our project adding to the above application one practical utility of face recognization is for video surveillance.Our project can act as basic for those developers who would like to improvise or use facial recognization for different application.

Author: Vialli Leon Kavoo 08
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Gati Shah 40

Title: PEDESTRIAN DETECTION & COUNTING USING GPU

Project Guide: Mrs. Vincy Joseph

Keywords:

Abstract: In this 21st century security is of utmost importance and incase of an emergency, crowd management becomes very important. During emergency situations panic usually occurs at public places and in order to bring calm the government has to take appropriate steps to control the crowd. Now to achieve video cameras can be used to monitor a specific area of interest to detect people in the spatial region. One-way of achieving this is to develop software that checks for presence of people in a specific pixel location. The algorithm used for pedestrian detection, is based on histograms of spatial image gradients. This algorithm yields good results but as far as computation time is concerned it takes much more time than desired to process a single high definition video frame. In the algorithm time-consuming portions are dot products and convolutions. In this project, key portions of processing on the graphic card. This significantly improves performance as processing time is reduced. One such approach is to implement this method on a Graphics Processing Unit (GPU), exploiting the parallelisms in the algorithm. Another way is to formulate the detector as an attentional cascade, so as to allow early rejections to decrease the detection time. It will be emonstrated by us that it is possible to obtain a 12x speed up over the original algorithm with this methodology. The main aim of the project is to detect and count the pedestrians in each frame of many hours worth of high-definition video.

Author: Joel Noronha 55
Trisharti Ghosh 51
Charmaine Pereira 57

Title: ASSET MANAGEMENT SYSTEM

Project Guide: Mrs. Sumitha C.H

Keywords:

Abstract: Companies have a huge number of assets and it is important to keep track of them in an efficient manner. It has been observed that many small-medium enterprises still resort to the use of outdated tools such as spreadsheets to manage their assets. Such unorganized methods make it very difficult to keep track of the assets, thus hindering the growth of an organization. Using obsolete asset management tools make this very difficult. It has also been observed that organizations incur huge losses due to inefficient management of ageing resources, a direct impact of using outdated techniques. This asset management

system helps solve all these problems. It manages ageing infrastructure by answering one fundamental question: what should be done right now with an existing piece of equipment (repair it, replace it, test it, do nothing to it) based on what is known about it (including its age, present condition, manufacturer, service history, repair history) The system also allows organizations to maximize the return on investment from their asset. Given a physical asset, the objective of the application is to extract maximum productivity from the asset and minimize the total costs involved in its acquisition, operations as well as maintenance. Thus the application provides a framework that would make the process of maintaining, upgrading and operating physical assets systematic, organized and highly efficient.

Author: Ankur Pandita (33)
Manish Sheth (66)
Zyryn Rodrigues (67)
Title: SMART BID
Project Guide: Ms. Jayashree Mittal
Keywords:
Abstract: Reverse auction (RA) is a procurement tool available under e-commerce through which the techno-commercially acceptable bidders simultaneously bid their price online leading to a price discovery. Also known as buyers auction, in reverse auction, the buyers invite bids from seller. The price decreases as the sellers compete for the buyer's business with the lowest bid considered as the winner. It creates an intensely competitive but transparent environment leading to reduction in procurement cost. In this project we built a Web site called "Smart Bid" which is user friendly and caters to the various needs of our customer. In this project the users can see all the items that are placed in the auction and registered users can place their bid for a particular item. There is an image provided for each products so that, the users will able to see the item they are bidding for. The user can Bid on any product they are attracted to and they can get that product if they Bid smartly on it and if they can keep their bid Lowest and Unique till bidding ends.

Author: Jane D'souza 21
Brendan D'souza 59
Raul pinto 62
Title: BLACK AND WHITE TO COLOR IMAGE/VIDEO CONVERTER
Project Guide: Ms. Kavita Sonawane
Keywords:
Abstract: Have you ever come across a black and white picture and wished it was colored?? Well now you don't have to long for it anymore, our project is intended to convert grayscale image or video to color. Colors have a prominent feature by which we try to identify images better and improve the visual appearance of image. Hence, we felt it important to color poor contrast black and white movies and pictures to colorful and lively images. Although, the general problem of adding chromatic values to a grayscale image has no exact, objective solution, the current approach attempts to free user from laborious work, except the user may contribute their skill to reference image. Rather than choosing RGB colors from a palette to color individual components, we resort to allow users to select images according to their preferences and give them the freedom to color using any one of the three algorithms. The system accepts the target images which is a grayscale image and a colored reference image. Then the user will have to choose an algorithm to convert black and white image to color image. Software lets user select multiple algorithms for conversion and check their performance. The software provides flexibility to users to save images to any destination preferred by the user. The software also provides the flexibility to users to choose any reference image. Based on the reference image and algorithm selected the software will convert the target grayscale image to color image.

Author: Walson D'mello 49
Melbourne Lopes 53
Title: MOBILE RAILWAY TICKET

Project Guide: Mr. R.K.Shende

Keywords:

Abstract: Mobile phones have become pervasive in our lives. Until now, the use of mobile phones has been limited. Both consumers and marketers have craved for an application that allows them to effectively use the cell phone in their pockets for something more than just calling people, taking spur of the moment photographs and forwarding annoying jokes to each other via SMS. Efforts are being made to develop applications that can use mobile phone as a payment instrument for ticketing, money transfer and other commerce transactions. The population causes a lot of problems to the conman especially during traveling as he/she has to wait in the never ending queues to purchase their travel ticket or to obtain their season tickets. To encounter this, the railway has introduced the concept of paper coupons of Rs.25, 50 etc. which are to be purchased from the ticket counter and if anyone wants to travel, then he/she has to just punch the coupon from any of the coupon-punching machine. But one disadvantage of this paper-coupon system is that it is perishable. So in order to overcome this traditional way of using ticket-coupons, which have to be punched before starting the journey, it is necessary to design the dynamic strategy that will reduce the time. So, we are trying to implement a technique that might be little bit cost effective , but it is less time-consuming and it provides a compatible approach, so it can be used anywhere. This m-ticket application is an important step in that direction.