DESIGN AND DEVELOPMENT DESKTOP MOUSE REMOTE CONTROL APPLICATION ON MOBILE PHONE VIA BLUETOOTH USING PY60 TECHNOLOGY

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Abstract

It can not be denied that Information Technology development advances significantly. This matter is caused by the impact of Information Technology for supporting various human activities, such as communication technology.

Do you still remember the snake game software that of the Nokia Mobile Phone around midyear in the 1990's? Yes, the majority of people surely will know this simple game. This Game's appearance only in form of a field which there is a snake in a form of long boxes and we have to pursue the goals to get the point, very simple. But this represents its own milestone to the history of Mobile Phone. The snake game was the first application in a Mobile Phone outside from the main function as a means of communicating. This creation inspired the producers of Mobile Phone to make various supporting application. Hence the creation of various function in a Mobile Phone, from something simple as a calculator, alarm, calendar, stopwatch, converter, notes, to-do list, etc. Until a more complex application like GPS, Wi-fi, camcorder, application multimedia, etc. It’s also supported by wireless connectivity like IrDa and Bluetooth. The launching of the Symbian operating system helps us to develop freely our own application with Java or Phyton. The fast growth of Mobile Phone, from being with function only as a means of telecommunications, has now become a gadget which multi-functions. It can not be denied that in the future to come, a Mobile Phone can become the gadget with multi-functions that will become the sole gadget for human beings.

In this final thesis, the author will make a PyS60 application in a Mobile Phone. The application can function as a remote control mouse at a Windows-based desktop. This application work based on the principle of client server, where PC will act as the server and Mobile Phone as the client. In this client-server relation, Mobile Phone will give
the commands to be interpreted by PC to move the mouse to the left, right, up, down, left click, and right click. Its expectation is that the application can control a PC from certain distances wirelessly.

The implementation of this application will use the Mobile Phone with the Symbian operating system because with this operating system we can have the freedom to make the program and run it well with Java and also Python. For the connectivity of between PC and Mobile Phone will exploit Bluetooth using 2.4GHz radio frequency or referred as ISM frequency (Industrial, Scientific, and Medical). It also will use the RFCOMM protocol on Bluetooth.

Keywords: Bluetooth, Python, Python For Symbian Series 60, Symbian OS.