Android Projects:

I. Android based Cryptography

1. Performance Modeling of Cloud Apps Using Message Queueing as a Service (MaaS)
2. Comments and Correction on “Steganography Using Reversible Texture Synthesis”

II. Android based Data Mining

1. Transient Analysis of Serial Production Lines with Perishable Products: Bernoulli Reliability Model
2. Pay-Cloak: A Biometric Back Cover for Smartphone's
3. Integration of Ant Colony Optimization and Object-Based Analysis for LiDAR Data Classification
4. A Multiple-Voting-Based Decoding Algorithm for Nonbinary LDPC-Coded Modulation Systems
5. A new displaying technology for information hiding using temporally brightness modulated pattern
6. The Development of a Thin-Filmed, Non-Invasive Tissue Perfusion Sensor to Quantify Capillary Pressure Occlusion of Explanted Organs
7. Thai Finger-Spelling Sign Language Recognition Using Global and Local Features with SVM

III. Android based Surveillance

1. Visualizing Anomalous Activity in the Movement of Critical Infrastructure Employees
2. Video Anomaly Detection with Compact Feature Sets for Online Performance
3. Health and rescue services management system during a crisis event
4. A Smartphone Application for Location Recording and Rescue Request Using Twitter
5. Empowering vehicle tracking in a cluttered environment with adaptive cellular automata suitable to intelligent transportation systems
IV. Android based Cloud Computing

1. Cooperative Simultaneous Localization and Mapping by Exploiting Multipath Propagation

2. A Cloud-based Java Compiler for Smart Devices

3. Cluster based Zoning of Crime Info

4. Fast Phrase Search for Encrypted Cloud Storage

5. Who are Your “Real” Friend: Analyzing and Distinguishing between Offline and Online Friendships from Social Multimedia Data

V. Android based Web Services

1. A System for Profiling and Monitoring Database Access Patterns by Application Programs for Anomaly Detection

VI. Android based Image Processing

1. The Reconnection of Contour Lines from Scanned Color Images of Topographical Maps Based on GPU Implementation

VII. Android based Real Time Application Systems

1. Mobile Application for Creating Presence Lists

2. Combining University Student Self-regulated Learning Indicators and Engagement with Online Learning Events to Predict Academic Performance

3. Remote Sensing in Multirisk Assessment

4. Definition of a Online to Offline (O2O) System to Support the Individualized Management and Treatment Strategies for Overall Asthma Control

5. A Panorama-based Book Searching Service for Libraries
6. Estimation of Passenger Route Choice Pattern Using Smart Card Data for Complex Metro Systems

7. Mobile Augmented Reality Survey: From Where We Are to Where We Go

8. Automatic Chinese Factual Question Generation

9. Smart Parking Guidance, Monitoring and Reservations: A Review

10. Orientation and Displacement Detection for Smartphone Device Based IMUs

11. Optimal Pick up Point Selection for Effective Ride Sharing

12. Privacy-Preserving Learning Analytics: Challenges and Techniques

13. Embedding Spatio-temporal Information into Maps by Route-Zooming