

# Design Smart Phones For Police, Iraqi Using Sql Database and Application Xdk

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*Abstract* : -This examination contains the improved parts of the outline of the shrewd cell phone of the Iraqi Federal Police (IFB). The principle movement engaged with configuration is the manner by which to spare the application capacity of the gadget to help capture offenders or, on the other hand suspects, who have a criminal record in the database by cops and their records in data frameworks (IFB). The database contains records of lawbreakers and their crooks, a foot watch officer can send information through this application and find the solution rapidly, which added to the cutting edge methods for correspondence down the wrongdoing rate. The (MySQL) database tables are planned with application (XDK) to coordinate this proposed and appropriate model through the three-life test tables in Baghdad city chose by populace thickness and wrongdoing levels.

*Keyword*: Phone; Application; Smart; database ; sql ; system ; xdk

## 1. Introduction

Mobile phone utilization has copied beginning late. A few extents of the world have completely appreciated fast sending and high path of helpful correspondence. 70% of the total individuals ensures no shy of what one cell phone In the context of the estimations, without exceptional case, Iraq is one of the nation's riding the surge of new media transmission change, Cell phone use in Iraq has gotten the routinely developing force. It is spoken to that 78% of Iraqis affirm adaptable phone(s) on a cell phone. The current problem is the process of filling in information on aggressors during the pre-commission of the crime in Iraq. In view of the increasing number of crimes in the country, it was important to utilize progressed and adaptable versatile administrations. This can be an avocation for the little size and accessibility of cell phones and correspondence at whenever, anywhere and at a very high speed to prevent the commission of incidents and crimes.

Osman, m. a., (2012), a study of (the trend of smartphone and its usage behavior in Malaysia), in this paper exhibits the consequence of a study on the pattern of cell phone from the point of view of end purchasers. The information was gathered from 1814 respondents crosswise over real urban communities in Malaysia. The insights introduced gives major data with respect to

the patterns in the cell phone market and utilization practices in Malaysia [1].

Kahn, j. M., Katz, r. h., and poster, k. s. (1999, august). Piaster, next century challenges: mobile networking for (smart dust) , in this paper audit the key components of the rising innovation of smart dust and distinguish the difficulties that give inquire about systems and portable frameworks group, which must give the lucid availability to huge quantities of versatile system hubs co-situated inside a little volume [5] .

Patti bao, Jeffrey pierces, Stephen Whittaker, shaming Zhai (2011, august), (smart phone use of non-mobile business users), in this paper was led to investigations of genuine execution and the level of solid work undertakings. This investigation included 243 smart phone clients from a huge organization. Picked purposely clients who work fundamentally with desktop PCs and portable workstations, and these clients speaks to "non-versatile" the biggest number of business clients [6].

li, x., liu, z., & jifeng, h. (2004). A formal semantics of uml sequence diagram. This paper shows a formal semantics of (uml) arrangement outline. In the interim, the dynamic semantics are characterized as far as the state advances that are done by the technique summons

in the graph. At the point when a message is executed, it must be reliable with framework state [7].

dubey, d., amritphale, a., sawhney, a., amritphale, n., dubey, p., & pandey, a. (2014), (Smart phone applications as a source of information on stroke reason) , this examination means to distinguish and investigate stroke-related applications accessible on the Apple iTunes and android google play store [8].

Hebeler, E. K., McKinley, J. A., & Rigsbee, S. (2012). (The application of human-systems integration: Designing the next generation of military global positioning system, handheld devices), this article portrays the HSI exercises that upheld the (MGUE) venture. (APL) connected a frameworks building way to deal with making plans for the cutting edge handheld GPS gadgets, joining HSI into the way toward characterizing necessities and prototyping potential UIs. Input from beginning client testing was to a great degree positive, and proceeding with this framework building methodology should help guarantee that the following GPS gadgets will better address clients' issues, bringing about the more productive assignment execution [10].

The Iraqi Telemedicine Center got a handle on an examination to investigate achievability of applying telemedicine in Baghdad the examination inquiries about offices' Internet benefits the degree that sort, utilize, and get to. Procedures: An overview based examination was driven by field visits and direct social affairs, Results: 71% of the master's workplaces approach the Internet through fiber optic association, the headway can tackle low-data trade confine Internet. [11]

## 2. Research Objectives

The objectives of this paper are to identify process and update the basic data received and recorded in the database of security centers and equipment used:

- Identify the required and registered information from the database and response speed.
- Identify system components and develop skills for system users.
- To evaluate the performance of the system and devices through the tables of quality and efficiency.

## 3. Research Methodology

The development of the smart phone system for Iraq police (IFB) makes use my SQL database and design application in (XDK). The system consists of three tables (criminal \_ rec, criminal \_ list, info \_ personal) the user enters its own data which have been saved already in the database show Figure 1, 2, 3, and 4.

Table	Action	Records	Type	Collation	Size	Overhead
criminal_rec		2	InnoDB	latin1_swedish_ci	16.0 KxB	-
crim_list		4	InnoDB	latin1_swedish_ci	16.0 KxB	-
personal		2	InnoDB	latin1_swedish_ci	16.0 KxB	-
3 table(s)	Sum	8	InnoDB	latin1_swedish_ci	48.0 KxB	0 B

Figure 1: database criminal (my SQL)

Table 1 Criminal List Consists Of Two Columns, The Number Of The Crime And The Type Of Crime Figure 3.

	CRIM_NO	CRIM_TYPE
<input type="checkbox"/>	1	A
<input type="checkbox"/>	2	B
<input type="checkbox"/>	3	C
<input type="checkbox"/>	4	D

Figure2: Table criminal list (my SQL)

Table 2 criminal \_ rec consists of a 5-column crime record (national identification number or passport number, national identity number or passport number, crime number, date of crime, place of crime, ruling) Figure 4.

IC_NO/PASS	CRIM_NO	CRIM_DATE	CRIM_PLACE	RULING
1	2	2014-10-14	MELAKA	DONE
2	4	2014-10-05	KL	NON-DONE

Figure 3: Table criminal \_ rec (my SQL)

Table 3 the criminal personal table consists of 7 columns (passport number or national id, name, date of birth, gender, blood type, telephone number, e-mail address) Figure 5.

IC_NO/PASS	NAME	B_DATE	GENDER	BLOOD	TEL_NO	E-MAIL
1	ABD	2014-10-15	MALE	O+	1111142446	DOIVSANY@YAHOO.COM
2	ALI	2014-10-16	MAIL	A-	123456789	ALI@YAHOO.COM

Figure 4: criminal personal (my SQL)

#### 4. Flow Chart

Through the scheme below Figure 6, the system works to send the information query through the foot patrols or from the investigative offices with the criminals and suspects. This information is checked in the previously stored and updated list, if the suspect has a record in the data list sends an order to the database for the purpose provide the query with the required information and send it back to the user at the same moment of transmission, which reduces the time of verification of the criminal record of the suspect, otherwise the query will return no data to the suspect.

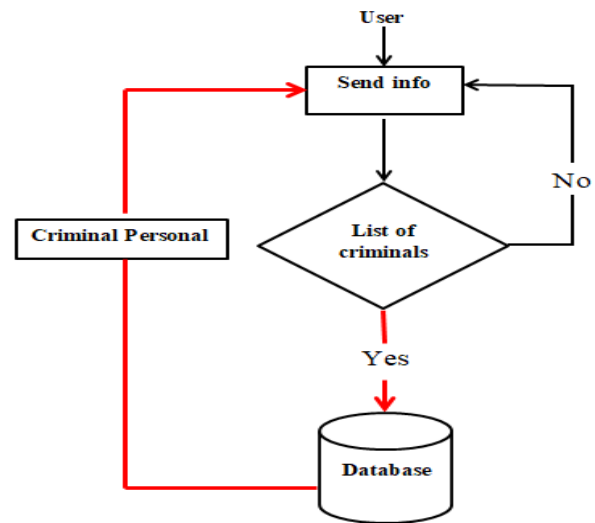


Figure 5: Flowchart system

#### 5. Smartphone Design In The Program (Xdk)

At this level, we have developed a mobile smartphone using the program (XDK) and linked to a database (MYSQL) by code (PHP). The system consists of three pages, the first page (the main interface) that the user enters for the suspect data and send it through the use of a query to a specific database, and the second page (the suspect data), which operates as a system for checking the user data in real-time caller and associated pages first to the internet and the third page (additional data). Start the system with all the data stored in the database of criminals respond to the request of the caller via the internet sees figure 7, 8 and figure 9.



Figure 6: Emulate first page



Figure 8: Emulate third page



Figure 7: Emulate second page

## 6. Network Scenario

Network scenario for online and offline (IFB) mobile access Figure 10.

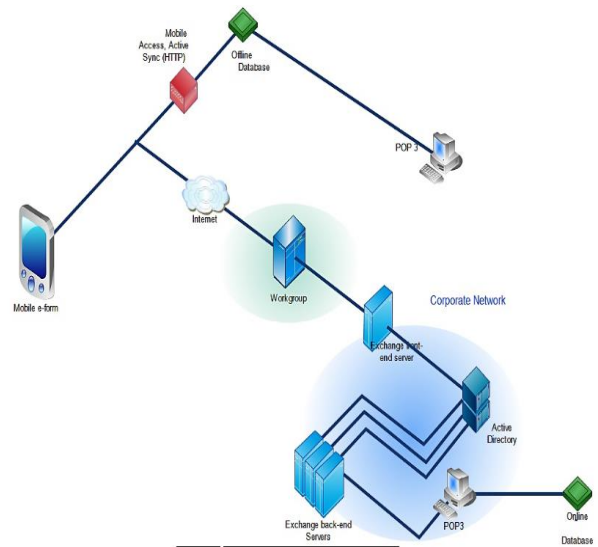


Figure 9: Network scenario

## 7. Simulate Smart Phone Stations

The smartphone has been distributed to three local police stations (virtual) in the city of Baghdad, with almost equal distances in terms of geographic and population distribution, and the installation of the database in a separate center and away from it at the

same distance in the middle of these distances. Data were taken from suspects or dangerous criminals and sent through the database, the results were as in table 1.

Table 1: Simulate Smart Phone Stations

Name / station	Check Info criminal / day	Response	Percentage / Response
Station 1	61	43	70.49
Station 2	25	21	84
Station 3	82	58	70.73

in Figure 10, Figure11, Figure12, and Figure13 relation between the response and the send for one day, the response rate for the station number is the best so as to provide the information stored in the database for questions, where there is no data about some people in other stations this depends on the availability of information and the inclusion in the database for these stations, in Figure 12 shows that the percentage of response is good, which facilitates the Decision - making process very quickly.

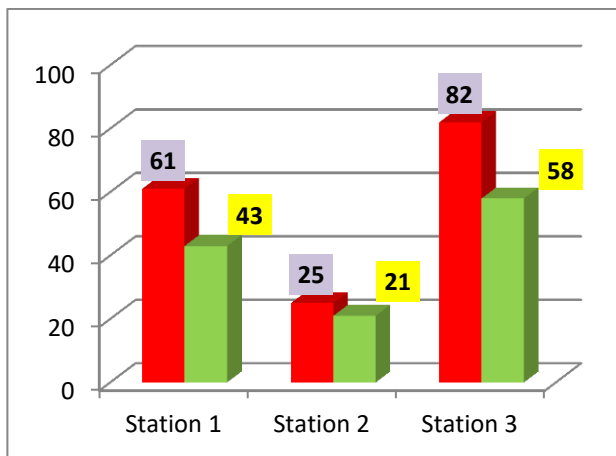


Figure 10: Response & stations

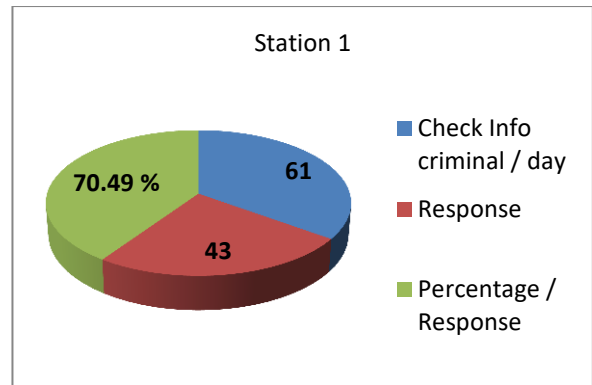


Figure 11: Station1 Response & Percentage

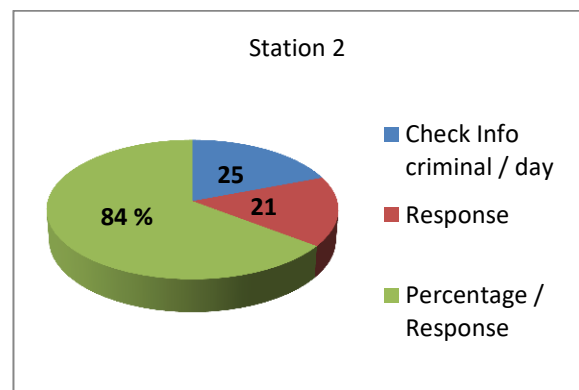


Figure 12: Station2 Response & Percentage

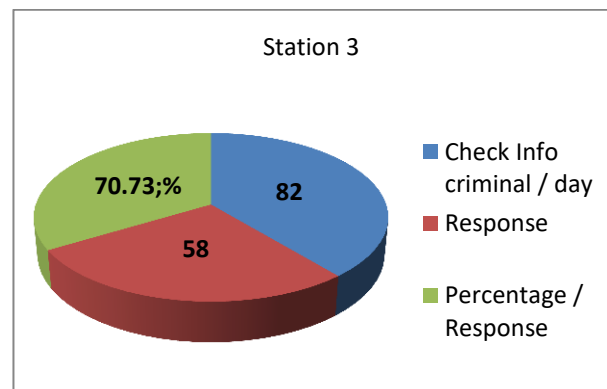


Figure 13: Station3 Response & Percentage

## Conclusion

In this system the police utilizes "smart phone", the telephones empower officers by walking watch, to look into a man's "criminal History" and confirm their ID. That quickly access to records catch". We used to accomplish this framework (my SQL) to make framework database and (XDK, Intel application) to build the structures. The designs demonstrate that the rate of reaction and access to data at a high rate and this relies upon the acquaintance of information to the database. Consequently wrongdoing levels will be diminished by capturing individuals before violations happen .

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**Appendix**  
**Questionnaire for User Interface Satisfaction**

- Please to respond to all the items and add comments in the spaces provided
- For items that are not applicable, please tick: NA

GENERAL REACTION TO THE SOFTWARE	0	1	2	3	4	5	6	7	8	9	NA	
1. The app was:	terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	wonderful	<input type="radio"/>
2. The app was:	difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	easy	<input type="radio"/>
3. The app was:	frustrating	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	satisfying	<input type="radio"/>
4. The summary had:	low accuracy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	high accuracy	<input type="radio"/>
5. The app was:	dull	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	stimulating	<input type="radio"/>
6. The app was	rigid	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	flexible	<input type="radio"/>
SCREEN	0	1	2	3	4	5	6	7	8	9	NA	
7. Reading the characters was:	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	easy	<input type="radio"/>
8. Navigating the content was:	not at all intuitive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	exceptionally intuitive	<input type="radio"/>
9. Organization of information was:	confusing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	very clear	<input type="radio"/>
10. The background and colures were:	unsuitable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	suitable	<input type="radio"/>
Wording AND SYSTEM INFORMATION	0	1	2	3	4	5	6	7	8	9	NA	
11. Utilization of terms all through framework	inconsistent	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	consistent	<input type="radio"/>
12. Wording was identified with errand:	never	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	always	<input type="radio"/>
13. Position of messages on screen was:	inconsistent	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	consistent	<input type="radio"/>
14. Prompts for input were:	confusing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	clear	<input type="radio"/>
15. The system reports the user's progress	never	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	always	<input type="radio"/>
16. Error messages were:	unhelpful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	helpful	<input type="radio"/>
LEARNING	0	1	2	3	4	5	6	7	8	9	NA	
17. Figuring out how to work the framework was:	difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	easy	<input type="radio"/>
18. Exploring new features by trial and error was:	difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	easy	<input type="radio"/>
19. Recollecting names and utilization of charges were:	difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	easy	<input type="radio"/>
20. Performing errands is direct	never	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	always	<input type="radio"/>
21. Help messages on the screen were:	unhelpful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	helpful	<input type="radio"/>
SYSTEM CAPABILITIES	0	1	2	3	4	5	6	7	8	9	NA	
22. The app allows for user feedback	never	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	always	<input type="radio"/>
23. The app speed was:	too slow	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	fast enough	<input type="radio"/>
24. The app reliability was:	unreliable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	reliable	<input type="radio"/>
25. The app was	poorly organized	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	well organized	<input type="radio"/>
26. Downloading the info was:	difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	easy	<input type="radio"/>