



## GEOGRAPHICAL INFORMATION SYSTEM OF K-NEAREST NEIGHBOR QUERIES OVER MOVING OBJECTS

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**Abstract:** Location Based Services and GIS together have enabled a new era of the development of a mobile based applications for several commercial and military applications. Unlike the current information services such as those on the web and as mobile apps, the GIS has been used greatly from developments in various fields of computing. Better database software allows the management of wide amounts of information that is referenced to digital maps. Computer graphics techniques provide the data models for storage, and for display of geographic objects. Geographic Information Science, the field of science behind GIS, offers specially designed knowledge about Spatial Data Collection and processing, data modeling as well as modeling of spatial processes for analysis purposes

**Keywords:** IS-(Geographical Information System), LBS-(Location Based Services), SPD-(Spatial Data Collection)

### I. INTRODUCTION

Information agents are software products for subsidiary and guiding users to reach the goal of information retrieval. Up to now, most of Web information agent systems are closely related to the traditional information equipments that can not directly implemented to the modern mobile equipments resulting from the core part of information agent in ubiquitous environments. This study completely focused on how to construct a ubiquitous interface agent with mobile equipments in ubiquitous environments. Incautious computing is a post-desktop model of human computer interaction in which information processing has been completely integrated into everyday objects and activities. Cloud computing is a technique of Internet- based development and use of computer technology. Moreover, how to construct an interaction diagram of cloud computing for largely and seamlessly entering related web information agent systems through modern mobile equipments in ubiquitous environments is under our investigation.

### II. EXISTING SYSTEM

In Existing system though we have several web sites gateway, and the user can get information about the searched location in web sites .In existing system if user wants some location the high level data information will be displayed on the screen with take more time. Whenever user wants to search the places user need to specify the location of that particular field .Nowadays user can be able to aisle the information which is stored in the server.

#### 2.1Disadvantages:

The profitable information does not reach people at the time of emergencies. The user can update the location manually it will be store the server. Its having only for the high level data which are stored in the server .we will not add the any data (Location) to the server manually. May give less accurate location as it takes one shot location wherever needed.

### III. PROPOSED SYSTEM

In the Proposed System of application, user makes the query to the main data base through our application Using GIS Techniques. If user search some location through our application its take the

current location of the application user using GIS. As the user makes the query along with his GPS values to find out the Exact Location from without data base, this processes the query and attest the user and then passes the query to the main database. Using the network analyst tools, the Shortest Path and Closest Facility Analysis are conducted to find the shortest path from a source to a single destination and a best route from a source to multiple destinations .The application would give the enhanced optimum route to reach the destination accurately during emergency situations.

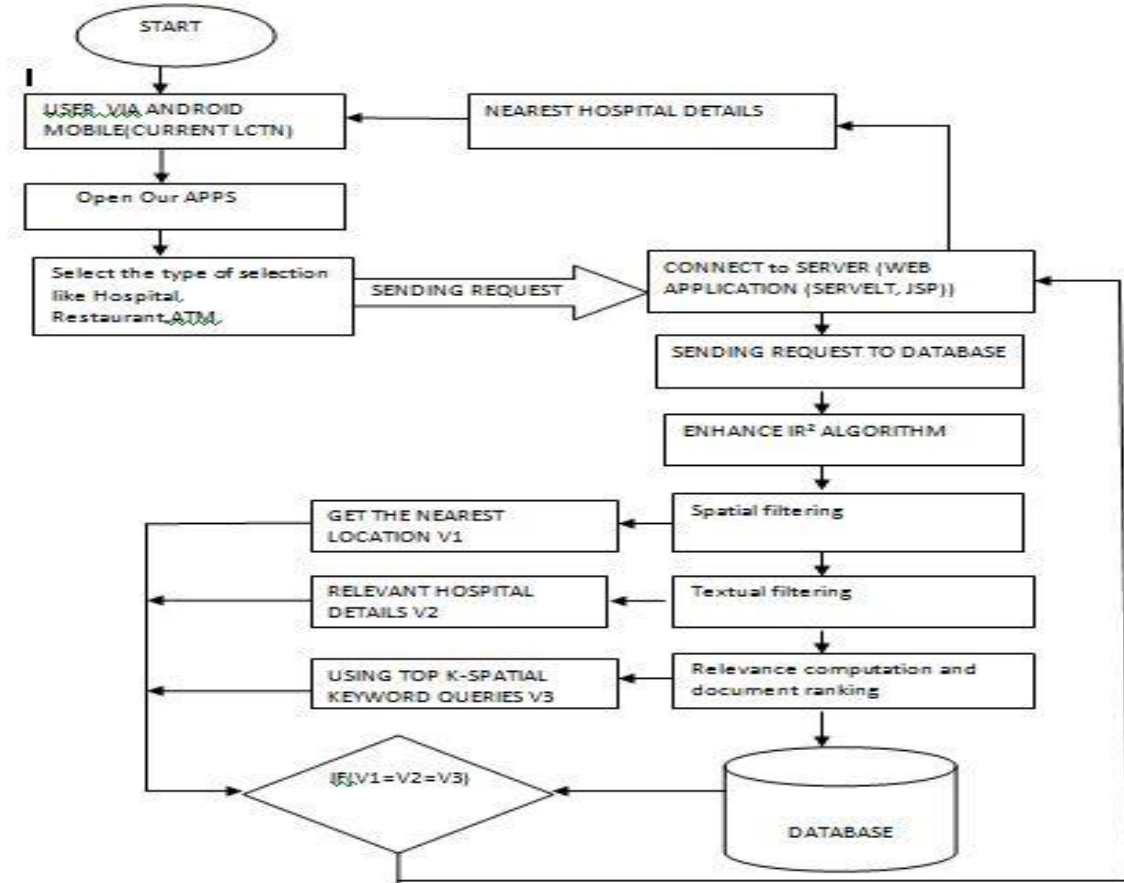


Fig 4.1 Architecture diagram

### 3.1 Advantages

In existing system only contain the low level data but it contains the deep level data because those data are collect from globally. Satellite information is easily incorporated Accurate positional information that is best for storing discrete thematic features. Increase Communication, Productivity & Collaboration.

## IV. CONCLUSION

In this paper, we presented the implementation and appraisal of map, which provides an autonomous construction of a personalized map for the evaluation of advanced mobile services. The core component of this map is a area management scheme that provides offline and online location data in everyday lives. Each user search his/her own location in map incrementally with the use of consolidate server and a local server. We minimized the energy consumption of a device by using a small set of sensors based on user activity. User privacy was also considered by designing a decentralized system. Our belief is that the proposed approach accompaniment current localization technology, taking an important step to expand the realm of mobile services to indoor environments in daily lives. Although focuses on the major source of user context (i.e., location), we believe that our path is a building block toward a sophisticated system that provides various user context, including both location and situation

## V. FUTURE WORK

This project introduce a new field of secure transactions. Enhancements can be made by implementing newer techniques like image authentication, biometrics to authenticate users.

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