Objective:
RIS, an Android application, aims to facilitate the user in controlling a computer remotely by using his/her Android phone as a mouse and keyboard for the remote PC.

Mouse & Keyboard functionalities:

<table>
<thead>
<tr>
<th>Phone gestures</th>
<th>Computer Actions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move finger</td>
<td>Mouse moves</td>
</tr>
<tr>
<td>Tap one finger</td>
<td>Single click</td>
</tr>
<tr>
<td>Double-tap with one finger</td>
<td>Double click</td>
</tr>
<tr>
<td>Two-finger tap</td>
<td>Right click</td>
</tr>
<tr>
<td>Two finger scroll</td>
<td>Scroll</td>
</tr>
<tr>
<td>Two finger pinch out</td>
<td>Zoom in</td>
</tr>
<tr>
<td>Two finger pinch in</td>
<td>Zoom out</td>
</tr>
<tr>
<td>Tap on keyboard symbol</td>
<td>Keyboard pops up on device. Typed words shown on Desktop</td>
</tr>
</tbody>
</table>

Devices:
1. Android Client (SDK V2.2 and above)
2. Windows/Mac/Linux computer (excluding Win 8)

Keyboard input: Architecture

1. User moves the cursor on the phone to a location on the computer where keyboard input is required.
2. User taps on the keyboard symbol
3. User interface (Phone Screen)
4. User enters input on the keyboard
5. Keyboards are displayed on the phone screen. 
6. Keyboards are displayed on the phone screen. 
7. User enters input on the keyboard
8. Conveys entered inputs
9. Processes the entered inputs
10. Displays entered inputs on the computer (client) screen.

Challenges:
• Mouse algorithm
• Sensing double tap as two consecutive taps
• Swype keyboard functionality
• Wi-Fi direct for phone connections

Future Work:
Motion control: Add motion sensor on phone that detects movement and sends suitable commands to the computer.
Network Discovery: Enable phone to detect computers running app and connect to selected computer from the list.