Abstract – There has been a great deal of hype for graphical passwords to the fact that primitive methods suffered from an innumerable number of attacks text passwords are broken by intruders by several simple means such as dictionary attacks, shoulder surfing attacks, social engineering attack. To mitigate the problems with traditional methods, advanced methods have been proposed using graphical as passwords such as Cued Click-Points (CCP). Various graphical password schemes have been proposed as alternatives to text-based passwords. As Graphical passwords are easy for memorizing and more secured than text and numerical passwords. In this project, we propose a new click-based graphical password scheme called Cued Click Points (CCP). It is going to be an android application for the mobile device. The aim of this work is to provide security for transaction in banking through mobile. In this application password consists of one click-point per image. As with CCP User is shown with sequence of images with 4x4 or 8x8 blocks; user has to select one block from each image. Secondly, if a user enters an incorrect click-point during login, the next image displayed will also be incorrect. Legitimate users who see an unrecognized image know that they made an error with their previous click point. Conversely, this implicit feedback is not helpful to an attacker who does not know the expected sequence of images. This approach will help user to memorize the graphical password easily and to protect the data.

Keywords-

1. INTRODUCTION

Graphical passwords have received considerable attention lately as potential alternatives to text-based password. Research and experience have shown that text-based passwords are fraught with both usability and security problems that make them less than desirable solutions. Psychology studies have revealed that the human brain is better at recognizing and recalling images than text; graphical passwords are intended to capitalize on this human characteristic in hopes that by reducing the memory burden on users, coupled with a larger full password space offered by images, more secure passwords can be produced and users will not resort to unsafe practices in order to cope.

In this paper, one such category is click-based graphical passwords where a password is composed of a series of clicks on one or more pixel-based images. To log in, users re-enter their click-points in the correct order. We propose a new click-based graphical password scheme called Cued Click Points (CCP). It is going to be an android application for the mobile device. The aim of this work is to provide security for transaction in banking through mobile. In this application password consists of one click-point per image. As with CCP User is shown with sequence of images with 4x4 or 8x8 blocks; user has to select one block from each image. Secondly, if a user enters an incorrect click-point during login, the next image displayed will also be incorrect. Legitimate users who see an unrecognized image know that they made an error with their previous click point. Conversely, this implicit feedback is not helpful to an attacker who does not know the expected sequence of images. Upon development of m-commerce as one of the new branches of e-commerce, m-banking has emerged as one of the main divisions of m-commerce. As the m-banking was received very well, it has embarked upon supply of various services based on different systems and with the aid of various services such as the short messaging service (SMS). However, in spite of its advantages, m-banking facing some challenges as well. One of these challenges is the issue of security of this system.

2. CONSTRUCTION OF SYSTEM

1. User registration process/User authentication process:-
   - User will sign up or if user is already register user will sign in with its id no.
2. Select Image:-
   - If user is new he/she will select image as password or if user is already registered he/she will click on image.
3. Digital SHA-1 Algorithm:-
   - This security algorithm will be provided as security while choosing the password.
4. Database store:-
   - If user is new his/her selected image will be stored in database as password if user is not new his/her selected image will be match with stored image in database if image is correct user can proceed or if image is not correct random images will be selected password gets wrong and authentication will fail.
3. DATA FLOW DIAGRAMS

LEVEL-0

USER INTERFACE → Cued click point authentication → Access Grant

LEVEL-1

User Interface → Select Sequence of Images → Select particular sequence of images → Cued Click Point Authentication → Access Grant

Fig. 1 Flow diagram
4. PROJECT PLAN

The above figure (fig. 2) depicts the project plan. It describes the activity plan of the project. The activities will be carried out in the same order. We are implementing the proposed system on the basis of SHA-1 and ENCRYPTION security algorithm.

5. ABBREVIAITION

GUI : Graphical User Interface
URL : Uniform Resource Locator
Fig. : Figure
Uid : User identity number

6. CONCLUSION

The proposed Cued Click Points scheme shows promise as a usable and memorable authentication mechanism. By taking advantage of users’ ability to recognize images and the memory trigger associated with seeing a new image, CCP has advantages over PassPoints in terms of usability. Being cued as each image is shown and having to remember only one click-point per image appears easier than having to remember an ordered series of clicks on one image. In our small comparison group, users strongly preferred CCP. We believe that CCP offers a more secure alternative to PassPoints. CCP increases the workload for attackers by forcing them to first acquire image sets for each user, and then conduct hotspot analysis on each of these images. Furthermore, the system’s flexibility to increase the overall number of images in the system allows us to arbitrarily increase this workload. As this is going to be an android application for smart phone it is very easy for user to handle e-banking via phone while roaming anywhere.

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