

Leckraj Nagowah

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8585452/publications.pdf>

Version: 2024-02-01

26
papers

123
citations

1937685

4
h-index

2272923

4
g-index

26
all docs

26
docs citations

26
times ranked

122
citing authors

#	ARTICLE	IF	CITATIONS
1	A lightweight replay attack detection framework for battery depended IoT devices designed for healthcare. , 2017, , .		24
2	A low cost autonomous unmanned ground vehicle. Future Computing and Informatics Journal, 2018, 3, 304-320.	0.6	22
3	A novel approach of automation testing on mobile devices. , 2012, , .		10
4	Smart Aquaponics with Disease Detection. , 2019, , .		9
5	Recent advances in computational tools and resources for the self-management of type 2 diabetes. Informatics for Health and Social Care, 2020, 45, 77-95.	2.6	8
6	Enabling the Disabled using mHealth. , 2019, , .		7
7	AsT-A simple automated system testing tool. , 2010, , .		6
8	Disease Propagation Prediction using Machine Learning for Crowdsourcing Mobile Applications. , 2019, , .		6
9	A Reflection on the Dominant Learning Theories. International Journal of Learning, 2009, 16, 279-286.	0.1	5
10	A Framework for Android and J2ME Bluetooth Communication. International Journal of Computer Applications, 2012, 57, 23-33.	0.2	4
11	The network simulator of tomorrow - JNS. , 2010, , .		3
12	Design and Development of 3D Mobile Games. , 2010, , .		3
13	Improving test data management in record and playback testing tools. , 2012, , .		3
14	RTET - A round trip engineering tool. , 2013, , .		3
15	Letâ€™s Talk: An Assistive Mobile Technology for Hearing and Speech Impaired Persons. , 2020, , .		3
16	Automated complete test case coverage for web based applications. , 2017, , .		2
17	Assessing The Effectiveness Of Test-Driven Development and Behavior-Driven Development in an Industry Setting. , 2019, , .		2
18	Eye Guide: An Assistive Mobile Technology for Visually Impaired Persons. , 2020, , .		2

#	ARTICLE	IF	CITATIONS
19	Code Saga – A Mobile Serious Game For Learning Programming. , 2021, , .		1
20	Controlling Access to Location-Based Services in Vehicular Mobile Pervasive Environments. , 2008, , .		0
21	A hybrid approach to cater for identity and location challenges in crowdsourcing applications. , 2017, , .		0
22	DOT: a crowdsourcing Mobile application for disease outbreak detection and surveillance in Mauritius. Health and Technology, 2020, 10, 1115-1127.	3.6	0
23	An Intelligent Protocol Algorithm to improve the Performance of Enterprise Systems Communications. International Journal of Computer Applications, 2012, 57, 19-22.	0.2	0
24	Developing Cross Platform Secured Mobile Widgets using Subject-Role based Access Control Mechanism. International Journal of Computer Applications, 2012, 57, 42-49.	0.2	0
25	Health Data Analytics: Current Perspectives, Challenges, and Future Directions. EAI/Springer Innovations in Communication and Computing, 2020, , 117-151.	1.1	0
26	OOP Codes: Teaching Object-Oriented Programming Concepts Through a Mobile Serious Game. , 2021, , .		0