NET AUCTION

A PROJECT WORK DONE AT

BLAISE INFORMATION SYSTEM CHENNAI

SUBMITTED IN PARTIAL FULFILMENT OF THE REQUIREMENTS

FOR THE AWARD OF THE DEGREE OF

MASTER OF COMPUTER APPLICATIONS

OF BHARATHIAR UNIVERSITY

SUBMITTED BY

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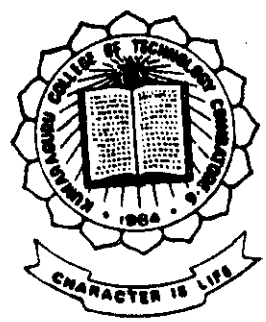

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Kumaraguru College of Technology

COIMBATORE-641 006.

CERTIFICATE

This is to certify that the project work entitled

Net Auction

Submitted to the

Department of Computer Science and Engineering

Kumaraguru College of Technology

in partial fulfilment of the requirements for the award of the degree of Master of Computer applications is a record of original work done by Mr.V.Balashunmugam, Reg.No. 9838M0500 during his period of study in the Department of Computer Science and Engineering, Kumaraguru College of Technology, Coimbatore under my supervision and this project work has not formed the basis of award of any Degree/Diploma Associateship /Fellowship or similar title to any candidate of any University.

Professor and Head

Staff-in-charge

Submitted to University Examination held on ----------

Internal Examiner

External Examiner

BLAISE INFORMATION SYSTEMS

To Whom It May Concern

We hereby certify that Mr Balashanmugam V, student of MCA Final Year, Kumaraguru College of Technology, Coimbatore has successfully completed his Project - Net Auction in our organisation from Dec 2000 till March 2001. He has completed the project successfully to our fullest satisfaction. During the Project duration his conduct and character has been found to be good.

We wish him all success in his future endeavours.

For Blaise Information Systems

C. Arunachalam

C ARUNACHALAM

DECLARATION

I hereby declare that the project entitled **'Net Auction'**, submitted to **Bharathiar University** as the project work of **Master of Computer Applications Degree**, is a record of original work done by me under the supervision and guidance of **Mr.C.Arunachalam B.E.[Hons], Blaise Information System, Chennai** and **Mr.K.R.Baskaran B.E, M.S., Asst. Professor, Kumaraguru College of Technology, Coimbatore** and this project work has not found the basis for the award of any Degree/ Diploma/Associateship/Fellowship or similar title to any candidate of any university.

Place : COIMBATORE

Date : 25.04.2001

V.Balashunmugam

Counter Signed By

Mr.K.R.Baskaran, B.E., M.S.,
Asst. Prof. Dept. of Comp. Sci. & Engg.
Kumaraguru College of Technology,
Coimbatore.

DEDICATED TO MY

BELOVED PARENTS

WHO SACRIFICED

THEIR 'TODAY'

FOR OUR BETTER

'TOMORROW'

ACKNOWLEDGEMENT

An endeavour over a long period can be success only with advice and support of many well wishers. I take this opportunity to express my gratitude and appreciation for all of them.

I wish to express my sincere and heartfelt gratitude to my esteemed Principal **Dr.K.K.Padmanabhan, B.Sc. (Engg)., M.Tech., Ph.D.,** for giving me the needed encouragement in starting this project and carrying this out to the height of success.

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I also take this as a priviledge to thank my parents who hav taken pain and effort, without whose blessings and backups durin desperate times, I would not have completed the project successfully.

SYNOPSIS

SYNOPSIS

The project entitled **"NET AUCTION"** is developed for "Blaise Information System", Chennai. This project mainly concentrates on developing a new template for an E-commerce system and enhancements or modification of the system would facilitate in creating a Client specific E-commerce applications. The web tools that are used in this system are: Java 2.0 (JDK1.2.2), Java servlets ,HTML, Java Script for front end & client Designing and Oracle 8.0 as the back end.

The requirement is building an on-line system which facilitates the user to verify the availability of all the products that the sellers (customers who want to sell his product) provided to the service provider(our software). The other Customers of the service provider may order those products on-line by giving their highest price for those products. The details about these entries are updated and maintained at the service provider's end in databases. The sellers and the bidder will be able to view the current state of the products through the database.

The validations are performed on the client side to confirm that all the information provided by the buyer and the seller are correct. Once the client side validations are done, then the product is accepted by the seller and placed for bidding. Similarly, if the validations are over for the buyer then he can place his maximum bidding amount This should be generally greater than the one specified by the seller for that product. The buyer can bid any number of times till the maximum date specified by the seller. His recently quoted amount is updated in the database and is considered to be the latest bidding amount.

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1. INTRODUCTION

1.1 Project Overview

The objective of this project is to develop an E-Commerce based auction shop. This system maintains the transactions happening between a bidder and a seller online. This System is classified into three modules:

1. Purchaser/Buyer
2. Shopper/Seller
3. Server/Administrator

This system will help any end user in the world to communicate as a purchaser with the shopper. The server will administrate the shopper details with the item categories.

Customer has to enter the personal details and get a valid user id and password. By using this user id and password he/she can enter any time into this site for viewing the item or bidding for a particular item.

The Seller has to register with the administrator to place the products into the site. The product will be put under a category. If the item details are satisfied with the administrator, Item will be added into the site automatically. If the customer is having a password, he/she can enter into the auction site. The page has the following options:

1. Features or Help

2. Seller

3. Bidder

4. Category

5. Edit profile

6. Feedback.

Features :

This is a view that lists all the general features that is available. It is similar to a help. It acts as a guide.

Seller :

This is a login screen where the old seller enters by typing his ID and Password.

After checking for validity, he can place his items for bidding.

Bidder :

This gives a view of the buyer's login screen. After checking his username and password , the items available will be listed. He selects his item interested for bidding.

Category :

This drop down box that will contain the major categories of products. This is expandable in the future.

Edit profile :

This is a view where in the user can change his particulars as per his refinement. It will be updated in the database thereby.

Feedback :

This gives a view of suggestions and improvements that the user is wanting the site to make. There is also a separate feedback form for seller.

Thus the project mainly concentrates on developing a new template for an E-commerce system and enhancements or modification of the system would facilitate in creating client specific E-commerce applications.

Auction Logon Process :

a) Login screens :

- Existing Users: Types the user-id and password
- New users: It takes him to the user registration screen. (only for the first time, subsequently user-id and password).

b) Logon Validation :

- If the user-id exists then depending upon the user(buyer/seller) the screen associated would be opened in a page.

- If the user-id does not exist, then he is asked to signup first and then to enter into the site. Malicious users cannot enter.

c) Registration :

- Users register him for the first time to get into the site.
- If rules have changed since the last login for an existing user, he will be displayed the new rules which he can accept or decline.
- If no prior user-id exists then entering then right program code will bring him to the registration screen, where he can select a user-id and other details.
- Spaces are checked for each field in the registration form as also the numeric and alphabetic formats for the relevant fields.

d) Rules maintenance :

- Any user can view the rules and regulations of the site, that is the do's and don'ts of the site.
- By default all the pages contains a common frame wherein it consists of various options like signup, seller, bidder, edit profile, rules. Category, feedback and signout for facilitating the user at any point of time.

Common Frame :

a) Rules : (Default frame) – This is a view that lists all the rules and regulations of the site.

b) I am a new user : This is a view that lists the new user's registration form for logging in, thereby the user becomes the member of the site.

c) Seller : This is a view that lists the seller's login screen. Checks for the valid user using the back-end and if exists, then a screen is displayed where the seller can place his product with appropriate details. After this his product will be included in the category listings automatically.

d) Bidder : This is a view that lists the buyer's login screen. Checks for the valid user using the back-end and if correct, then a screen is displayed where he is asked to enter his product interested for bidding. The item code is generated automatically and hence he can enter the bid details and place his bid amount.

e) Category : This is a view that lists the currently available categories in the site. Any user can view this page. If his product of interest is not available then he can very well quit. This is for user friendliness Details about each product will also be available.

f) Feedback : This is a view which lists the feedback form for the user to fill up. He is asked to give proper suggestions for further improvement.

Customer Services :

a) Edit profile : This option is available in the side frame. This will allow an existing user to edit his currently captured details such as name, telephone number and etc. This will however will not allow him to change his user-id.

b) Sign out : This will allow a user to logoff from the site.

c) Rules page : This will link to the rules page, wherein the rules and Regulations of the site.

d) Help : This will help the user to know the features of the site.

Automated Process :

a) Existing : This process will constantly monitor the and table flag on all such auctions whose start date is greater than or equal to the current date.

b) Non existing : This process will constantly monitor the table and flag off all such auctions whose end date is greater than or equal to the system-date.

Back- end Services :

a) Product categories maintenance : This module will allow for product categories to be maintained. Currently there are five categories and any new category can be added in the future.

b) Bid maintenance : This module allows for updating the auctions post their close date, depending on the back-end process of checking valid points.

1.2 Organisation Profile

BLAISE INFORMATION SYSTEMS is a company in the IT business since 1989, based at Chennai, India. We also have operations in Malaysia.

Focus

We are determined to focus on the IT market with the backing of Indian Software Strength and the native expertise on markets and business practices. Our commitment is reasonable cost and a promise to deliver what is practical and understanding that time is the essence of successful delivery of projects.

A brief outline of our Areas of Focus and Competence

Publishing on Internet

In this information age, Internet and Information delivery are potent combinations for delivery of information for a cost. We have demonstrated our ability to conceive such information delivery applications using Internet, in short period. Our flagship application for

Legal Information Retrieval for CLJ Legal Network Sdn. Bhd. is an example of our expertise in this area. We delivered the core functionality of the product in Four calendar months.

Medical Records Archival and Retrieval

We have a low cost technology to quickly implement a system for diagnostic medical records archival and retrieval to implement a patient information system for Doctors. Using the core technology of our Legal Information Retrieval System, we can implement an easy to use retrieval system based on easy to use browsers like Netscape Navigator or Internet Explorer in a Local area or Wide area network. The above approach makes the system easy to use with existing resources.

Business Applications.

We have successfully implemented diverse business applications in Manufacturing, Accounting & Academic areas. We have built up wealth of expertise in using ORACLE Database for commercial applications, using Oracle Forms 3.0/4.5 and Oracle Developer/2000 application development tools. In Malaysia, we have implemented a suite of comprehensive applications based on Oracle at

Metrod (Malaysia) Berhad.

Data Services - Our Back Office Strength.

We have a dedicated team of personnel to supervise high volume data entry, proofing and corrections to demanding publishing applications where high accuracy and timeliness is very important.

As part of our back office data delivery group, we provide a comprehensive data entry, verification and proofing services. We also provide any kinds of data conversion services from one format to another. Our back office team for data services is located in India to provide cost effective solutions on a one time or a continuous basis.

We guarantee security & confidentiality of your data.

2. SYSTEM STUDY & ANALYSIS

A **system** is an orderly grouping of independent components linked together according to a plan to achieve a specific objective. In other words, a system is a set of interacting elements responding to inputs to produce outputs.

A **system study** is study on specific operation that can be performed efficiently by a computer. The main idea of system study is collecting data on the existing system and performing a critical documentation of that data to factor out relevant information.

System study is conducted with the following objectives :

Identify the needs of the Seller, Bidder and Service Provider.

Formulate set of software requirements.

Forecasting the availability of products for sale at the service provider's end.

Facility for the bidder to bid on-line till last date.

Validation of the bidder's authority in customers database

Confirmation of allocation of items to bidder by processing the prices.

Updating the product's master database and customer's database

Sending corresponding notification to the bidder and seller

Facilitating the bidder to view the current status of the product he has asked for.

System analysis means analysing the existing operations, where data is required to satisfy the user needs. This leads to get a clear idea about future processing activities which is done by system investigation. It includes :

Detailed study of the existing operation

Gathering user requirements

Data collection

2.1 Existing system

The required objectives as stated above is being decided and the project is ready to identify the problem areas during development. The problem identification begins with understanding the complexity of the problem. The exact procedures involved in the manual system and existing system are identified. All facts, information, Input data and activities related to this problem are identified. The various factors like when the project is scheduled to be delivered, the hardware and software resources that are required, and the man power requirement are identified.

2.2 Proposed System

The proposed system **"NET AUCTION"** is developed to overcome all the difficulties of the existing systems. The system is developed in such a way that enhancing the system according to Client's requirements can develop an e-commerce package.

The major advantage of **"NET AUCTION"** is that the service provider himself does the bidding. There is an amount called bid increment amount. If a buyer quotes a particular price, there is entry for bid increment product is finalised for the buyer who has quoted the highest bidding price, then he/she need not buy the product for that price. There is a hike amount, which is added to the minimum bidding amount, and the product is sold for that total amount. Both the bidder and seller should know the current auction status and so provision must be made for it. The product interested for the bidder must be obtained and if it is not under the category currently available, then the buyer is informed through mail after which it has been included.

2.3 Requirement on new system

General Constraint arising from regulatory policies, interfaces

The product has the feature of on line transaction .This form a separate module. Due to this, it is valid only in India and neighbouring countries.

The transport of the product purchased is also a constraint to the seller.

Specific Requirements

Functional Requirements

The software product is in need of a list of inputs to be processed. Three forms are used Buyer, Seller and Product.

The buyer has to go through a normal registration form as well as the seller. Apart from that there is product form to feed the product details for existing user there is an authentication screen to authenticate the user.

Information Processing Required

The list of inputs has to undergo a front end validation and the posted to the back end. The back-end also has constraint to check with. The product from the back-end are retrieved and displayed at the front end. The buyer will have his value for the product and post it to the back end then the highest value for the product will be compared and notification is sent both to seller and buyer.

Performance Requirement

Security

Each buyer and seller has unique id and password to authenticate himself.

Standard Compliance

Globalization is not possible because of the credit card transaction module involved in it . Transport of purchased product is an issue on seller's side. Currency conversion is also a issue in globalization

2.4 User characteristics

Buying and Selling has become a part of day's work. So everyone and anyone will use this product. The user need not be exposed to any software knowledge .All complications are hidden to user.

3. PROGRAMMING ENVIRONMENT

3.1 Hardware Configuration

Processor	Pentium II
RAM	64 MB
Hard Disk	8 GB
Backup	1.44 floppy
Monitor	Samsung SVGA Monitor
Keyboard	Windows 109 Keyboard
Mouse	Logitech Mouse

3.2 Design of Software and tool Used

HTML

HTML or Hypertext Mark-up Language is designed to specify the logical organisation of a document, with important hypertext extensions. It is *not* designed to be the language of a WYSIWYG word processor such as Word or WordPerfect. This choice was made because many different "browsers", of very different abilities may view the same HTML document. Thus, for example, HTML allows you to mark selections of text as titles or paragraphs, and then leaves the interpretation of these marked elements up to the browser. For

example one browser may indent the beginning of a paragraph, while another may only leave a blank line.

HTML instructions divide the text of a document into blocks called elements. These can be divided into two broad categories -- those that define how the BODY of the document is to be displayed by the browser, and those that define information `about' the document, such as the title or relationships to other documents are defined using another language known as the standard generalised mark-up language, or SGML.

HTML Document Structure

HTML documents are structured into two parts, the HEAD and the BODY. Both of these are contained within the HTML element -- this element simply denotes this as an HTML document. The head contains information about the document that is not generally displayed with the document, such as its TITLE. The BODY contains the body of the text, and is where the document material is to be displayed. Elements allowed inside the HEAD, such as TITLE, are not allowed inside the BODY, and vice versa.

Introduction to Java Script

The Netscape Browser includes a scripting language called [illegible] certain tasks in HTML much easier. Java Script

follows in the footsteps of other scripting languages like PERL. providing an interpreted text programming language that is easy to use and fairly rich. In many cases it is possible to accomplish simple tasks in Java Script that would take much more effort to accomplish in Java. It is therefore useful to know both Java and Java Script so that one or the other can be used.

The computer languages evolve for two reasons :

1. To adapt to the changes in the environment.
2. Implement advances in the art of programming.

The environmental change that prompted for Java was the need for platform independent programs destined for distribution on the Internet. However, Java also embodies changes in the way that people approach the writing of programs. Specifically, Java enhances and refines the Object-Oriented paradigm used by c++. Thus, Java is not a language that exists in isolation. Rather, it is current instance of an on -going process begun many years ago. This fact alone is enough to ensure Java a place in computer Language history. Java is an Internet Programming Language: A revolutionary force that will change the world.

Java expands the universe of objects that can move about [illegible] cyberspace. In a network, two very broad categories of

objects are transmitted between the server and your personal computer: Passive information and dynamic, active programs. For example, when you read your mail, you are viewing passive data. Even when you download program the program's code is still only passive data until you execute it. However, a second type of object can be transmitted to your computer: a dynamic, self-executing program. Such a program is an active agent on the client computer, yet is initiated by the server. For example the server to display might provide a program properly the data that the server is sending.

Java Applets and Applications

Java can be used to create two types of programs: applications and applets. An application is a program that runs on your computer, under the operating system of that computer. An applet is an application designed to be transmitted over the Internet and executed by a Java-Compatible web browser. An applet is actually a tiny Java program, dynamically download across the network, just like an image, sound file or video clip.

Security

When you use a Java-Compatible web browser, you can safely download Java applets without fear of viral infection or malicious

intent. Java achieves this protection by confining a Java program to the Java execution environment and not allowing it access to other parts of the computer.

Portability

Many types of computers and operating systems are in use throughout the world and many are connected to the Internet. For programs to be dynamically downloaded to all the various types of platforms connected to the internet, some means of generating portable executable code is needed. The same mechanism that helps ensure security also helps create portability. Indeed, Java's solution to these two problems is both elegant and efficient.

Java's Magic: The Byte Code

The key that allows Java to solve both the security and the portability problems just described is that the output of a Java compiler and not an executable code. Byte code is a highly optimised set of instructions designed to be executed by the Java run-time system. which is called the Java Virtual Machine (JVM).

Translating a Java program into byte code helps makes it much easier to run a program in a wide variety of environments. The reason is straightforward: only the JVM needs to be implemented for each

platform. Once the run-time package exists for a given system, Java program can run on it. Java programs were compiled to native code, then different versions of the same program would have to exist for each type of CPU connected to the Internet. Thus, the interpretation of byte code is the easiest way to create truly portable programs.

JVM can contain the program and prevent it from generating side effects outside the system, safety is also enhanced by certain restrictions that exists in the Java language.

Simple

Java was designed to be easy for the professional programmer to learn and use effectively. Prior knowledge in the basic concepts of object-oriented programming, learning Java will be even easier. Java inherits the C/C++ syntax and many of the object-oriented features of C++.

Object-Oriented was not designed to be source-code compatible with any other language. This allowed the Java team the freedom to design with a blank slate. One outcome of this was a clean, usable, pragmatic approach to objects. Borrowing liberally from many seminal object-software environments of the last few decades, Java manages to strike a balance between the purist's everything is an object

"Paradigm and the pragmatist's " stay out of my way" model. The object model is Java is simple and easy to extend, while simple types. such as integers. are kept as high-performance non-objects.

Robust

The multi-platform environment of the web, places extraordinary demands on a program, because the program must execute reliably in a wide variety of systems. Thus, the ability to create robust programs was given a high priority in the of Java. Java is a strictly typed language, it checks the code at compile time.

To better understand how Java is robust, consider two of the main reasons for program failure: Memory management mistakes and mishandled exceptional conditions. Memory management can be difficult, tedious task in programming environments. But in Java, it is completely automatic, because Java provides garbage collection for unused objects.

Multithreaded

Java was designed to meet the real-world requirements of creating interactive, networked programs. To accomplish this, Java supports multithreaded programming, which allows writing programs that do many things simultaneously. The Java run-time system comes

with an elegant yet sophisticated solution for synchronisation that enables one to construct smoothly running interactive systems. Java's east-to-use approach to multithreading allows to think about the specific behaviour of the programs, not the multitasking subsystems.

Architectural-Neutral

A central issue for the Java designers was that of code longevity and portability. One of the main problems faced by the programmers is that, no guarantee exists that a program written today will run tomorrow on the same machine. Operating system upgrades, processor upgrades, and changes in core system resources can all combine to make a program malfunction. The Java designers made several hard decisions in the Java language and the Java virtual machine in an attempt to alter this situation. Their goal was " Write once; run anywhere, any time, forever." To a great extent, this goal was accomplished.

Interpreted and high performance

Java enables the creation of cross-platform programs by compiling into an intermediate representation called Java byte-code. This code can be interpreted on any system that provides a Java

virtual machine. Java was designed to perform well on very low-power CPUs.

Distributed

Java is designed for the distributed environment of the internet because it handles TCP/IP protocols. Java has recently revived these interfaces in a package called Remote Method Invocation (RMI). This feature brings an unparalleled level of abstraction to client/server programming.

Dynamic

Java programs carry with them substantial amount of run-time type of information that is used to verify and resolve accesses to objects at run time. This makes it possible to dynamically link code in a safe and expedient manner. This is crucial to the robustness of the applet environment, in which small fragments of byte code may be dynamically updated on running system.

JAVA SERVLETS

Java Servlets are a key component of server side development. Servlets are modules that extend request, response- oriented servers, just as Java-enabled web servers.

For example, a servlet might be responsible for taking data in an HTML Order-entry form and applying the business logic used to update a company's order database are to servers what applets are to browsers.

Unlike applets, however, servlets have no graphical user interface.

Servlets are commonly used with the web server, where they can take place of CGI Scripts.

Servlet operates solely with in the domain of the server, unlike applets they do not require support for Java in the web browser.

HTTP :

1. It is a simple stateless protocol.

2. Web browser (client) makes a request, the web server responds a request using http.

Request is specified using HTTP commands GET, POST, DELETE, PUT, TRACE, OPTIONS.

Eg. GET/intro.html HTTP/1.0

This request uses the GET method to ask for the document named intro.html using Http ver 1.0.

GET

- GET is designed for getting information.

2. Information is passed as a sequence of characters appended to the request URL (called a query string)

3. Server limits the length of URLs and query string to about 240 chars.

POST

1. It is designed for posting information to the server.

2. Unlimited length of data passed as a part of its HTTP request body.

3. Exchange is invisible to the client.

Architecture of the Servlet Package :

The javax.servlet package provides interfaces and classes for writing servlets.

The servlet interface :

The central abstraction in the servlet API is the servlet interface. All servlets implements this interface, either directly or more commonly, by extending a class that implements it such as Http servlets.

Generic Servlets :

Protocol independent servlets Generic servlet should override

When a servlet accepts a call from a client, it receives 2 objects.

1. A Servlet Request, which encapsulates the communication from the Client to the server.
2. A Server Response, which encapsulates the communication from the Servlet to the client.

The Servlet Request Interface

- The Servlet Request Interface allows the servlet access to :
- Information such as the names of the parameters passed in by the client, the protocol being used by the client, and the names of the remote host that made the request and the server that received it.
- The input stream, ServletInputStream, Servlets use the input stream to get data from clients that use application protocols such as HTTP post and put methods.

The Servlet Response Interface

- The servlet Response interfaces gives the servlet methods for replying to the client.
- It allows the Servlet to set the content length and MIME type of the reply.

- Provides an output stream, servletoutputstream, and a writer through which the servlet can send the reply data.

The Servlet Package

Interfaces :

Servlet	-	Declares a life cycle methods for a servlet.
ServletConfig	-	Allow servlets to get initialization parameter.
ServletContext	-	Access inform about their environment.
ServletResponse	-	Used to write data to client response.
ServletRequest	-	Used to read data from client request.
SingleThreadModel	-	Indicates that the servlet is thread safe.

Classes :

Generic Servlet	-	Implements the servlets and servletConfig interfaces.
Servlet Input Stream	-	Provides an InputStream for reading request.
ServletOutputStream	-	Provides an OutputStream for writing responses to a client

Exceptions :

ServletException	-	Indicates that servlet error has occurred.
Unavailable Exception	-	Indicates that servlet is permanently or temporarily Unavailable.

HTTP Servlet:

Interfaces :

HttpServletRequest	-	Read data from HttpRequest.
HttpServletResponse	-	Write the data to http Responses.
HttpSession	-	Allows sessions data to be read and written.
HttpSessionContext	-	Allows session to be managed.

Classes :

HttpServlet	-	Provide methods to handle Http Request and Response.
Cookies	-	Allows state information to be stored on a client machine.
HttpUtils	-	Declares Utility methods for Servlets.

The life cycle of a Servlet :

Each life cycle has the same life cycle :

Init(), service(), destroy()

1. A server loads and initiates the servlet.
2. The Servlet handles zero or more client requests.
3. The server removes the servlet

   (some servlets do this step only when they shut down)

Initialising Servlet

The init method provided by the HttpServlet class initialises the servlet and logs the initialization.

To do initialization specific to the servlet, override the init method following these rules :-

If an initialization error occurs that renders the servlets incapable of handling client requests, throw an unavailable Exception an example of this type of error occurs is the inability to establish a required network connection.

System.exit should not be called because save the servlet config parameter so that the getServletConfig method can return the value).

Destroying Servlets :

The destroy method provided by the HttpServlets class destroys the servlet and logs the destruction.

To destroy any resources specific to your servlet, override the destroy method. Public void destroy() {// Allow the database to be garbage collected books=null;}

A server calls the destroy method after all service calls have been completed, or a server-specific number of seconds have passed, whichever comes first.

JAVA DATABASE CONNECTIVITY (JDBC)

JDBC is a Java API for executing SQL statements. (As a point of interest, JDBC is a trademarked name and is not an acronym; nevertheless, JDBC is often thought of as standing for "Java Database Connectivity".) It consists of a set of classes and interfaces written in the Java programming language. JDBC provides a standard API for tool/database developers and makes it possible to write database applications using a pure Java API.

Using JDBC, it is easy to send SQL statements to virtually any relational database. In other words, with the JDBC API, it isn't necessary to write one program to access a Sybase database, another program to access an Oracle database, another program to access an

Informix database, and so on. One can write a single program using the JDBC API, and the program will be able to send SQL statements to the appropriate database. And, with an application written in the Java programming language, one also doesn't have to worry about writing different applications to run on different platforms. The combination of Java and JDBC lets a programmer writes it once and run it anywhere.

Java, being robust, secure, easy to use, easy to understand, and automatically downloadable on a network, is an excellent language basis for database applications. What is needed is a way for Java applications to talk to a variety of different databases. JDBC is the mechanism for doing this.

JDBC extends what can be done in Java. For example, with Java and the JDBC API, it is possible to publish a web page containing an applet that uses information obtained from a remote database. Or an enterprise can use JDBC to connect all its employees (even if they are using a conglomeration of Windows, Macintosh, and UNIX machines) to one or more internal databases via an intranet. With more and more programmers using the Java programming language, the need for easy database access from Java is continuing to grow.

MIS managers like the combination of Java and JDBC because it makes disseminating information easy and economical. Businesses can continue to use their installed databases and access information

easily even if it is stored on different database management systems. Development time for new applications is short. Installation and version controls are greatly simplified. A programmer can write an application or an update once, put it on the server, and everybody has access to the latest version. And for businesses selling information services, Java and JDBC offer a better way of getting out information updates to external customers.

Working of JDBC

Simply put, JDBC makes it possible to do three things :

- Establish a connection with a database
- Send SQL statements
- Process the results.

JDBC Driver Types

The JDBC drivers that we are aware of at this time fit into one of four categories :

1. JDBC-ODBC bridge plus ODBC driver : The JavaSoft bridge product provides JDBC access via ODBC drivers. Note that ODBC binary code, and in many cases database client code, must be loaded on each client machine that uses this driver. As a result, this kind of

driver is most appropriate on a corporate network where client installations are not a major problem, or for application server code written in Java in a three-tier architecture.

2. Native-API partly-Java driver : This kind of driver converts JDBC calls into calls on the client API for Oracle, Sybase, Informix, DB2, or other DBMS. Note that, like the bridge driver, this style of driver requires that some binary code be loaded on each client machine.

3. JDBC-Net pure Java driver : This driver translates JDBC calls into a DBMS- independent net protocol which is then translated to a DBMS protocol by a server. This net server middleware is able to connect its pure Java clients to many different databases. The specific protocol used depends on the vendor. In general, this is the most flexible JDBC alternative. It is likely that all vendors of this solution will provide products suitable for Intranet use. In order for these products to also support Internet access, they must handle the additional requirements for security, access through firewalls, and so on, that the Web imposes. Several vendors are adding JDBC drivers to their existing database middleware products.

4. Native-protocol pure Java driver : This kind of driver converts JDBC calls into the network protocol used by DBMS directly. This

allows a direct call from the client machine to the DBMS server and is a practical solution for Intranet access. Since many of these protocols are proprietary, the database vendors themselves will be the primary source, and several database vendors have these in progress.

ORACLE 8.0

Oracle 8 is an object relational database management system (ORDBMS). Oracle 8 database offers capabilities of both relational and object-oriented database systems. Oracle 8 supports very large databases that could contain hundreds of terabytes of information. It also provides access to many concurrent users to the order of thousand or ten thousands of users. Managing large amounts of data could present administrative & performance challenges. Oracle 8's data partitioning features helps to minimise the problem.

A large table that is partitioned can enhance performance because accessing can be done on multiple partitions in parallel. Even if one or more partitions fail than the partitions are available to applications. Each of the partition can be managed individually. thereby allowing more efficient management of the database.

Oracle supports multithreaded server (MTS). The multithreaded server and Net8 manage the current users of the database. The Net8 connection manager allows more efficient usage of network resource

through multiplexing, connection polling and contraction of application requests.

Oracle 8 has an advanced queuing feature. This allows the deferring of execution of database transactions. Applications can use the PL/SQL application-programming interface (API) to queue transactions, prioritise their execution, set acceptable times for transactions.

Oracle 8 provides a new utility, DB_VERIFY, which ensures the logical integrity of the data in the oracle 8 database. Password management has been greatly improved within Oracle 8 database. More over, oracle 8 has several salient features, which makes oracle 8 highly reliable. The following are some of the important features that are supported by Oracle 8.

4. SYSTEM DESIGN & DEVELOPMENT

The auction site achieves its objectives through effective transaction from various from various users over the Internet. The tables are designed in such a way that they provide consistent information with the elimination of redundancy. The tables are linked in such a way to provide relationship among various information's regarding the auction and customer details.

Data is updated into the database using User Interface displayed on the Browser. The data thus input to the system are validated for errors and provision is provided to handle errors if any. DB procedures and triggers are fired to perform the data validation using JDBC drivers available in JAVA.

The proposed system provides User Interface to get the transaction information from the user over the network.

System designing evaluate the following details :-

1. Determine what information
2. Decide whether to display, print or "speak" the information and select the output medium.
3. Arrange the presentation of information in an acceptable format.
4. Decide how to distribute output to intended recipients.

4.1 Input Design

Input design is the process of converting the user originated inputs to a computer-based format. The design decisions for handling input specify how data are accepted for computer processing. Input design is a part of overall system design that needs careful attention and it includes specifying the means by which end-users and system operators direct the system in which actions take place. A system user interacting through a workstation must be able to tell the system whether to accept input, produce a report or end processing. The collection of input data is considered to be the most expensive part of system design. Since the inputs have to be planned in such a way so as to get the relevant information, extreme care is taken to obtain the pertinent information. If the data is going into the system is incorrect then the processing and outputs will magnify these errors. The arrangement of messages and comments in on-line conversations. as well as the placement of data, headings and titles on display screens or source documents, is also a part of input design. An improper design that leaves the display screen blank will confuse a user about what action to take next. On-line systems include a dialogue or conversations between the user and the system.

Forms:

Buyer/Seller Login :

Login for buyer and seller.

Seller/Buyer Registration :

Seller and buyer have to get registered to authenticate themselves as registered user.

Help :

To know the ways of operating this site. It is designed in most user-friendly way.

Rules :

The rules to be followed by seller/buyer to operate the site.

Net Auction Administrator :

The admin has the right to include a particular item to the category on home page.

4.2 Output Design

Output refers to the result and information that are generated by the system. Output is the main reason for developing the system and the basis on which they will evaluate the usefulness of the application.

Reports generated

Category List

It lists all categories under site.

Report on items under a category :

List all items under a particular category

Report on highest bidder :

Tells about the highest bidder for a product.

Site FeedBack :

Says about the feedback on the site.

Seller between two dates :

List the number of seller between two dates

Database Design

It is very important that database is designed in such a way that it is capable of storing all the relevant information. Database management allows the data to be protected and organised separately from other resource. Database is defined as a collection of inter related data with minimum redundancy to serve the user quickly and efficiently.

Tables

Buyer

S.No	Field Name	Datatype	Description
1	Us_id	Varchar2	User id
2	Pass	Varchar2	Password
3	Re_pass	Varchar2	Retype password
4	F_ name	Varchar2	First name
5	L_name	Varchar2	Last Name
6	Sex	Varchar2	Sex
7	Add1	Varchar2	Address
8	State	Varchar2	State
9	C_try	Varchar2	Country
10	Zip	Number	Pin code
11	Ph	Varchar2	Phone Number
12	Fax	Varchar2	Fax number
13	M_no	Varchar2	Mobile number
14	E_id	Varchar2	Email id
15	Occ	Varchar2	Occupation
16	Hobb	Varchar2	Hobbies
17	Pro_int	Varchar2	Product Interested
18	Cre_no	Varchar2	Credit Card Number
19	Cre_tye	Varchar2	Credit Card type
20	Sys_t	Varchar2	System Time
21	Sys_d	Date	System date

Seller

S.No	Field Name	Datatype	Description
1	Us_id	Varchar2	User id
2	U_nam	Varchar2	User Name
2	Pass	Varchar2	Password
3	R_pass	Varchar2	Retype Password
4	C_name	Varchar2	Company Name
5	C_Add	Varchar2	Company Address or Address
6	Ph	Varchar2	Phone Number
7	Fx	Varchar2	Fax Number
8	M_no	Varchar2	Mobile Number
9	City	Varchar2	City
10	State	Varchar2	State
11	C_try	Varchar2	Country
12	Sal_ft	Varchar2	Salient features of Company
13	Cre_no	Varchar2	Credit Card Number
14	Cre_tye	Varchar2	Credit Card Type
15	E_id	Varchar2	Email-id
16	Sys_date	Date	System Date
17	Sys_time	Varchar2	System Time

Product

S.No	Field Name	Data Type	Description
1	P_code	Varchar2	Product Code
2	Cat	Varchar2	Category
3	P_name	Varchar2	Product Name
4	I_mod	Varchar2	Item Model
5	I _pri	Number	Item purchased price
6	Pro_des	Varchar2	Product Description
7	Pro_int	Date	Product introduced date
8	B_date	Date	Starting Bid Date
9	L_date	Date	Last Date for Bidding
10	Min_amt	Number	Minimum Bid Amount
11	B_amt	Number	Bid increment Amount
12	S_id	Varchar2	Seller Id
13	Sys_t	Varchar2	System Time
14	Sys_d	Varchar2	System Date

Category

S.No	Field Name	Data Type	Description
1	C_code	Varchar2	Category code
		Varchar2	Category Name

Site_ Feed Back

S.No	Field Name	Data Type	Description
1	S_des	Varchar2	Site Design
2	S_nav	Varchar2	Site Navigation
3	S_per	Varchar2	Site Performance
4	S_sp	Varchar2	Site Speed
5	Sugg	Varchar2	Suggestions

Seller _Feedback

S.No	Field Name	Data Type	Description
1	S_id	Varchar2	Seller Id
2	Pro_sol	Varchar2	Product Sold
3	Comm	Varchar2	Comments

Temp_trans

S.No	Field Name	Data Type	Description
1	Userid	Varchar2	Buyer_Id
2	Item_code	Varchar2	Code of Item
3	Amt	Number	Amount Quoted
4	Bid	Number	Bid Increment Amount
5	Sys_d	Date	System date
6	Sys_t	Varchar2	System time

Final _trans

S.No	Field Name	Data Type	Description
1	Userid	Varchar2	Buyer Id
2	Uuserid	Varchar2	Seller Id
3	Itemno	Varchar2	Code of Product
4	Pro	Varchar2	Product Name
5	Bid_amt	Number	Bidded amount
6	Sys_d	Date	System date
7	Sys_t	Varchar2	System time

4.4 Process Design

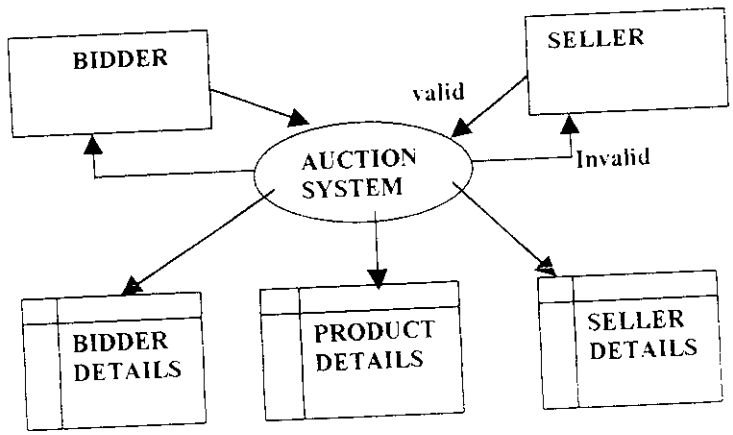
The seller and buyer have to register themselves. After becoming a valid user, the buyer can start bidding. The buyer can quote a maximum price for the product. The price is updated both in front end and back-end.

On the seller side the product can be hosted on the site. The product form consist of product name, company name, introducing date for bidding, last-date for bidding, mini bid amount etc. Then category under which the product falls should also be filled.

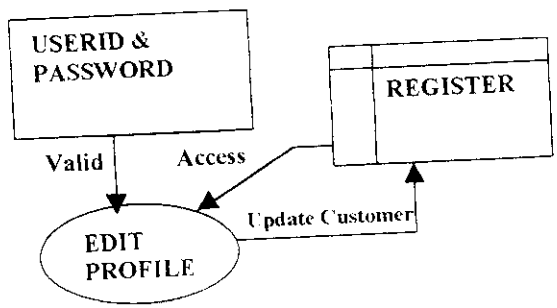
After the shipping is over, the buyer can comment on the seller through a feedback form. Both buyer and seller can give suggestion about the site.

The product code is auto generation using Servlet coding. The first two letter of category and product are concatenated, followed by numbers. The product a hosted on site by comparing the dates.

DATA FLOW DIAGRAM



CUSTOMER SERVICES



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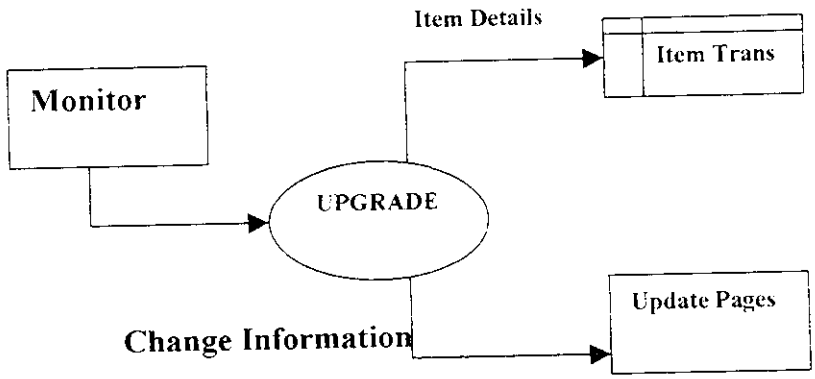
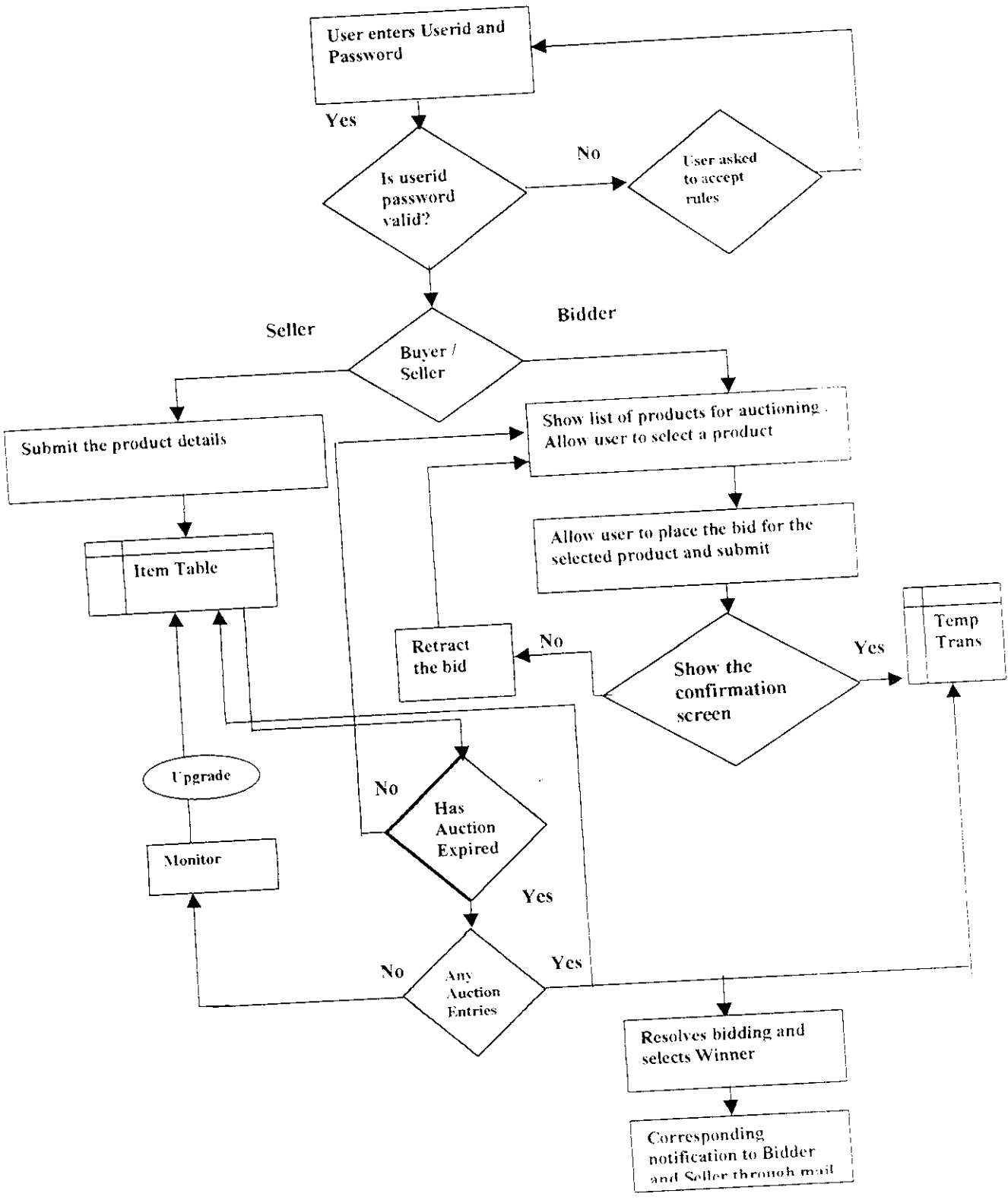


SITE FLOWCHART



SYSTEM IMPLEMENTATION & TESTING

5. SYSTEM IMPLEMENTATION & TESTING

5.1 SYSTEM IMPLEMENTATION

Implementation includes all those activities that take place to convert from the old system to the new. The new system may be totally new, replacing an existing manual or automated systems, or it may be a major modification to an existing system. Proper implementation is essential to provide a reliable system to meet organisation requirements. Successful implementation may not guarantee improvement in the organisation using the new system, but improper installation will prevent it.

The implementation stage involves the following tasks :-

Careful planning

1. Investigation of systems and constraints
2. Design of methods to achieve the changeover

The method of implementation and the time scale to be adopted are found out initially. Next the system is tested properly and at the same time the users are trained in the new procedures.

Need for implementation

After a study of the transactions happening between the bidder and seller, it was found that there are three ways by which

1. Considering Service Provider already has an existing system to keep track of his dealings with his customers, and the customers too have an existing system to keep track of their transactions. So the new system could be able to communicate with the two existing systems and provide a communication channel to make dealings on-line and should be independent of the hardware/software already used. i.e, no change is made on either side.

2. In the absence of existing systems, the new system developed should take care of the transaction at both ends. In the above two cases, communication will be via, a dedicated telephone line communicating with the computer systems using a modem.

3. The third approach was to post the information of Service Provider's database on the Internet while the customers connect to the Service Provider's site using HTTPS (Secured Hyper Text Transfer Protocol)

5.2 SYSTEM TESTING

System testing is an expensive but critical process that can take as much as 50% of the budget for program development. The common view of testing held by the users is that it is performed to prove that there are no errors in a program. However, as indicated

earlier, this is virtually impossible, since analysts cannot prove that software is free and clear of errors.

Therefore, the most useful and practical approach is with the understanding that testing is the process of executing a program with the explicit intention of finding errors that is making the program fail. The tester, who may be analyst, programmer or specialist trained in software testing, is the one trying to make the program work. A successful test, is the one that finds the error. Analysts know that an effective testing program does not guarantee systems reliability. Therefore, reliability must be designed into the system.

Testing strategies :

As stated above the philosophy behind this to find errors. Test cases are devised with this purpose in mind. A test case is a set of data that the system will process as normal input. However, the data are created with the express intent of determining whether the system will process them correctly. There are two general strategies for testing the software.

1. Code testing
2. Specification testing

Code Testing :

The code testing strategy examines the logic of the program. To follow the testing method, we have to test the cases that results in executing every instruction in the program or module, that is every path through the program is tested. A path is a specific combination of conditions that is handled by the program. On the surface, code testing seems to be an ideal method for testing software. But the rational that all software errors can be uncovered by checking every path in a program is faulty.

Specification Testing :

To perform specification testing, the analyst examines the specifications stating what the program should do and how it should perform under various conditions. Then test cases are developed for each condition or combination of conditions and submitted for processing. By examining the results, the analyst can determine whether the programs were a block box: the analyst does not look into the program to study the code and is not concerned about whether every instruction or path through the program is tested. In that case specification testing is not complete testing. However, the assumption is that, if the program meets the specifications, it will not fail.

Levels of Test :

Systems are not designed as entire systems nor are they tested as single systems. So performing of both Unit and System testing is essential.

Unit Testing :

In unit testing we have to test the programs making up the system. For this reason unit testing is sometimes called as program testing. The software units in a system are the programs and routines that are assembled and integrated to perform a specific function. Unit testing focuses first on the programs, independently of one another, to locate errors. This enables to detect errors in coding and logic that are contained within the program.

This testing was carried out during programming stage itself. In the testing step, each program is found to be working satisfactorily as regards to the expected output from the program. Each individual program is tested. The program for registration, checking for existing user, edit-profile, feedback, the JDBC, servlet coding and etc are checked.

Integrating Testing

Data can be lost across any interface, one module can have an adverse effect on another, sub-functions when combined, may not

produce the desired major functions. Integration testing is a systematic testing for conducting tests to uncover errors associated with in the interface. The objective is to take unit tested modules and build a program structure. All the modules are combined and tested as a whole. Here correction is difficult because the vast expenses of the entire program complicate the isolation of causes.

The testing are done module wise. The modules like Registration, Product Hosting, Amount updation both at front-end and back-end, reports and admin programs are being tested

Validation Testing

At the culmination of integration testing, software is completely assembled as a package, interfacing errors have been uncovered and corrected and a final series of software tests validation test begins. Validation testing can be defined in many ways, but a simple definition is that the validation succeeds when the software functions in a manner that can be reasonably expected by the customer. After validation tests has been conducted one of two possible conditions exists :

1. Function or performance characteristics conform to specifications and are accepted.

2. Deviation from specification is uncovered and a deficiency list is created. Proposed system under consideration has been tested by using validation testing and found to be working satisfactorily.

Output Testing

User acceptance of a system is the key factor for success of any system. The system under consideration is tested for user acceptance by constantly in touch with the prospective system users at time of developing and making changes wherever required. This is done in regard to the following point :

1. Input Screen design.
2. Output Screen design.
3. Menu driven system.

Test data are given for which module via input screen and tested whether the desired outputs are obtained.

System Testing

A system testing does not test the software but rather the integration of each module in the system. It also tests to find discrepancies between the system and its original objectives, current specifications and systems documentation. The primary concern is the compatibility of individual modules.

Test Data

On preparation of test data, the system under study is tested using the test data. While testing the system by using test data, errors are again recovered and corrected by using above testing steps and corrections are also noted for future use.

5.3 Refinements based on Feedback

The category code was generated automatically by generating by trigger. The trigger in Oracle was able to generate only numbers. So a Servlet coding was done by which the first two letters of category was concatenated with first two letters of item and then followed by unique numbers. So the item code can be easily remembered by user.

6. CONCLUSION

The Software package has created a new template for e-commerce. The computerisation is made with intention of making the activities to the user with ease.

The package has graphical user interface and help document in such away that irrespective of computer familiarity, the user is able to interact with the system easily.

During code design of the software many difficulties were encountered. All these difficulties are analysed and great efforts were taken to bring an accurate and credible software package.

7. SCOPE FOR FUTURE ENHANCEMENT

The project has been completed successfully and all requirements have been met. However the possibilities for renovation are infinite and scope for development innumerable.

After designing the mail server, information regarding to seller and buyer can be posted to each other. The number of units for a particular products can also be increased by the seller in future.

Security can be provided by implementing the concept of fire wall. Further reports can also be generated according to the need.

By implementing currency converter globalisation is possible.

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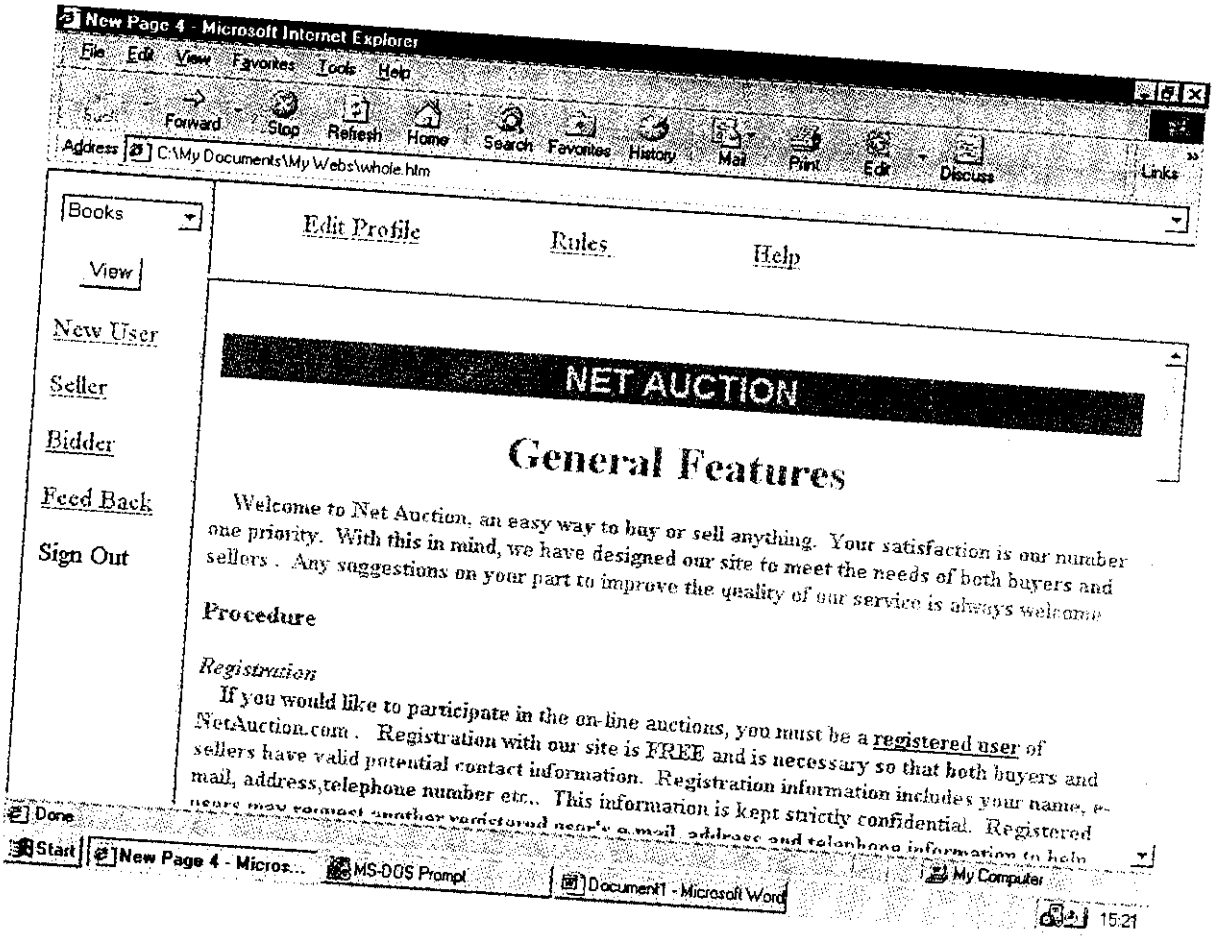
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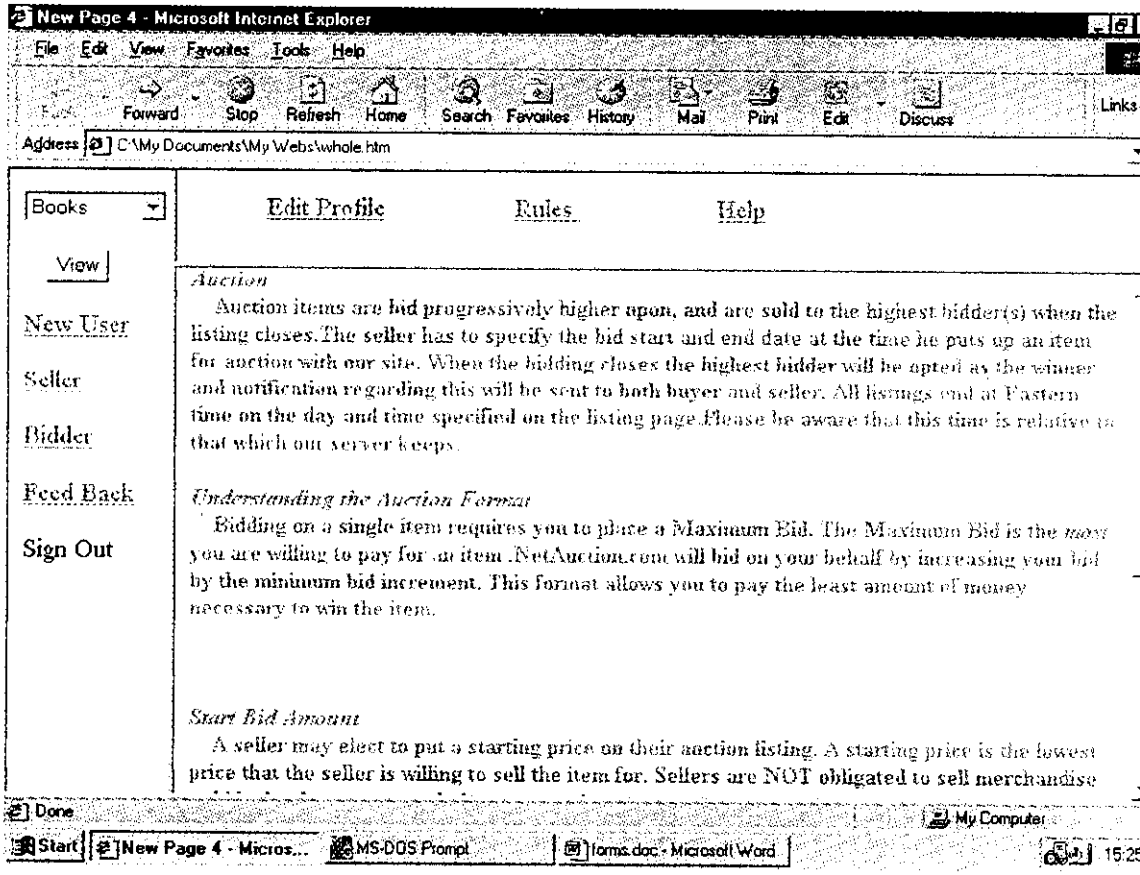
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Auction items are bid progressively higher upon, and are sold to the highest bidder(s) when the listing closes.The seller has to specify the bid start and end date at the time he puts up an item for auction with our site. When the bidding closes the highest bidder will be opted as the winner and notification regarding this will be sent to both buyer and seller. All listings end at Eastern time on the day and time specified on the listing page.Please be aware that this time is relative to that which our server keeps.
Understanding the Auction Format
Bidding on a single item requires you to place a Maximum Bid. The Maximum Bid is the most you are willing to pay for an item .NetAuction.com will bid on your behalf by increasing your bid by the minimum bid increment. This format allows you to pay the least amount of money necessary to win the item.
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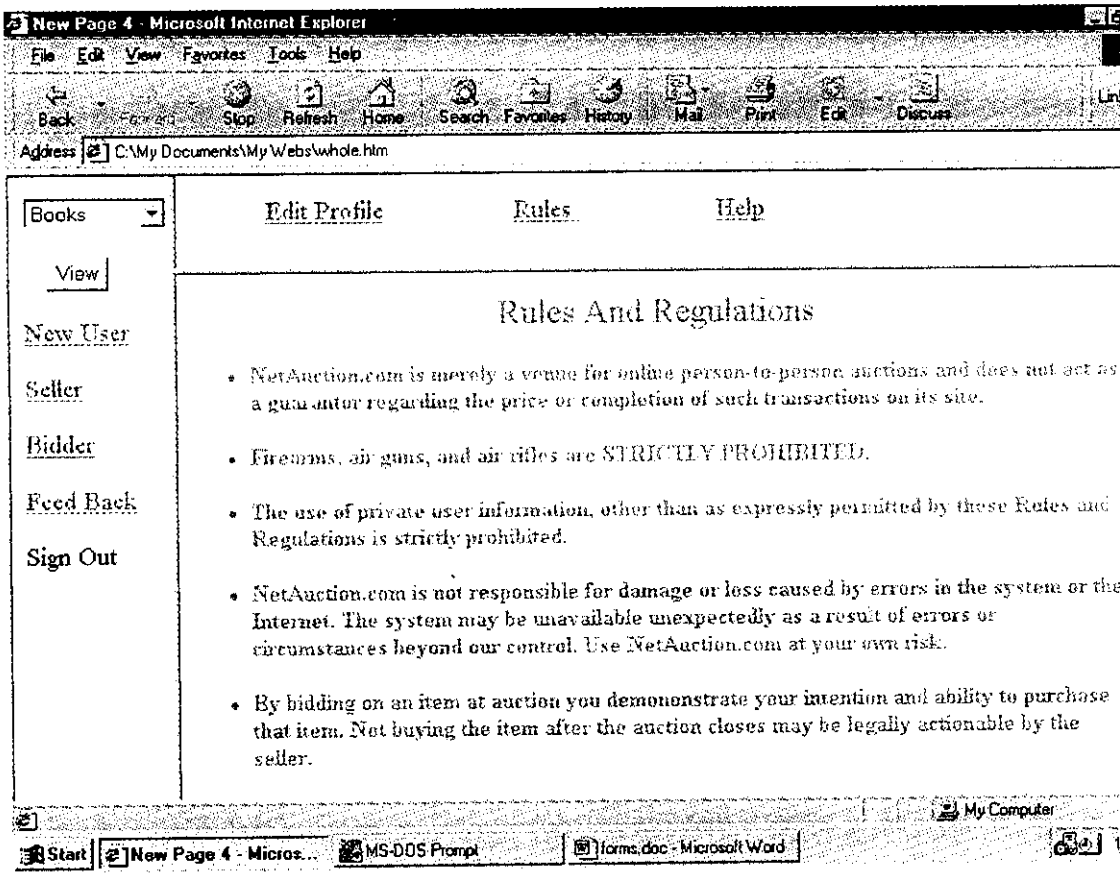
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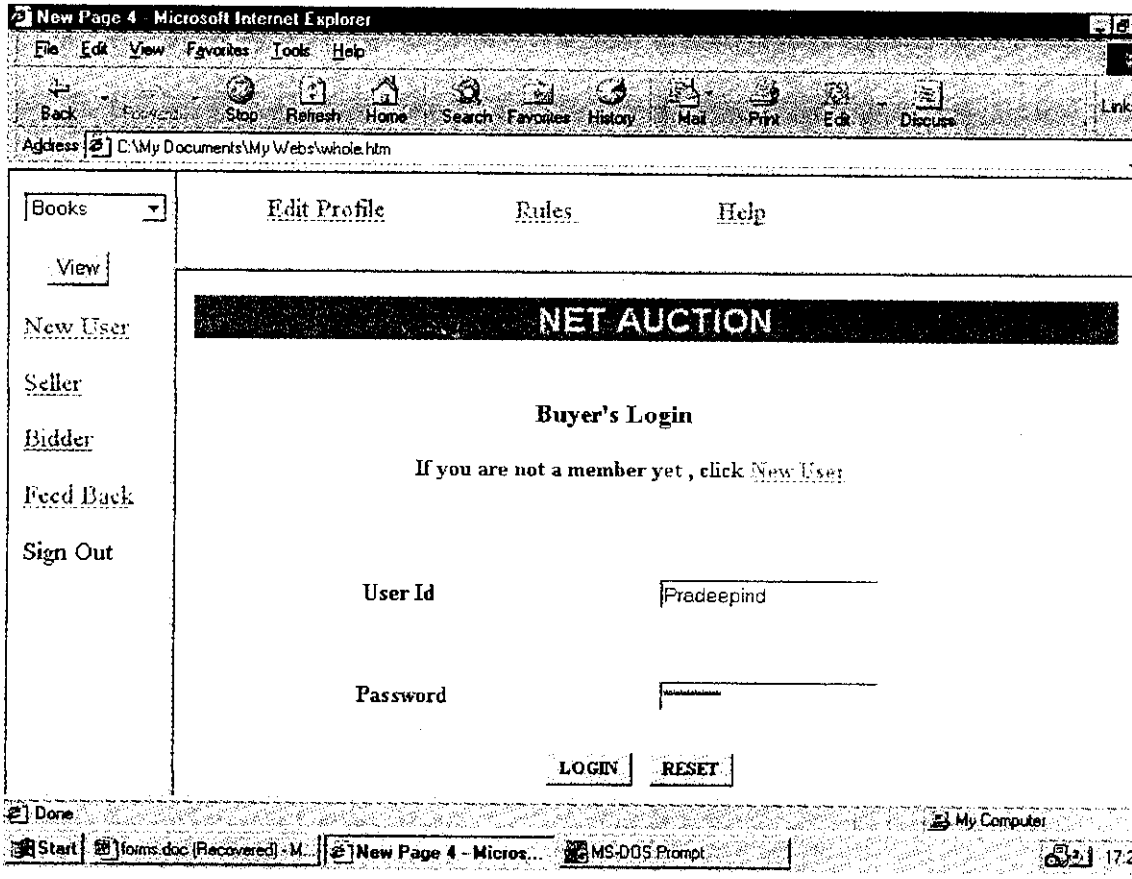
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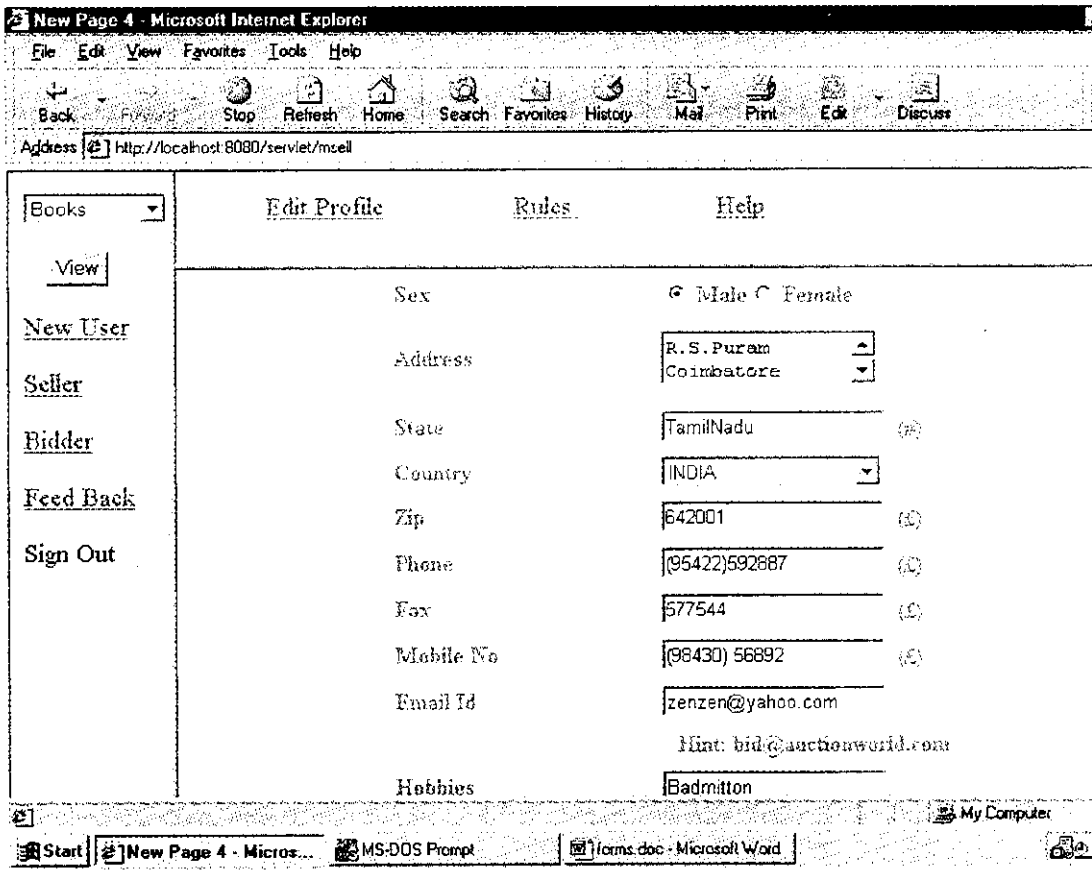
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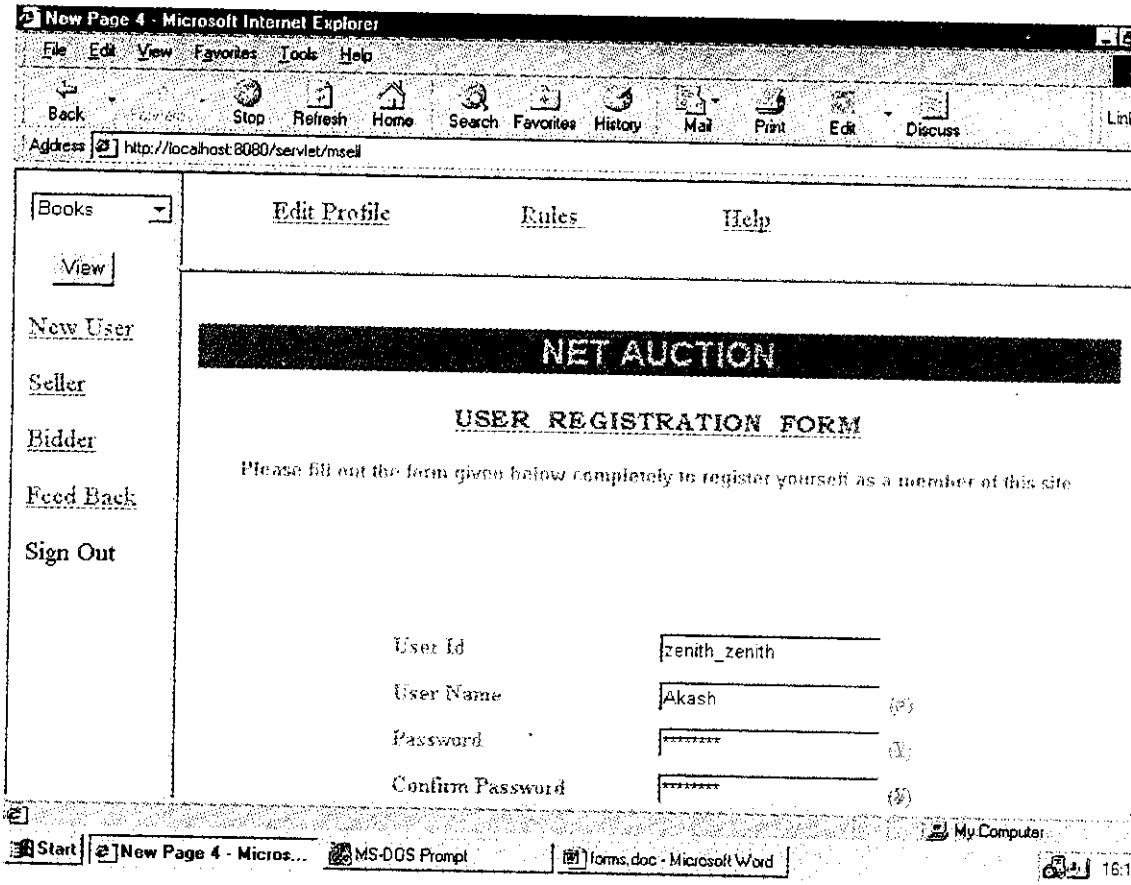
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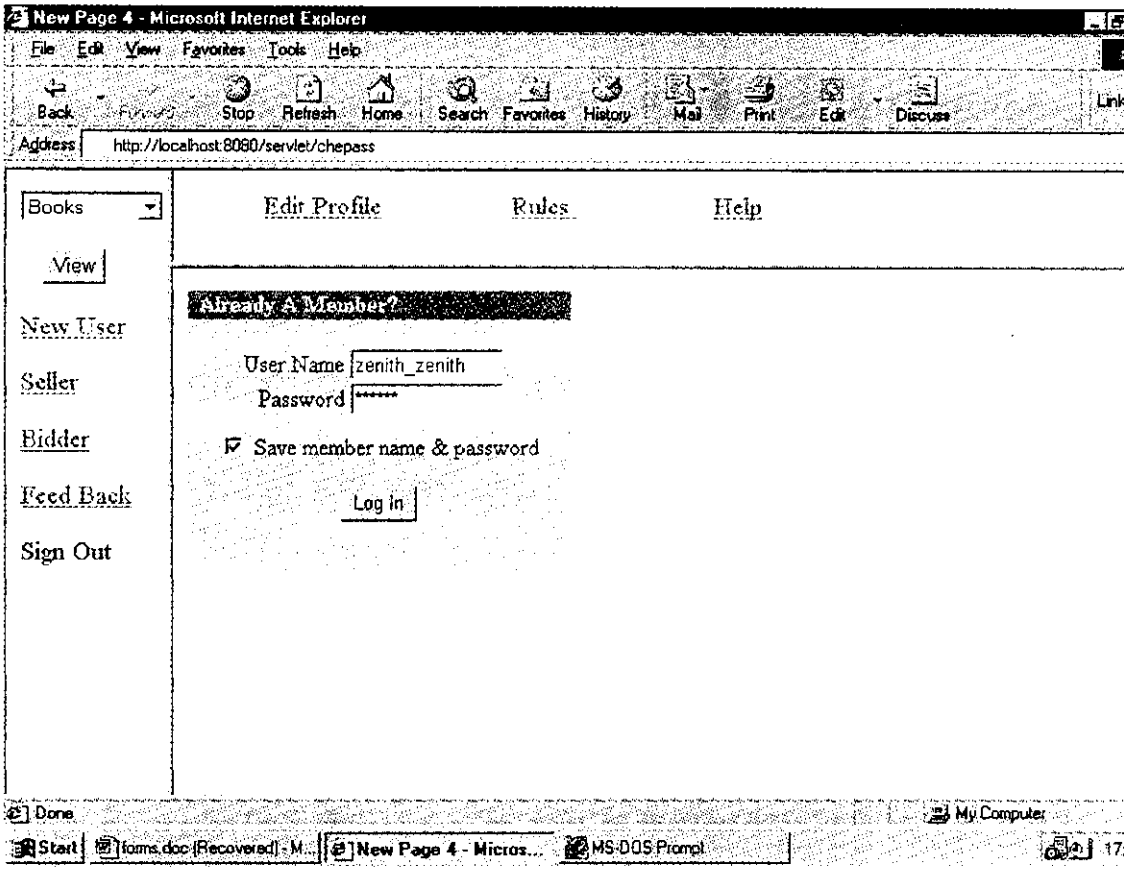
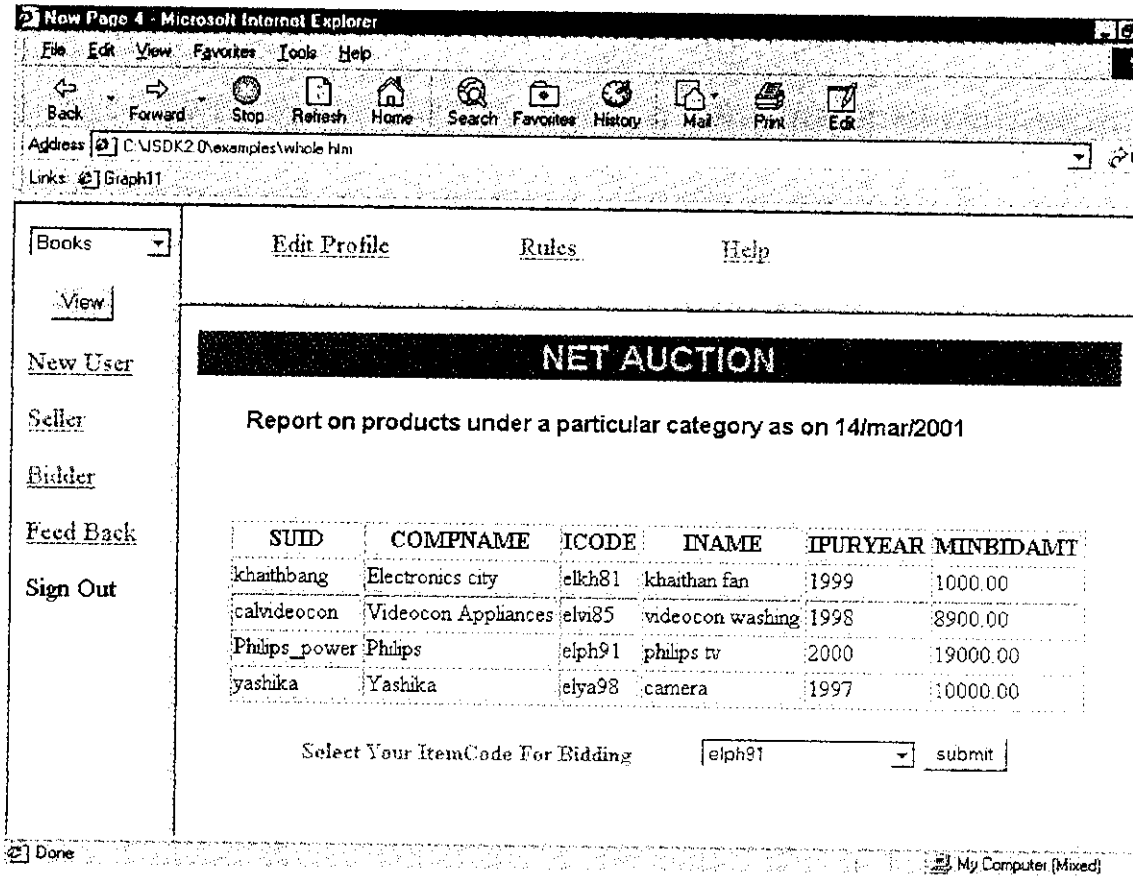
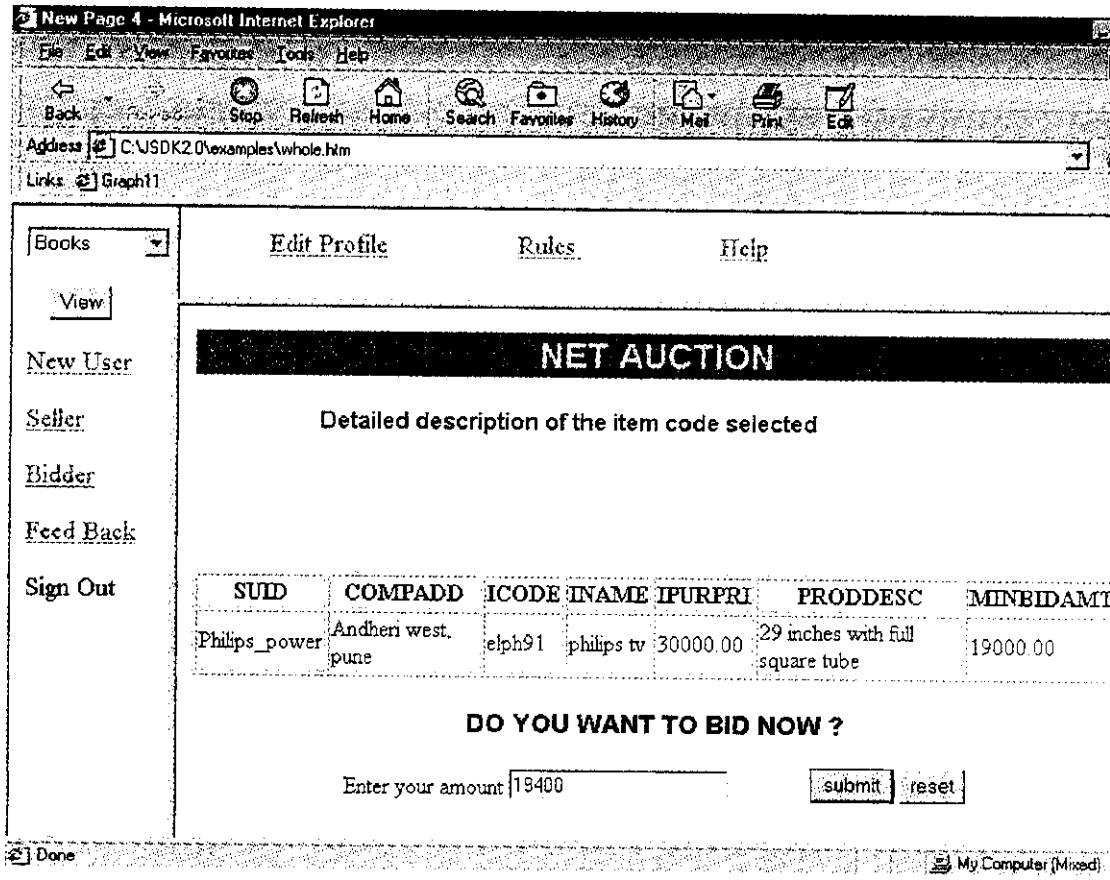
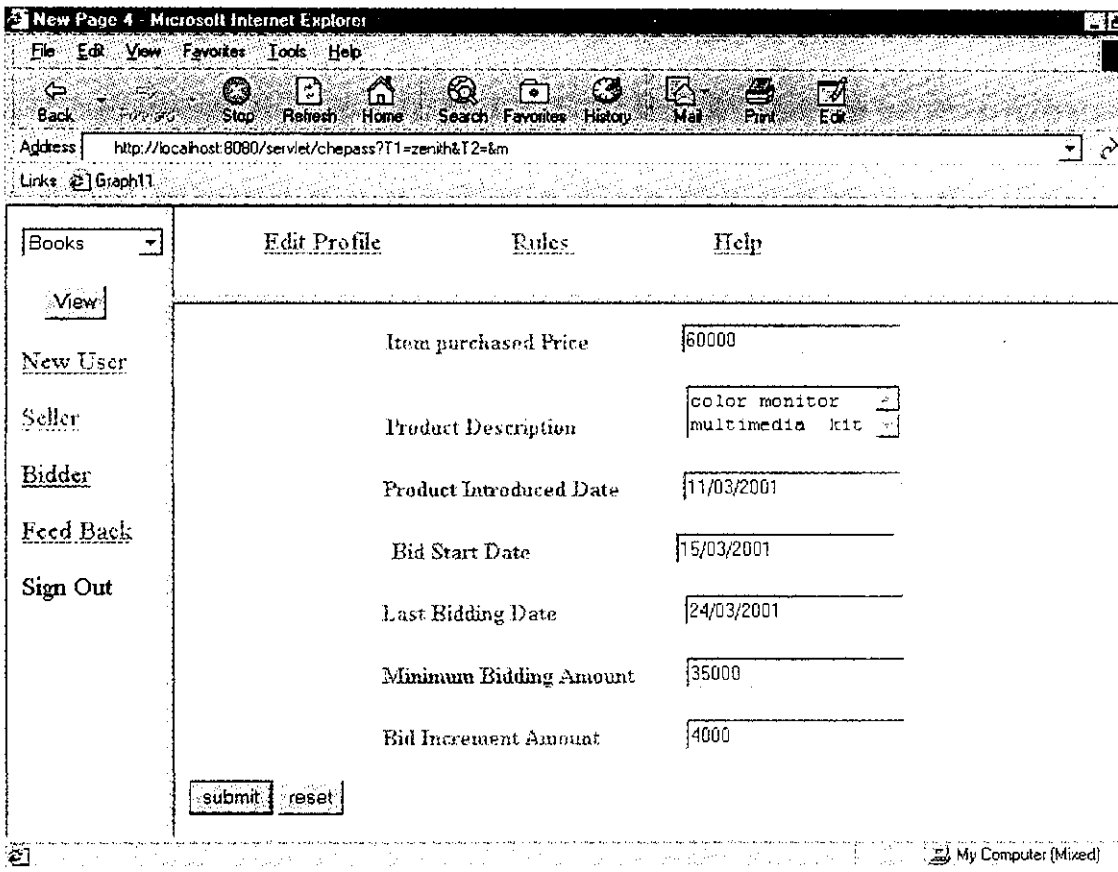
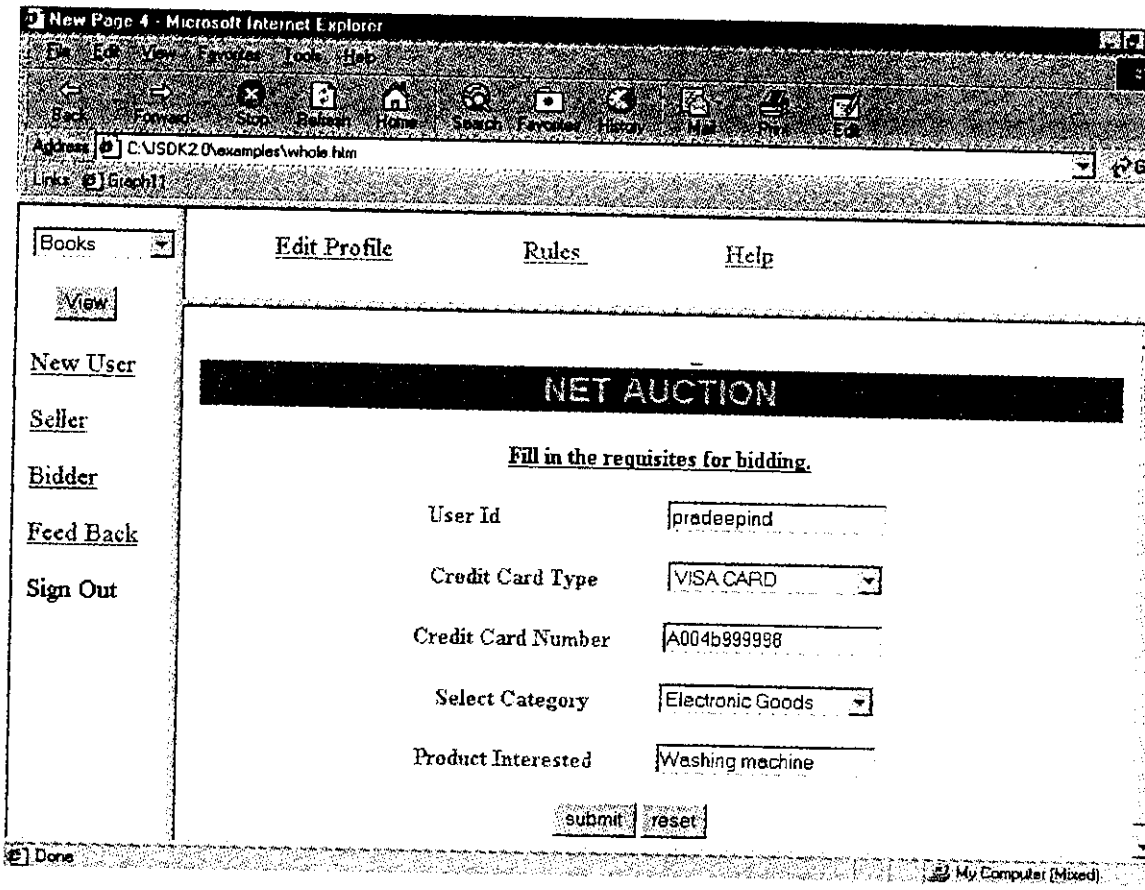
NET AUCTION
USER REGISTRATION FORM
Please fill out the form given below completely to register yourself as a member of this site
User Id
zenith_zenith
User Name
Akash
Password
Confirm Password
My Computer
Start
New Page 4 - Micros...
MS-DOS Prompt
forms.doc - Microsoft Word


New Page 4 - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back Stop Refresh Home Search Favorites History Mail Print Edit Discuss
Address http://localhost:8080/servlet/chepass
Books
View
New User
Seller
Bidder
Feed Back
Sign Out
Edit Profile
Rules
Help
Already A Member?
User Name zenith_zenith
Password
Save member name & password
Log in
Done
My Computer
Start
forms.doc (Recovered) - M...
New Page 4 - Micros...
MS-DOS Prompt


New Page 4 - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back Forward Stop Refresh Home Search Favorites History Mail Print Edit
Address C:\JSDK2.0\examples\whole.htm
Links Graph11
Books
View
New User
Seller
Bidder
Feed Back
Sign Out
Edit Profile
Rules
Help
NET AUCTION
Report on products under a particular category as on 14/mar/2001
SUID COMPNAME ICODE INAME IPURYEAR MINBIDAMT
khaithbang Electronics city elkh81 khaithan fan 1999 1000.00
calvideocon Videocon Appliances elvi85 videocon washing 1998 8900.00
Philips_power Philips elph91 philips tv 2000 19000.00
yashika Yashika elya98 camera 1997 10000.00
Select Your ItemCode For Bidding
elph91
submit
Done
My Computer (Mixed)


New Page 4 - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back Stop Refresh Home Search Favorites History Mail Print Edit
Address C:\JSDK2.0\examples\whole.htm
Links Graph11
Books
View
New User
Seller
Bidder
Feed Back
Sign Out
Edit Profile
Rules
Help
NET AUCTION
Detailed description of the item code selected
SUID
COMPADD
ICODE
INAME
IPURPRI
PRODDESC
MINBIDAMT
Philips_power
Andheri west, pune
elph91
philips tv
30000.00
29 inches with full square tube
19000.00
DO YOU WANT TO BID NOW ?
Enter your amount 19400
submit
reset
Done
My Computer (Mixed)


New Page 4 - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back Stop Refresh Home Search Favorites History Mail Print Edit
Address http://localhost:8080/servlet/chepass?T1=zenith&T2=&m
Links Graph11
Books
View
New User
Seller
Bidder
Feed Back
Sign Out
Edit Profile
Rules
Help
Item purchased Price
60000
Product Description
color monitor
multimedia kit
Product Introduced Date
11/03/2001
Bid Start Date
15/03/2001
Last Bidding Date
24/03/2001
Minimum Bidding Amount
35000
Bid Increment Amount
4000
submit
reset
My Computer (Mixed)

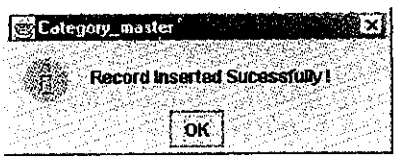

New Page 4 - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back Forward Stop Refresh Home Search Favorites History Mail Print Edit
Address C:\JSDK2.0\examples\whole.htm
Links Google!
Books
View
New User
Seller
Bidder
Feed Back
Sign Out
Edit Profile
Rules
Help
NET AUCTION
Fill in the requisites for bidding.
User Id
pradeepind
Credit Card Type
VISA CARD
Credit Card Number
A004b999998
Select Category
Electronic Goods
Product Interested
Washing machine
submit
reset
Done
My Computer (Mixed)

NET AUCTION ADMINISTRATOR

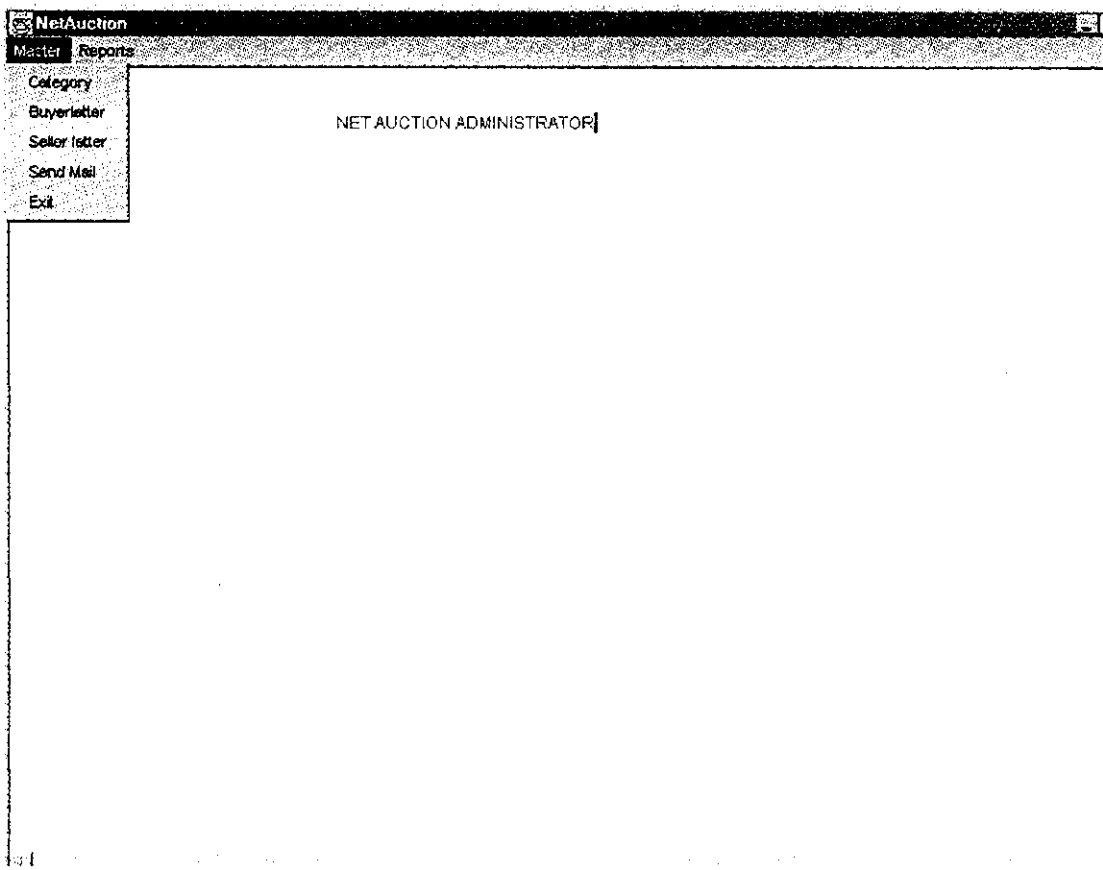
Category Master Entry Screen

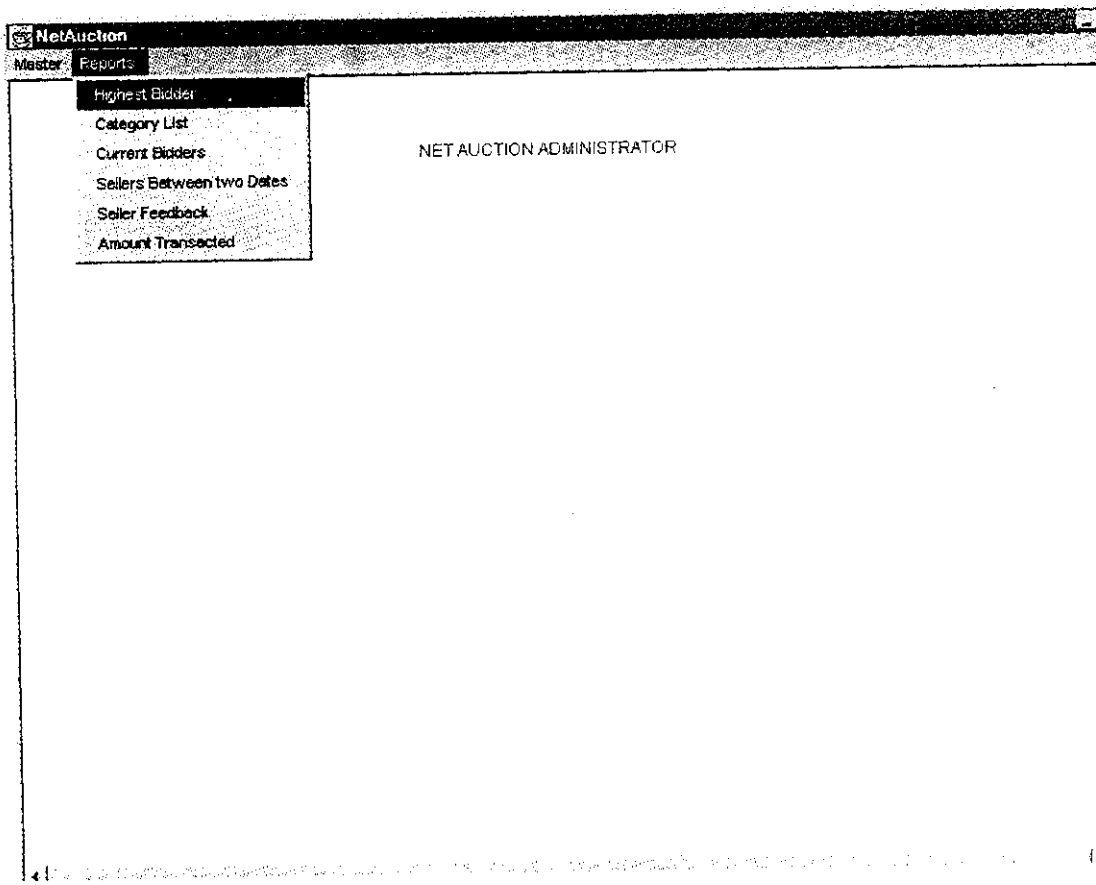
Category Code com

Category Name computer



Add Category | Exit | Cancel | Delete


NetAuction
Master
Reports
Category
Buyerlstter
Seller lstter
Send Mail
Exit
NET AUCTION ADMINISTRATOR


NetAuction
Master
Reports
Highest Bidder
Category List
Current Bidders
Sellers Between two Dates
Seller Feedback
Amount Transacted
NET AUCTION ADMINISTRATOR

HIGHEST BIDDER

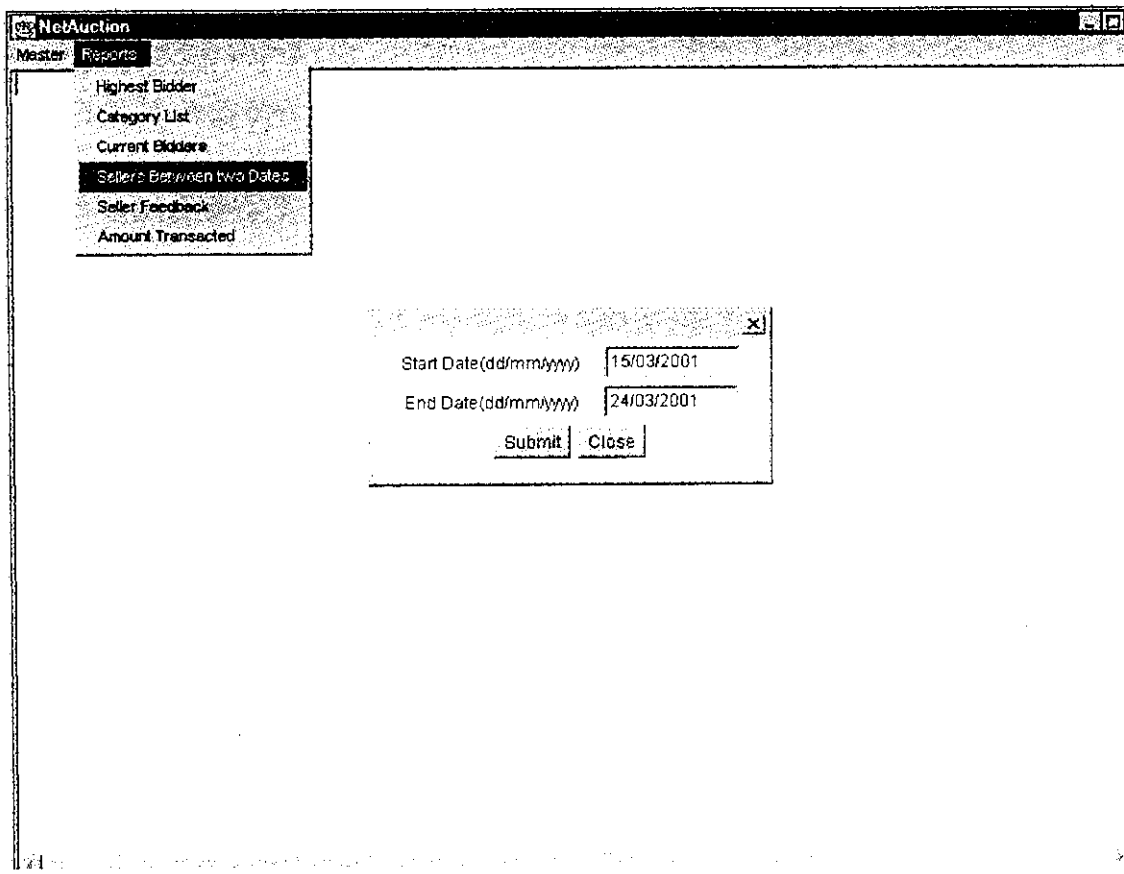
REPORT ON THE HIGHEST BIDDER

Item Code	Buyer UserId	Amount Quoted	Date of Bidding
elph91	pradeepind	19400	14-mar-01
elvi85	harsha_ks	12000	13-mar-01

SITE FEEDBACK

SITE FEEDBACK AS ON 28/03/2001

Site Design	Site Navigation	Site Performance	Site Speed	Suggestions
Good	Fair	Fair	Fair	Should be more user friendly
Fair	Excellent	Fair	Good	More categories can be included
Excellent	Fair	Good	Good	No commission on sales is appreciable
Good	Good	Excellent	Fair	-
Good	Poor	Poor	Fair	Provide some more facilities for shipment
Excellent	Excellent	Good	Good	-


NetAuction
Master
Reports
Highest Bidder
Category List
Current Bidders
Sellers Between two Dates
Seller Feedback
Amount Transacted
Start Date(dd/mm/yyyy)
15/03/2001
End Date(dd/mm/yyyy)
24/03/2001
Submit
Close

Sellers Between 15/03/2001 and 24/03/2001

SELLERS BETWEEN 15/03/2001 and 24/03/2001

Seller Id	Item No	Item Name	Bid Start Amount	Bid Increment Amount
zenith_zenith	coco104	computer	35000	4000
BPLbelieve	eiBP106	BPLTV24	20000	500
rajashreford	vefo110	ford icon	412000	10000
hikins_hikins	boto112	toefl cd	5000	250
akal_cool	enro101	robout	30000	5000