Virtual Conference

PROJECT REPORT

SUBMITTED IN PARTIAL FULFILLMENT
OF THE REQUIREMENTS FOR THE AWARD OF THE DEGREE OF
BACHELOR OF ENGINEERING IN INFORMATION TECHNOLOGY
OF BHARATHIAR UNIVERSITY, COIMBATORE

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COIMBATORE, TAMILNADU-641 006.

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE

THIS IS TO CERTIFY THAT THE PROJECT REPORT ENTITLED

VIRTUAL CONFERENCE

IS A BONAFIDE RECORD OF WORK DONE BY

~~Mr~~/Ms...[illegible]

IN PARTIAL FULFILLMENT OF THE REQUIREMENTS FOR THE AWARD OF

THE DEGREE OF

BACHELOR OF ENGINEERING IN

INFORMATION TECHNOLOGY

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(GUIDE)

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(INTERNAL EXAMINER)

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(EXTERNAL EXAMINER)

DECLARATION

We Aneesh Bhatnagar, Nagarajan.S., Sundaravalli..M. hereby declare that this project entitled "**VIRTUAL CONFERENCE**" submitted to Kumaraguru College of Technology, Coimbatore (Affiliated to Bharathiar University) is a record of original work done by us under my supervision and guidance.

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CONTENTS

CONTENTS

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ACKNOWLEDGEMENT

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Above all we owe our gratitude to our parents for their support and God Almighty for showering abundant blessings on us.

SYNOPSIS

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"*Virtual Conference*" is a textual based tool to be marketed by Logic Version Technologies as a software package. It is designed to meet and solve the issues related to the management of communication of thoughts using the virtual conferencing system. It also enables to systematize the transfer of messages through web based network management.

The existing system of virtual conference solution combines audio, video, informational slides synched to presentation and a browser to view other meetings associated with the same conference, which may not be cost effective. The product currently serves as an immediate communication channel to allow rapid global distribution of critical corporate information to internal audiences. But this system is not free of limitations.

Like for example video/audio conferencing carry very high chances of debugging problems. Gossips are not controlled most of the time in such conferencing leading to poor time management and unhealthy discussions on the topic.

The proposed model of virtual conference is a platform independent customizable tool. It is innovated to combat the multifaceted issues of web-based network management. It is a constraint- free tool providing varied options to users either individuals or corporate - for e.g.chat option/conferencing/discussions. The Model will be fool proof in terms of reliability, maintainability and

implementation. Infact, it is so easy to implement, that no specific tests have to be expended on it. The tool is very adaptable to any environment and is flexible to the user requirements. The module lays emphasis on text- based transmission of message, making it more reliable, safe and easy, a unique feature not present in the existing model. Thereby, the chance of error occurrence is also remote. Lastly since the level of knowledge required to interact, debug and maintain this model is minimal it is very cost effective and beneficial to the end-user.

The project work was exclusively carried out at Logic Version Technologies, Coimbatore towards the launch of a web-based communication and network management tool "Virtual Conference".

INTRODUCTION

1.INTRODUCTION:

1.1.ORGANISATION PROFILE

LOGIC VERSION TECHNOLOGIES

Logic Version Technologies was established in 1989 to provide a full range of services in Information technology (IT) to clients around the world . Logic Version has earned a reputation for providing high quality solutions and cost effective services to clients who need accurate details and timely IT information. Quality services and solutions at a reasonable price and strong project management are the basis of their success. Logic Version is emerging as a full fledged, dynamic and reliable technology solution provider.

SERVICES:

At Logic Version they believe that extensive product knowledge as well as Engineering expertise are essential to tailoring the solutions to the customers needs. Thus they provide strong project management, excellent support and effective guidance that always leave their customers in complete satisfaction. They specialize in high availability systems and business continuance solutions for medium to large clients, which are running huge databases and other mission critical applications.

Logic Version adds value in the following key areas like Enterprise Management, System Integration, Database and Application Management, Network Management, Internet/Intranet solutions.

THEIR VISION:

Logic Version, a service driven company will create an environment that would foster creativity and innovation for its customers, vendors and employees. They recognize that they are part of a conglomerate and our business objective is "Be Ethical and Moral Fashion to All".

1.1.1 ABOUT THE PROJECT:

This project is a software tool to be marketed by Logic Version Technologies. Virtual conference (textual) is the focus of study, which is an individual module of a web-based integrated system. The existing system of virtual conference misses out on the significance of emotions and interactive conversations between the participants around the world. The Proposed system on textual virtual conference focuses on GUI based interactive and emoticons concept in order to remove the monotony and boredom of textual conversations. Compulsory voting , a highlight of the proposed system enables in motivating the participants to interact and arrive at unanimous conclusions.

The project "Virtual Conference" is developed to incorporate the features stated and the main modules of this system include:

- Conference Registration
- Scheduling

- Login
- Interaction between the participants
- Enquiry
- Moderator
- Postponement Information

➢ CONFERENCE REGISTRATION:

This Module aims at systematizing the registration process. It will accept the registration of participants who have come forward to engage themselves in textual conference.

➢ SCHEDULING:

This module aims at structuring the time requests of participants for conferencing. A comparative time structuring analysis of the participants requests are done at arrive at a common schedule for the specific topics. Immediately a notification is send through e-mail regarding the topic and schedule for the virtual conference.

➢ LOGIN:

This Module aims at validating the user name and password while the participant access the scheduled conference.

➢ CONFERENCE HALL:

This module enables in motivating the participants towards an interactive conversation or any argument with the help of the emoticons or interrupt buttons.

✗ ARCHIVE BANK:

This module will help the participants in making general enquiries like the archives retrieval, topics and their schedules from the moderator.

✗ CONFERENCE ADMINISTRATOR (MODERATOR):

Moderator is the individual who plays a focal role in virtual conference, right from the conference registration, to topics scheduling, e-mail notification to participants, validation logins, interfacing between participants, acting as an information sharer to evaluating the ethical standards of the participants during the textual conference. This module aims at integrating the multifaceted features of virtual conference.

1.2.EXISTING SYSTEMS:

The Virtual Conference solution combines audio, video, informational slides synched to presentations, and a browser to view other meetings associated with the same conference; interactive tools for polling, question and answer, document sharing, and audience surveys; registration, live attendance tracking and post event reporting on attendees; and archiving and hosting.

The Executive Communication Centre is aimed at delivering high-level information during times of breaking news that may affect a company or its business. The product serves as an immediate communications channel to allow rapid global distribution of critical corporate information to internal audiences.

RIC GROUP VIRTUAL CONFERENCING:

In some popular companies like RIC Group Inc, conduct conference by hosting the documents to their home site. The documents are viewed with Adobe TM and Acrobat TM. An "annotation" feature is also available giving users the ability to make comments without altering the original documents. It also allows the "Author" of a document to review comments quickly and efficiently before making the next round of revisions.

SECURE SOCKET LAYER ENCRYPTION:

RCI uses Secure Socket Layer Encryption to protect your documents. We ensure that your transactions are always on-line and can only be viewed by users that have been properly authorized.

It also includes endpoints in the ISDN world, it can interoperate with H.320 gateways. With Click to Meet, you can support:

- **The widest range of endpoints**, at varying bandwidth rates.
- **Multiple server environments**, including Windows NT, Windows 2000, Sun Solaris, and Linux operating systems
- **Diverse applications**, from high-end corporate conferencing and application sharing to video instant messaging, both one-to-one and group conferencing
- **Flexible customization** that will fit your network topology
- **Easy scalability** as conferencing usage grows - by linking multiple conference servers together.

- **User-friendly interface** through web-based graphic interface that provides easy- use system administration and makes multipoint conferencing easier than ever
- **The latest advanced features**, including Microsoft Exchange compatibility for easy scheduling and meeting management, continuous presence for viewing multiple windows at the same time, and streaming media integration to extend a conference live to a larger, view-only audience; or to record a conference for playback later .

Audio conferencing allows you to communicate verbally, rather than typing messages. It works by digitizing your voice, then sending the digital data to its final destination via the Internet. While the audio quality may leave something to be desired, you will save money on long distance phone bills. To make Internet calls, you will need a headset with earphones and a microphone, as well as the software, which comes in several varieties for all computer platforms.

PLENARY OR BREAKOUT SESSIONS:

Plenary Configuration:

This is the most widely used configuration used for presentations, lectures and conventions. Its requirements are at least 2 simultaneous interpreters, an interpreter's control unit, 1 transmitter per language pair, and 1 receiver-headphone

set per person. Preferred systems would include a soundproof booth, 2 transmitters

Per language pair and multichannel receivers.

Breakout Configuration:

This involves 1 or 2 interpreters per room and requires additional set-ups of interpreter's equipment. The specifics vary depending on the length of the sessions and the sizes of the rooms.

Some of their additional services are:

- Audio and Tape Recording - for those unable to attend
- Multi-user Voting Systems - if a vote may be needed
- Interpreting - experienced interpreters in over 150 languages
- Translation of Materials - quickly, accurately done

LIMITATIONS OF EXISTING SYSTEMS:

- No provision for the users to express their emotions.
- Existing systems are complicated for common user groups.
  - Considerations for local time constraints shall be improved.
  - Loss of interactivity due to long presentations.
  - Installation of specialised components is needed.

1.3.PROPOSED MODEL:

The users whoever wish to participate in a conference have to register prior to the conference. The users have to fill in their details like name, address, e-mail

id, student/employee, interested topic, duration of the conference and their convenient timings. Once they fill in their details the coordinator consolidates those registration forms and he sends confirmation notification to the participants informing their time and topic of the conference. The users come online according to their schedule and the conference begins. Each user will be allotted time slots and only during their allotted time they can express their views.

Once the allotted time is over the turn is given to the next participant. In this way the conference proceeds. To have all the participants' attention, they will be asked to express their emotions very often. This is especially done to keep the conference more lively. The coordinator conducts voting to arrive at an effective conclusion. Once the conference is over the coordinator mails to all the participants, the details of the discussion that took place in the conference.

Conference co-ordinator will be online frequently and will respond quickly to questions or problems. Each page of the conference includes a button to send a quick email to a coordinator. The users will receive an email response, usually within a few hours at the most. The registered users can request for the archives of the previous conferences.

PERSONS INVOLVED IN OUR PROPOSED MODEL:

- Moderator
- Co-ordinator / Organiser
- Participants

ROLES OF A MODERATOR:

Moderator is person who plays a vital role in a virtual conference. The moderator is the only human face involved in a virtual conference, whose role begins when the conference begins. Moderator is entirely responsible for making the conference livelier, interactive and in an organised manner.

The following are the main roles of a moderator:

- ☺ introducing speaker(s)
- ☺ stimulating responses - if necessary
- ☺ controlling any flames or unacceptable discussion
- ☺ summarising threads
- ☺ summarising over all session
- ☺ thanking speaker(s)

ROLES OF A CO-ORDINATOR / ORGANISER:

Co-ordinator is a person who is responsible for organising the conference, making all the arrangements before the conference takes place. It is the duty of the co-ordinator to inform all the participants about schedule of the conference, reply to the enquiries sent by the participants and then sending the archives of the previously held conferences on request by the users.

The following are the main roles played by the co-ordinator:

- Registration
- Validating the users

- Mailing to the participants
- Scheduling the conference
- Sending the archives to the registered users

SCOPE FOR MANAGING THE ISSUES:

Many of the existing conferencing systems are not successful and are not common because they can be used effectively by those people who have high system configurations. Our proposed model shall be designed for the common people with minimum system configurations. The main highlight of our model will be that we are giving an option for the participants to express their emotions during the conference, which is lagging in the existing conferencing systems. The users of our model need not install any specialised component for participating in a conference. Our model is proposed to integrate text and audio based conferencing. One of the major limitations of video conferencing is that the participants cannot arrive at an efficient conclusion. Another limitation is that it requires specialised components like web camera, video card, high processing speed, huge memory requirements etc. and hence it limits its usage to a limited number of use groups.

In our model voting shall be made compulsory, which would help improving the interaction and helps the participants to remain active facilitating in

arriving at an unanimous conclusion. The system shall be designed in such a way that even a common user can interact comfortably in expressing his views and feelings, which would widen the scope of acceptance and usage levels. The system will be making use of its own interactive and support service components, which eliminates the usage of external or third party components.

The main disadvantages of the existing mode of conference either synchronous or asynchronous are like longer inactive sessions, monotonous non-interactive presentations etc. To manage this issue, long presentations can mailed to the participants well in advance for a review by the participant. The participants shall be authenticated for the review done and shall be promoted to conference participation.

The maximum time limit for each participant shall be reduced to a shorter period of time to overcome longer inactive sessions and monotonous non-interactive presentations.

The viewers or the absentees of the conference shall be given opportunities for expressing their views about the discussions held by mailing.

The system shall be designed to inform the co-ordinator about the time zone constraints imposed by the participants and help in realignment of the conference timings.

FEATURES:

☎ Convenient internet-based document access to user defined workgroup.

- ☎ Secure...Only the "Author" is allowed to upload or change the master of a document.
- ☎ Powerful...Allows for electronic "commenting" by workgroup members.
- ☎ Powerful...Allows for working group members to review members' comments while on line.
- ☎ Tractability...Provides electronic record of document access and receipt to Interested Parties.
- ☎ A directory for identifying participants and addresses on the system;
- ☎ electronic mail;
- ☎ conferences for group discussions, with a permanent record of interactions;
- ☎ bulletin boards for access to announcements;
- ☎ databases for access to information, files and documents; and
- ☎ Voting or polling for determining support for an issue.
- ☎ Allows viewers to view documents exactly as created in "authors" application environment.
- ☎ *Focus Topics:* Each conference will be start with a focus topic outlining the scope and context of the discussion at hand. As the conferences move forward, new focus topics may be introduced. Larger background documents may be provided in addition to these topics.
- ☎ *Summaries:* The moderator will draw out key ideas and summarize them. Bringing together important contributions provided in the conferences,

these summaries will distill the essence of discussions to provide an effective solution.

ADVANTAGES:

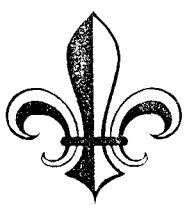
- Allows viewers to view documents exactly as created in "authors" application environment.
- Provision of various discussion modes like debate, presentation, discussion, etc..
- Integration of audio and text
- Avoids frustration of only having files located on your office computer.
- Cheaper
- Work from home or any remote office without having to take documents with you.
- Avoid the deadline of the overnight courier service pick-ups.
- Previous versions of document maintained for easy referral purposes.

LIMITATIONS OF OUR MODEL:

- Face to face communication is not possible.
- The most common problem is the lag i.e., the remote user typing his view and his view reaching the participants.
- Time variations

REMEDIAL MEASURES:

- The participants can be asked to express their emotions for each comment being discussed in the conference.
- In order to overcome the lag, the remote participant can be asked to send a test message and we can calculate the time required for the message to reach. This time can also be included in his time slot so that he will also get the same time as that of the other participants.



SYSTEM REQUIREMENTS

2. SYSTEM REQUIREMENTS:

2.1 PRODUCT DEFNITION :

2.1.1. PROBLEM STATEMENT:

This project is designed for the technical people to participate in a conference online overcoming the limitations of real time conferencing.

2.1.2. FUNCTIONS TO BE PROVIDED:

Virtual conferencing would offer:

- Reduced travel expenses.
- More efficient use of time and technology.
- Increased employee participation.
- Shortened time to market with product launches.
- Effective quarterly financial reporting.

2.2.PROJECT PLAN

2.2.1.DEVELOPMENT SCHEDULE:

In order to complete the project in a given time, the development schedule is framed and based on the time slots, the product is developed. The development schedule consists of milestones and reviews.

MILESTONES	REVIEWS
Dec 1st - Dec 10th	System study
Dec 11th - Dec 25th	Software Training
Dec 26th - Dec 30th	Analysis
Dec 31st - Jan 2nd	Data Flow Diagrams
Jan 3rd - Jan 6th	Class Diagrams
Jan 7th - Jan 9th	GUI Design
Jan 10th - Jan 25th	Coding Algorithms
Jan 26th - Feb 4th	Coding for Server
Feb 5th - Feb 16th	Coding for conference hall
Feb 17th - Feb 21st	Coding for moderator
Feb 22nd - Feb 28th	Coding for Timer
Mar 1st - Mar 4th	Testing

2.2.2 DOCUMENTS TO BE PREPARED:

It is suggested that the following documents can be prepared during the time of the project.

- A system definition consisting of a product definition and a project plan
- Software Requirements specification
- A design document consisting of external design

- Architectural design and detailed design specification
- a test plan
- a user's manual
- a properly documented,debugged and tested program
- a project legacy document.

3. SOFTWARE REQUIREMENTS SPECIFICATION:

3.1.1 PURPOSE:

- To provide paper documentation of specific software requirements
  - overall description of the software
  - performance requirements
  - constraints
- To ensure easy design, maintenance and future expansion of the software

3.1.2 DEVELOPERS RESPONSIBLITIES OVERVIEW:

The developers are responsible for designing developing and installing the software satisfying the clients requirements . Any change made to the requirements in future will have to go through a formal change approval process.the developer may not make any alteration without permission of the client.

SOFTWARE REQUIREMENTS

SPECIFICATION

3.2.SPECIFIC REQUIREMENTS:

3.2.1 USER INTERFACE:

All the modules give an effective GUI that screens to make registration and participate in a conference and detailed description of all the facilities provided for the customers.

3.3 PROGRAMMING ENVIRONMENT:

3.3.1 HARDWARE SPECIFICATIONS:

Server

Microprocessor : Intel Pentium III, 533 Mhz

Ram : 128 MB

Hard Disk Capacity : 17 GB, SCSI Drive

Visual Display Unit : Cirrus Logic GD - 5436/46 VGA

Keyboard : 104 keys

Mouse : Serial Mouse

CD : 48X

Network Adapter : Crystal and Ethernet Adapter

Workstation

Microprocessor : Intel Pentium II, 200 Mhz

Ram : 32 MB

Hard Disk Capacity : 8.4 GB, SCSI Drive

Visual Display Unit : Cirrus Logic GD - 5436/46 VGA

Keyboard : 104 keys

Mouse : Serial Mouse

CD : 40X

Network Adapter : Crystal and Ethernet Adapter

SOFTWARE SPECIFICATIONS:

- Operating Environment: Windows NT 4.0
- Back End : SQL Server 7.0
- Front End : Flash 5.0,

  JDK 1.3, Swing,

  JDBC, HTML

  Forte for Java 1.0

3.3.2 DESCRIPTION OF SOFTWARE AND PACKAGES USED:

HTML:

HyperText Markup Language (HTML) is the language that puts the face on the web. It consists of a variety of elements called tags, which are used for everything fron defining a title to outlining a frame, from creating headings to inserting line breaks, form inserting images to including a custom Java applet. HTML is as much an organizational tool, as it is a design tool. Ecven with WYSIWYG (What you see is what you get) editors the rational behind tags is to give a structure and purpose to the page. HTML helps in building web pages from

groung up. It also makes it easier to switch to a different format of the web page very easily.

JAVA:

Java has been described as a simple, object-oriented, distributed, robust, secure, architecture-neutral, portable, dynamic and high-performance multithreaded language with powerful exception handling mechanisms. Java is simple because it is just a stripped version of C++. Some of the complex features of C++ like pointers, operator overloading, memory management problems etc have been removed in Java.

The bundling up of functions and data together as a single entity called the object leads to several attractive features like data encapsulation, data abstraction, inheritance and polymorphism. The chief advantage of object-oriented languages is their 'code reusability'.

Java is distributed since it fully supports applications that are developed to be executed over a network. Java is an interpreted language and such interpreters are part of Java enabled web browsers.Java is secure since sufficient safeguards are built in the language.

Java is an architecture-neutral. Being an interpreted language, it makes it easy to run Java on any machine that has a Java Interpreter, irrespective of the type of processor it uses.Java is portable because it doesn't contain any operating

system dependent code. This means it can run on different operating systems like windows 95,windows NT,Unix, Solaris, etc.

Last but not the least, Java is multithreaded. This feature is ideal for a network like the internet where multiple tasks have to be performed simultaneously.

ABOUT THE JDK:

Java language comes as a single package called the JDK(Java Development kit). This package consists of six other packages, each of which contains a set of related classes. Each class has its own set of construtors and methods which provide prototypes for all the methods that will be used by users in their programs. Infact, the users can simply reuse the codes contained in these six classes for developing their programs by importing the appropriate packages in their programs.Following are the six packages that are part of JDK:

Java.lang:

It contains classes that apply to the language itself, including the object class, the string class and the system calss. It also contains the special inner classes for primitive types like integer,char, float ,etc.

Java.util:

It has utility classes such as date as well as simple collection of classes such as vector and hashtable.

Java.io:

It comprises input and output classes for writing and reading from streams and for handling files.

Java.net:

This package has classes for networking support. These include socket and URL.

Java.awt:

This has classes to implement a graphical user interface(GUI) including classes for window,menu, button, font, checkbox etc.This package also includes classes for processing images.

Java.applet:

This package has classes for implementing java applets, including the applet class itself as well as the AudioClip class.

SERVLETS:

Servlets are generic extensions to Java-enabled servers. Their most common use is to extend web servers, providing a very secure, portable and easy-to-use replacement for CGI. A Servlet is a dynamically loaded module that services requests from a web server. It runs entirely inside the Java Virtual Machine. Because the servlet is running on the server side, it doesn't depend on browser compatibility.

REASONS TO USE JAVA SERVLETS:

Java Servlets are one of the most exciting technologies. Srvlets are effiicent, persistent, portable, robust, extensible, secure and they are receiving widespread acceptance.

✈ Efficient:

A Servlet's initialization code is executed only the first time the web server loads it.After the servlet is loaded, handling new requests is only a matter of calling a service method. This is much more efficient technique than loading a completely new executable with every request.

✈ Persistent:

Servlets can maintain state between requests. When a servlet is loaded, it stays resident in memory while serving incoming requests.

✈ Portable:

Servlets are developed using Java; therefore they are portable. This enables servlets to be moved to a new operating system without changing the source.

✈ Robust:

Because servlets are developed with access to the entire JDK, they are very powerful and robust solutions. Java provides a very well-defined exception hierarchy for error handling. It has a garbage collector to prevent problems with memory leaks. In addition, it includes a very large class library that includes

network support, file support, database access, distributed object components, security and many other classes.

✈ **Extensible:**

Another advantage servlets gain by being developed in an object-oriented language like Java is that they can be extended and polymorphed into new objects that better suit our needs.

✈ **Secure:**

Servlets run on the server side, inheriting the security provided by the web server. Servlets can also take advantage of the Java Security Manager

JDBC(Java Database Connectivity):

Sun offers a package - java.sql - that allows the Java programs to access relational database management system. Through this Java database connectivity package, we can connect to relational database and interact with database.

USING JDBC TO WORK WITH A DATABASE:

The steps to be followed are:

- ❋ Establish a connection between Java program and the database manager.
- ❋ Send a SQL statement to the database by using statement object.
- ❋ Read the results and use them in the program.

WORKING WITH DRIVER MANAGER:

In order to establish a connection with the database, the Java runtime environment must load the driver for the specified database. The DRIVERMANAGER class is responsible for loading and unloading drivers.

LOADING DRIVERS:

JDBC Driver's era typically written by a database vendor,they accept JDBC connection and statements from one side and issue native class to the database from the other. Some database vendors haven't yet written JDBC drivers, but they have drivers that confirm to a Microsoft standard-ODBC.

The following code preloads a JDBC-ODBC bridge:

```
Try
{
Class.forName("sun.jdbc.odbc.JdbcOdbcDriver");
}
catch(Exception e){};
```

USING THE CONNECTION CLASS:

Once the driver has registered with DriverManager we can use it to connect to a database and tell DriverManager that we want to make a new connection. It will invoke the Driver and return a reference to the connection for us. The location of the database, username and password need to be specified.

Eg.con=DriverManager.getConnection("jdbc:odbc:datasourcename",

"username","password");

When the DriverManager gets a getConnection() request, it takes the JDBC URL and passes it to each registered driver in turn, the first driver to recognize the URL and say that it can establish the connection.

USING THE STATEMENT OBJECT:

The Connection class produces the Statement object using a method CreateStatement(). We can use a Statement object to hold the SQL statement. When we send a Statement object to the database over the connection, the database runs our SQL and returns a ResultSet.

To get a resultset,

```
ResultSet rs=statement.executeQuery("select * from registration");
```

HANDLILNG THE RESULTSET:

The ResultSet class itself functions as a SQL cursor, allowing us to step through the data from a SELECT statement one row at a time. To advance from one row to the next sun has provided next() method.Finally close() method is called after using the Statement and Connection objects.

SWING:

Swing is actually part of a larger family of Java products known as the Java Foundation classes(JFC), which incorporate many of the features of Netscape's Internet Foundation classes(IFC), as well as design aspects from IBM's Taligent division and Lighthouse design. Swing is actually built on the top of the core 1.1

and 1.2 AWT libraries. Because Swing does not contain any platform specific code, we can deploy the Swing distribution on any platform that implements the Java 1.1.5 virtual machine or above. Swing provides many new features for those planning to write large-scale applications in Java.

- Pluggable look and feels
- Lightweight components
- Debugging support
- Wide variety of new components

SQL * PLUS:

SQL * Plus is made of two distinct parts. They are:

- Interactive SQL
- PL/SQL

Interactive SQL is designed to create , access and maintain all data structures like tables, indexes etc. It can also be used for interactive data manipulation. Programmers can use PL/SQL to create programs for validation and manipulation of table data. PL/SQL adds to the power of interactive SQL and provides the user with all the facilities of a standard programming environment.

SYSTEM DESIGN AND DEVELOPMENT

4.SYSTEM DESIGN AND DEVELOPMENT:

4.1.INPUT DESIGN:

Input design is the part of the overall system design that requires very careful attention and is the most expensive phase.It is the point of contact for the users with the computer system and so itself it is prone to error .If the data going into the system is incorrect then processing and output will magnify these errors .

Objectives during input design are as follows:

- ❄ Produce cost effective method of input
- ❄ Achieve high level accuracy
- ❄ Ensure that input is free of ambiguity

Several stages of our input design are:

- ❍ Data recording
- ❍ Transfer of data to input form
- ❍ Data Verification
- ❍ Storage of data

The input design converting the user organised inputs into a computer based format .the aim of the input design is to make the data entry easier logical and error free . It helps us to filter errors in the input data that otherwise entered into the database might bring a lot of inconsistency.

It involves procedures for capturing data,verifying it and then passing on the database .After choosing the input medium attention is given to the careful design of input stages for error handling, controls and validation procedures. During application development care has been taken to make our system extremely user-friendly and organize our screens such as the possiblities of making errors are minimized.List of Possible values,radio button etc,are provided to the user for selecting the inputs.this makes the sys less prone to errors.

4.2 OUTPUT DESIGN:

An inevitable activity in the system design is the proper design of input and ouput in a form acceptable to the user. Output also provide a permanent copy of the results. An intelligent output deisgn will imprive the system relationships with the users and help in decision making process.

The approach to output design is very dependent on the type of output and the nature of the data. Special attention has to be made to data editing the choice appropriate output medium is also an important role the selection may be the following kinds of consideration.

- Response Time
- Location of users

The output design must be specified and documented ,data items have to be accurately defined and arranged for clarity and easy comprehension.

4.3 DATABASE DESIGN:

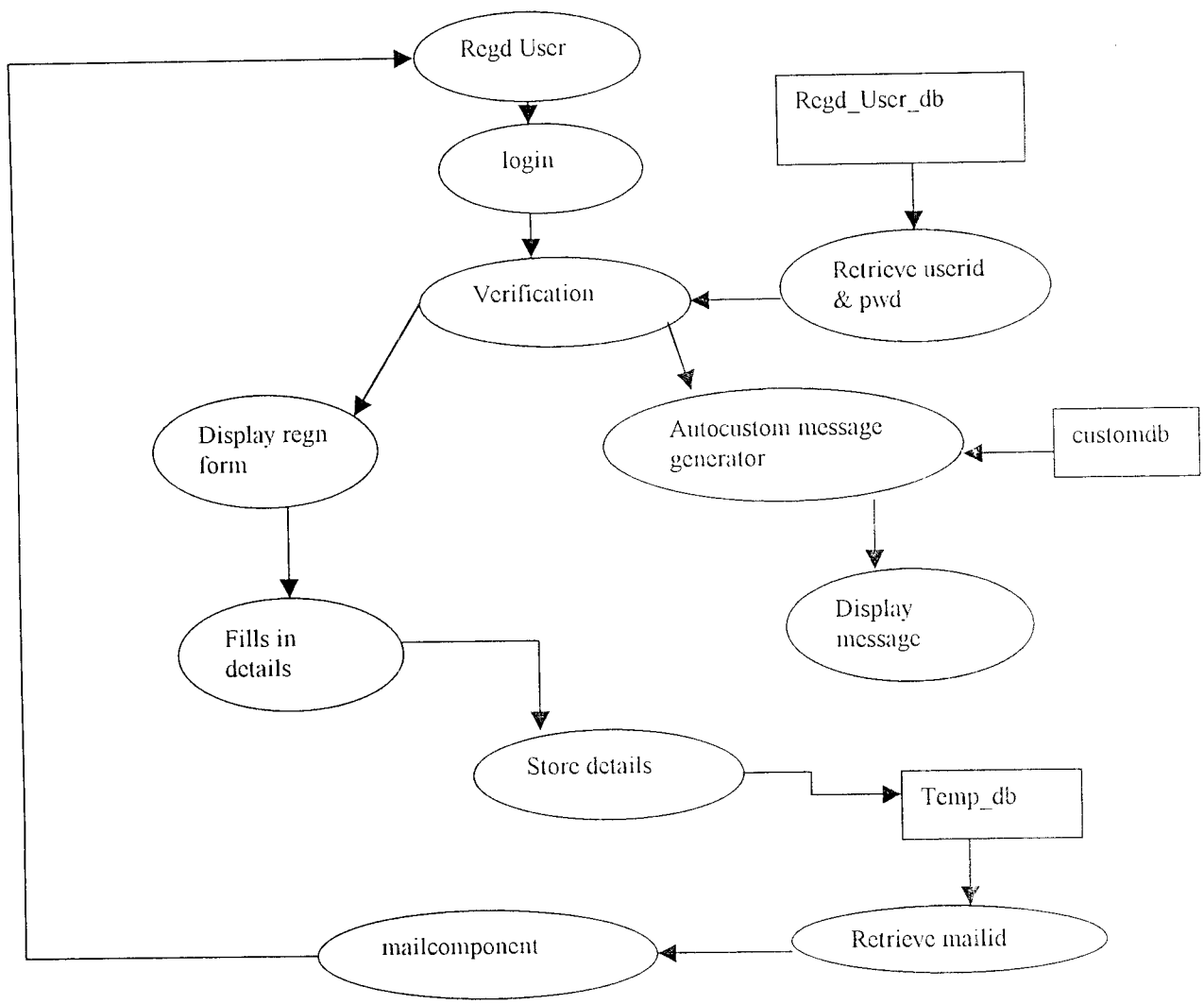
Database design is one of the most important steps in the system design phase of the system department. A good design of the database can reduce problems like redundancy anomalies at the same time enforces integrities like refrential integrity, domain integrity, etc, normally databases are implemented by DBMS ,the concept called RDBMS is easier to design a database that can enforce all the securites and integrities,which leads to a secured and consistent database.

DESIGN DOCUMENT

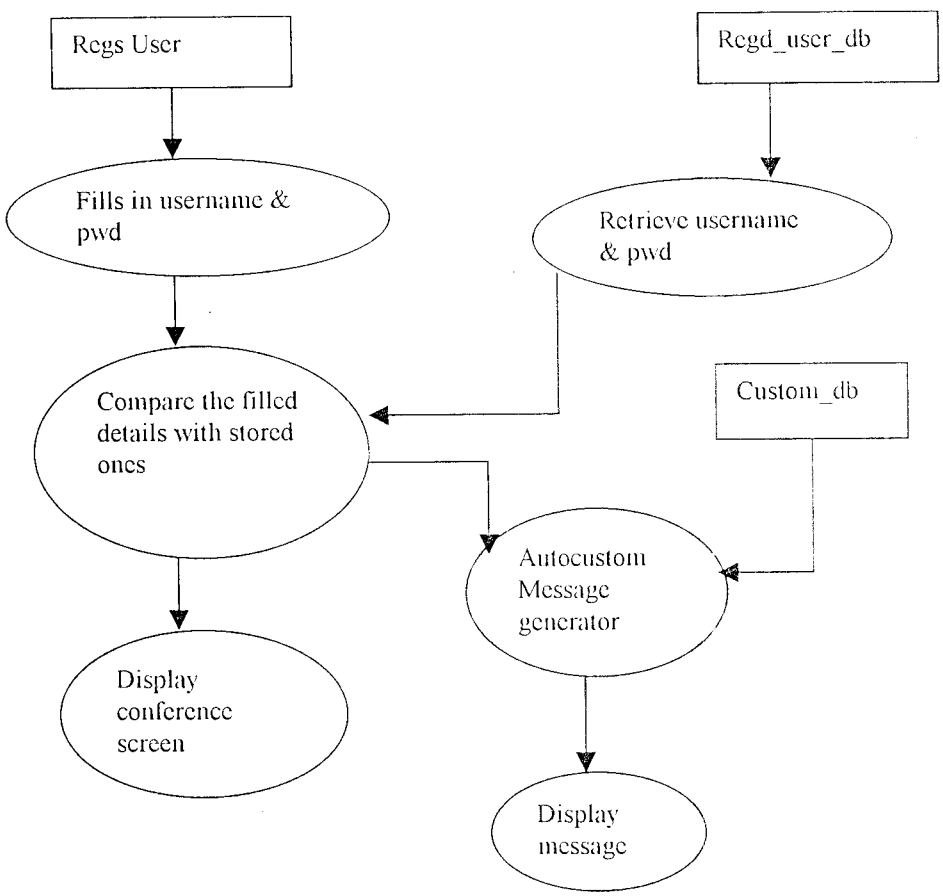
5.DESIGN DOCUMENT:

DATAFLOW DIAGRAMS:

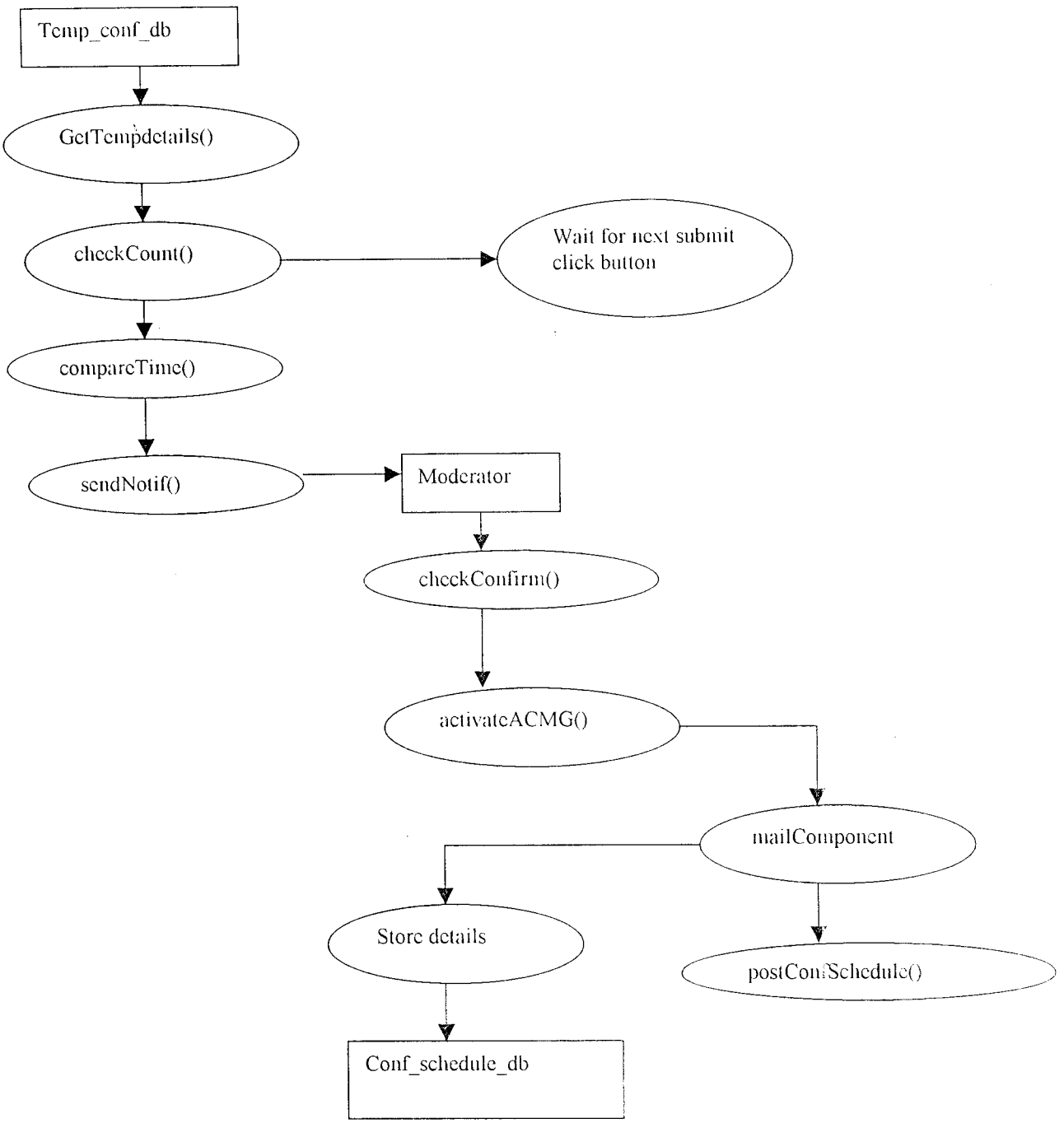
CONFERENCE REGISTRATION



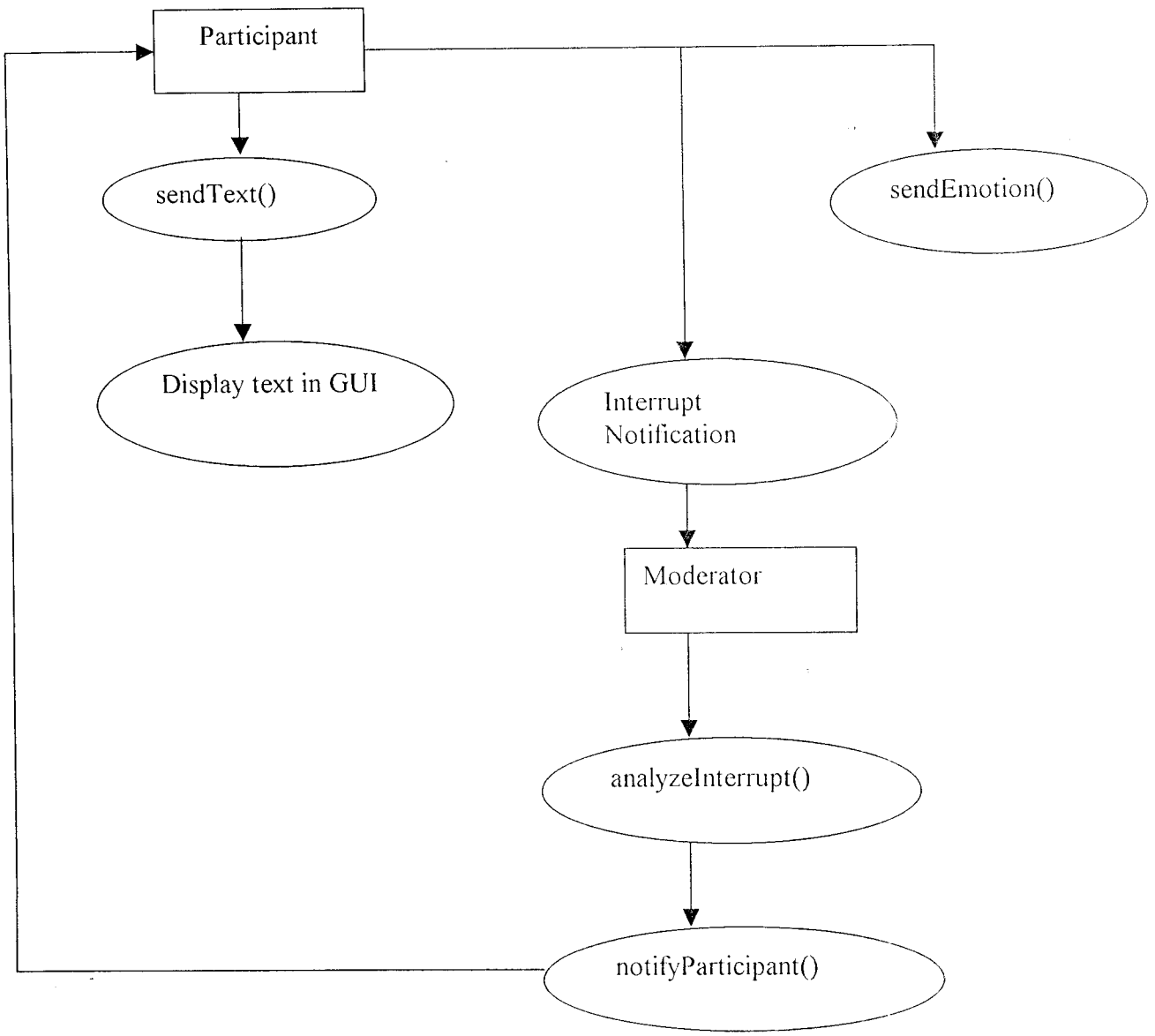
LOGIN


Regs User
Regd_user_db
Fills in username & pwd
Retrieve username & pwd
Compare the filled details with stored ones
Custom_db
Autocustom Message generator
Display conference screen
Display message

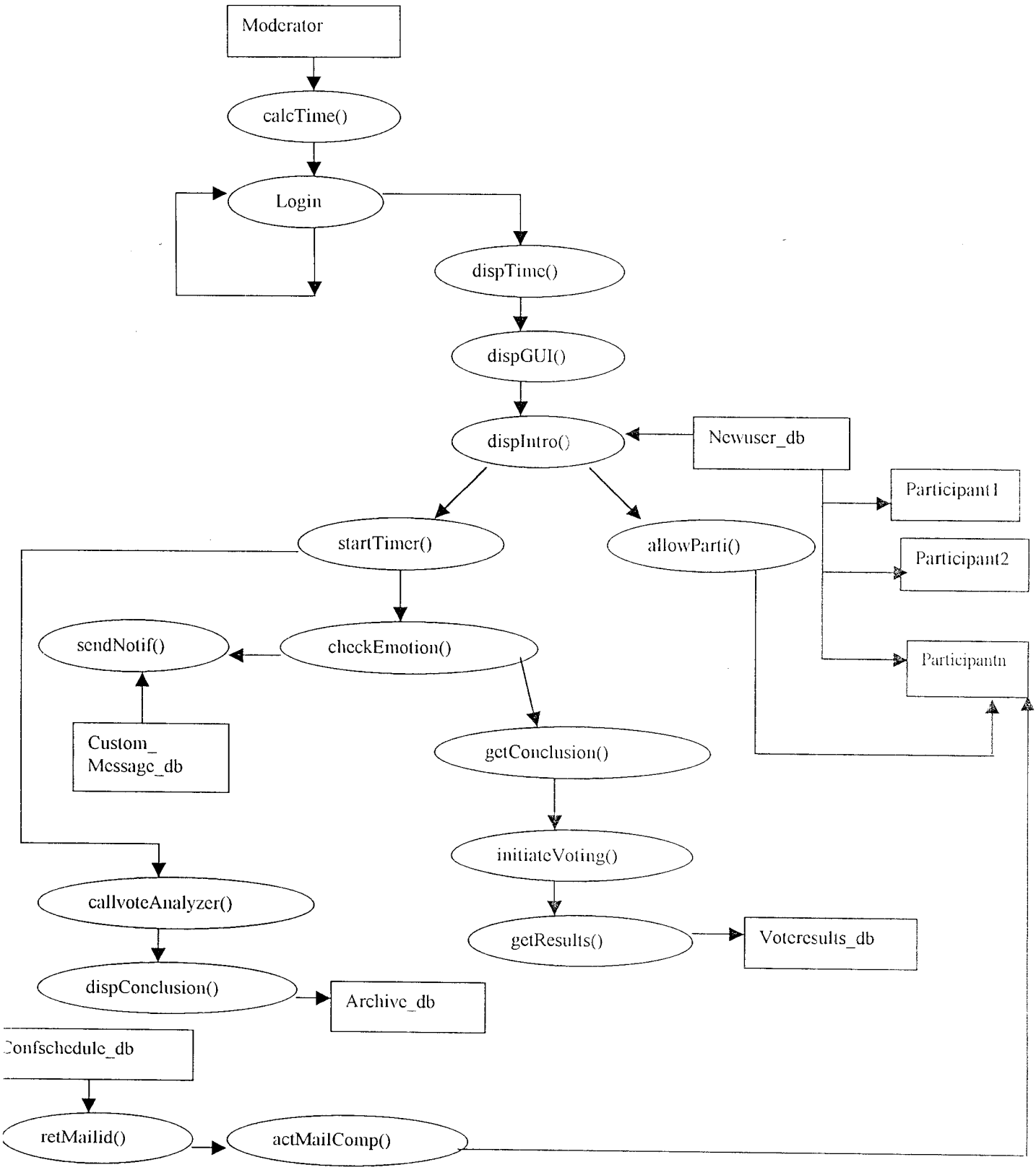
SCHEDULING


Temp_conf_db
GetTempdetails()
checkCount()
Wait for next submit
click button
compareTime()
sendNotif()
Moderator
checkConfirm()
activateACMG()
mailComponent
Store details
postConfSchedule()
Conf_schedule_db

ROLE OF PARTICIPANTS IN VIRTUAL CONFERENCE

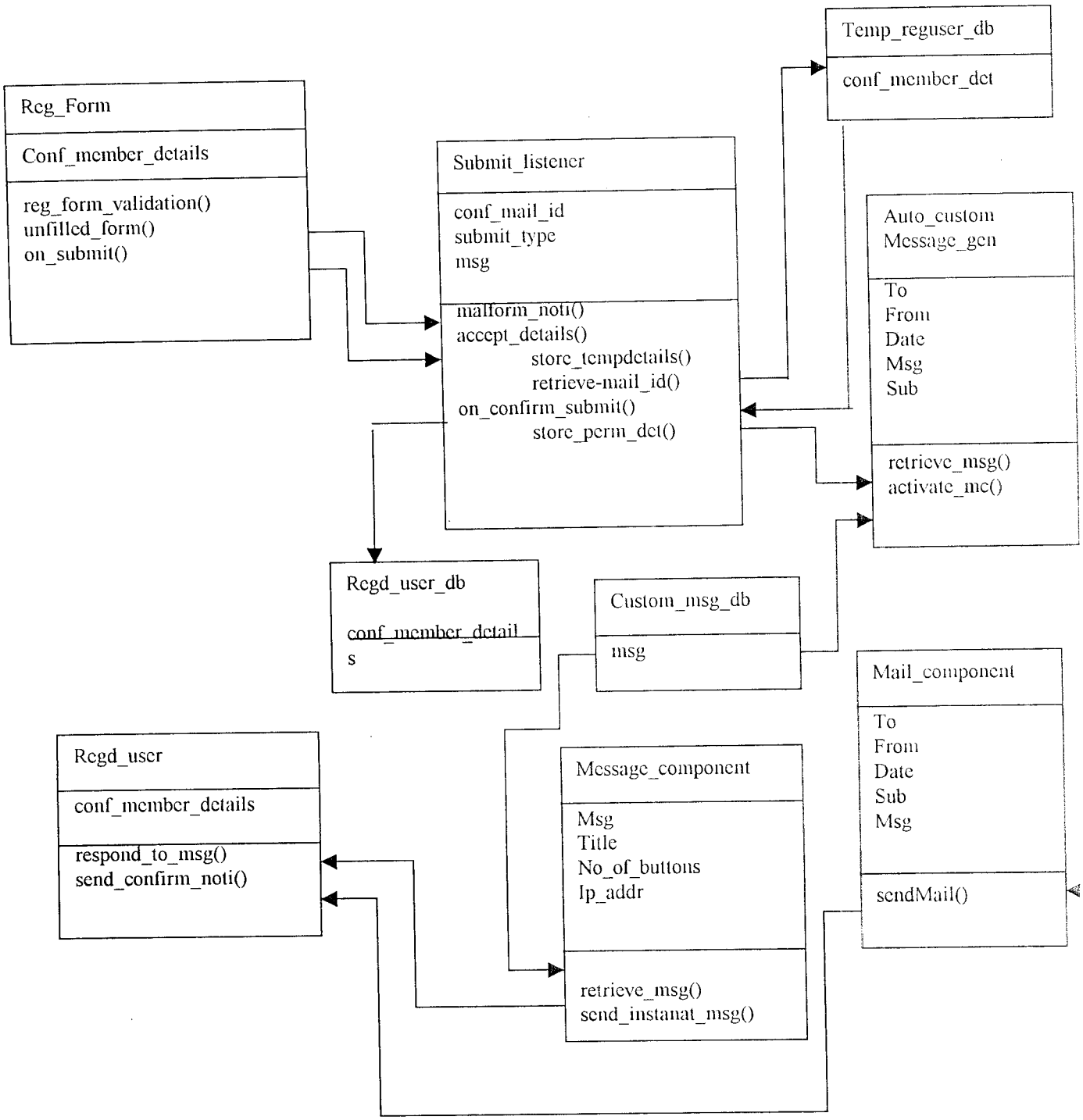


ROLE OF MODERATOR DURING A CONFERENCE

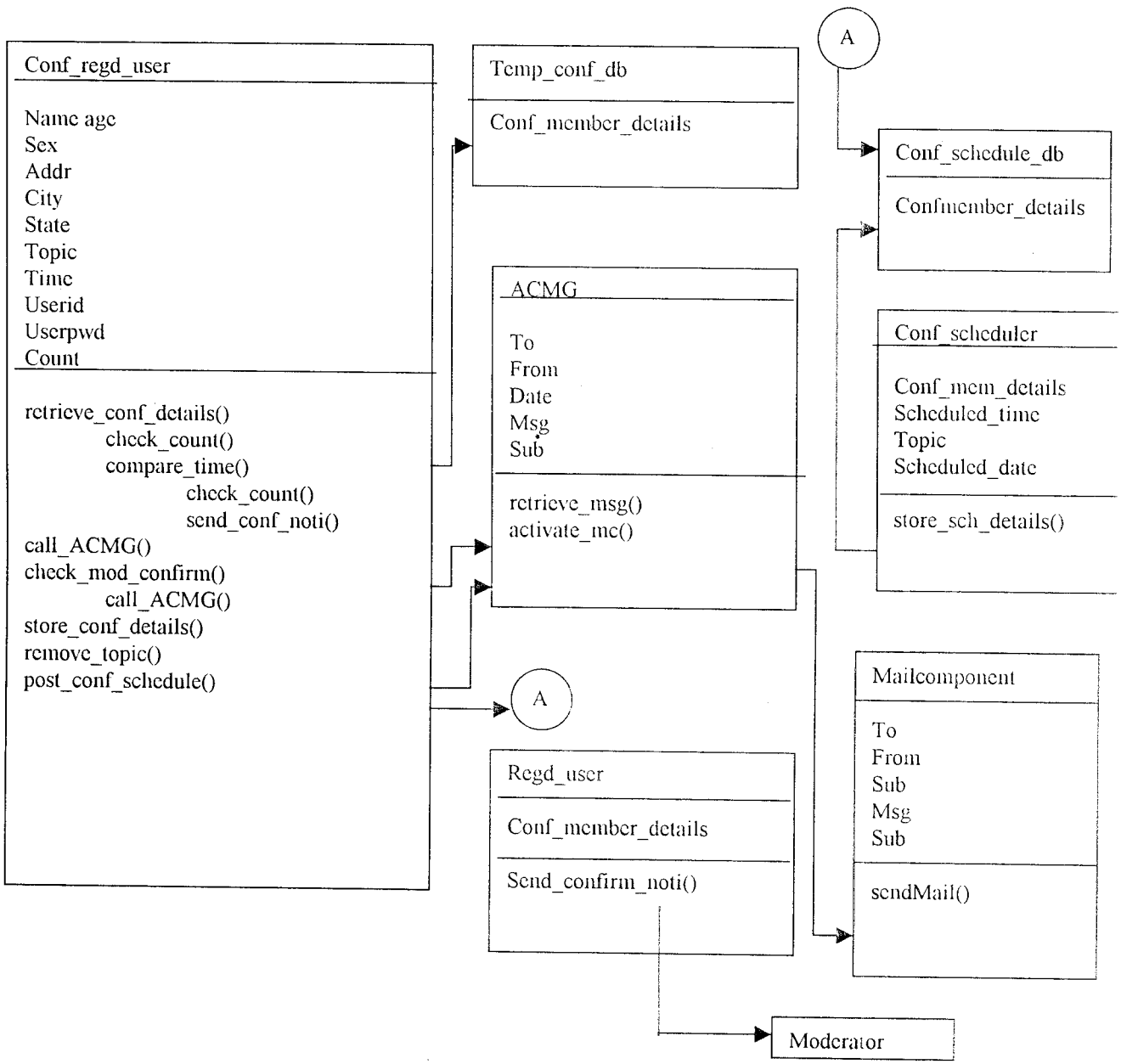


CLASS DIAGRAMS:

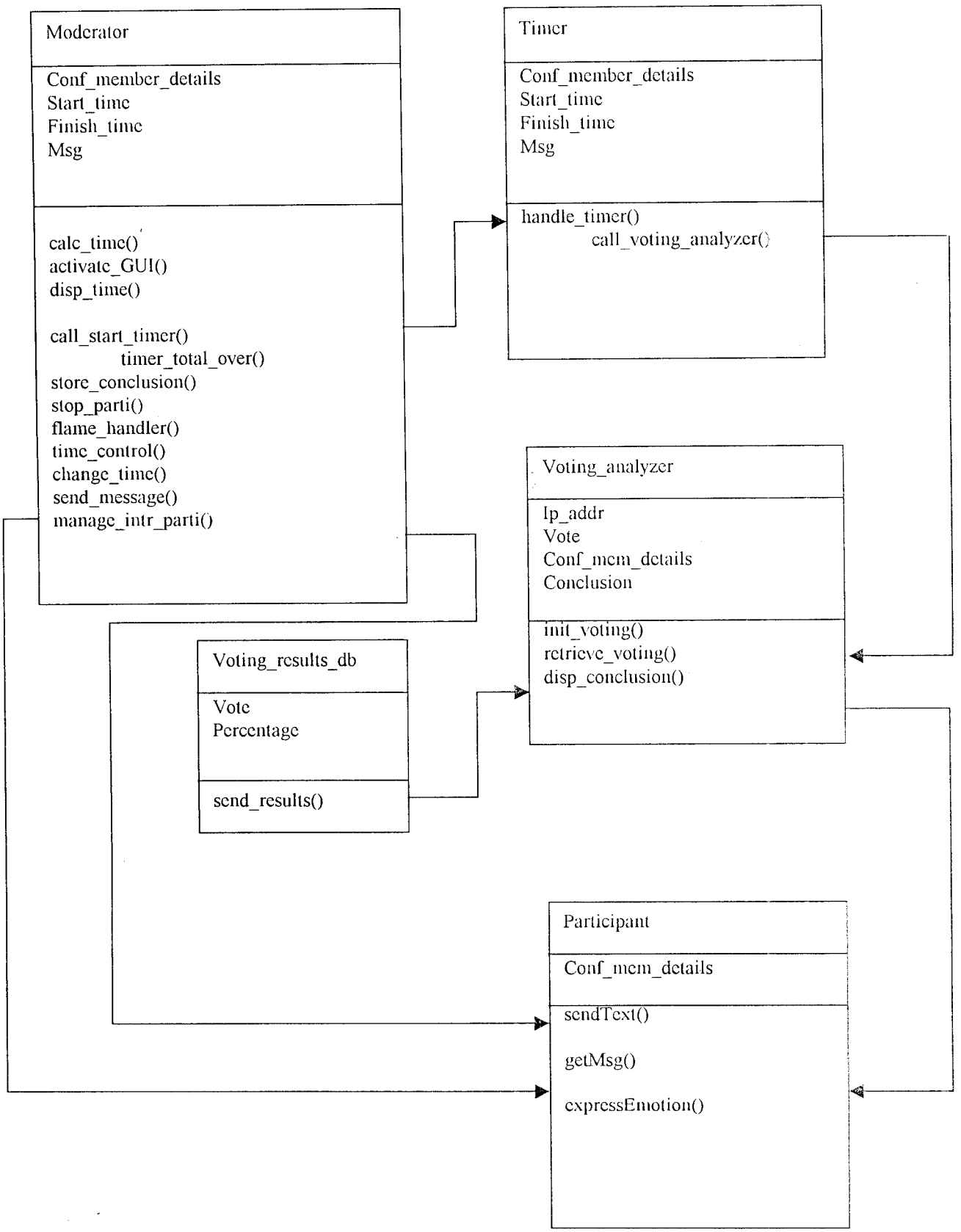
NEWUSER REGISTRATION



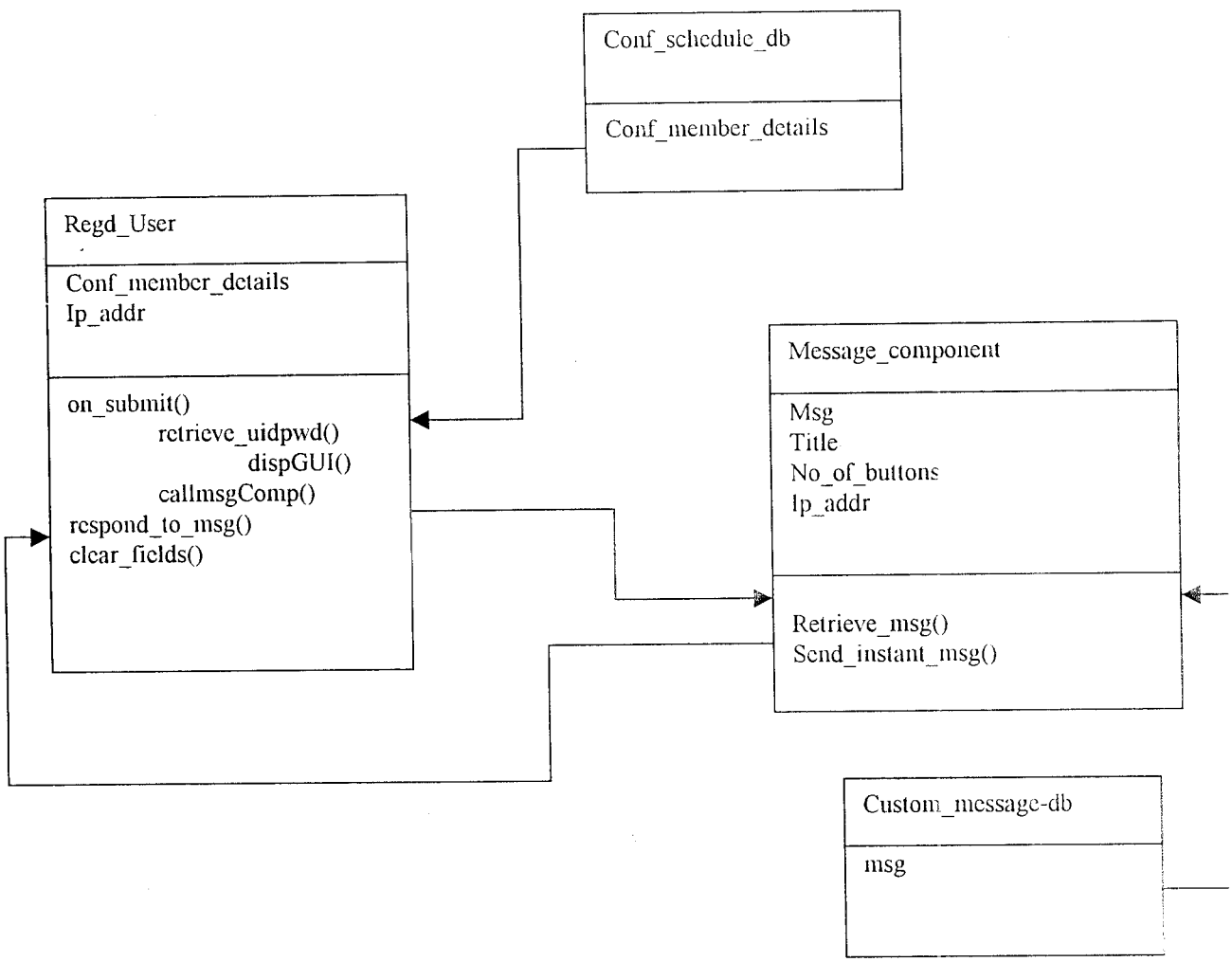
SCHEDULING


Conf_regd_user
Name age
Sex
Addr
City
State
Topic
Time
Userid
Userpwd
Count
retrieve_conf_details()
check_count()
compare_time()
check_count()
send_conf_noti()
call_ACMG()
check_mod_confirm()
call_ACMG()
store_conf_details()
remove_topic()
post_conf_schedule()
Temp_conf_db
Conf_member_details
A
Conf_schedule_db
Confmember_details
ACMG
To
From
Date
Msg
Sub
retrieve_msg()
activate_mc()
Conf_scheduler
Conf_mem_details
Scheduled_time
Topic
Scheduled_date
store_sch_details()
A
Regd_user
Conf_member_details
Send_confirm_noti()
Mailcomponent
To
From
Sub
Msg
Sub
sendMail()
Moderator

ROLE OF A MODERATOR IN VIRTUALCONFERENCE



LOGIN


Conf_schedule_db
Conf_member_details
Regd_User
Conf_member_details
Ip_addr
on_submit()
retrieve_uidpwd()
dispGUI()
callmsgComp()
respond_to_msg()
clear_fields()
Message_component
Msg
Title
No_of_buttons
Ip_addr
Retrieve_msg()
Send_instant_msg()
Custom_message-db
msg

PRODUCT TESTING

6. SYSTEM IMPLEMENTATION AND TESTING:

SYSTEM TESTING:

System testing is the stage of implementation, which is aimed at ensuring that the system works accurately and efficiently. System testing is so designed so as to correct the problems that are found in the earlier tests. This includes forced system failure and validation of the total system as it will be implemented by it's user in the operational environment. Generally it begins with low amounts of live data.

UNIT TESTING:

In unit testing, each individual module (say a Java or HTML file) has a logical or coding error. During unit testing various inputs are fed and seen whether the unit is working satisfactory under all condition.

INTEGRATED TESTING:

This is the second part of system testing. The units are integrated into a software product. Though each program works individually, they should work after linking them together. Integrated testing is a systematic technique for constructing program structure at the same time,conducting test to uncover errors

associated with interface. In this testing, the programs are constructed and tested in small segments. Thus the errors are easier to isolate.

SYSTEM IMPLEMENTATION:

Implementation is the stage of converting a new or a existing system design into a operational one. Conversion means from one system to another. The objective of system implementation is to put the tested system into operation while maintaining cost, risks and personal irritation at the minimum level.

Implementation is the crucial stage in the life cycle of the new system design. Implementation means converting a new or revised system design into an operational one.

CONCLUSION

7. CONCLUSION :

The new project has far better results than the existing manual system of registration. The system will be more accepted by the public because of it's wider perspective in the area of registration. The component can be improved constantly according to the end-user's feedbacks. The servlets provide a better screen and enhances the interactive ness with the user by virtue of its GUI support.

The system has been so developed so that there is minimum confusion for the user. The advantage of using JAVA is that networking is made simple by means of the facilities provided by the servlets. The networking capabilities of JAVA language are impressive.The system can be changed according to the organization policies.

REFERENCE

APPENDIX

9.APPENDIX

Table 1:regduser_details

Field Name	Datatype	Width
Userid	Varchar	15
Pwd	Varchar	15
Username	Varchar	25
Age	Int	2
Sex	varchar	2
Address	Varchar	100
City	Varchar	15
State	Varchar	15
Country	Varchar	15
State	Varchar	15
Country	Varchar	15
Pincode	Int	10
Mailid	Varchar	30
Confirmstatus	Varchar	10
Occupation	Varchar	15
Organisation	Varchar	15
Location	Varchar	15

Table Name:confer_schedule

Field Name	Datatype	Width
confid	int	10
Topic	Varchar	200
Schdate	datetime	-
Moderator	varchar	25

Table Name:voting_results

Field Name	Datatype	Width
Vote_id	int	5
Strongly_agree	int	2
Agree	Int	2
Strongly_disagree	Int	2
Disagree	int	2
Strongly_disagree	Int	2
noidea	Int	2

Table Name:conclusion_details

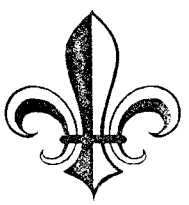
Field Name	Datatype	Width
Confid	Int	5
Conf_conclusion_id	int	5
Conclusion_id	Int	5
Conclusion	Varchar	250
Vote_id	int	5

Table Name:participants_details

Field Name	Datatype	Width
Confid	Int	5
Parti_group_id	int	5
Parti_name	Varchar	25

Table Name:confer_details

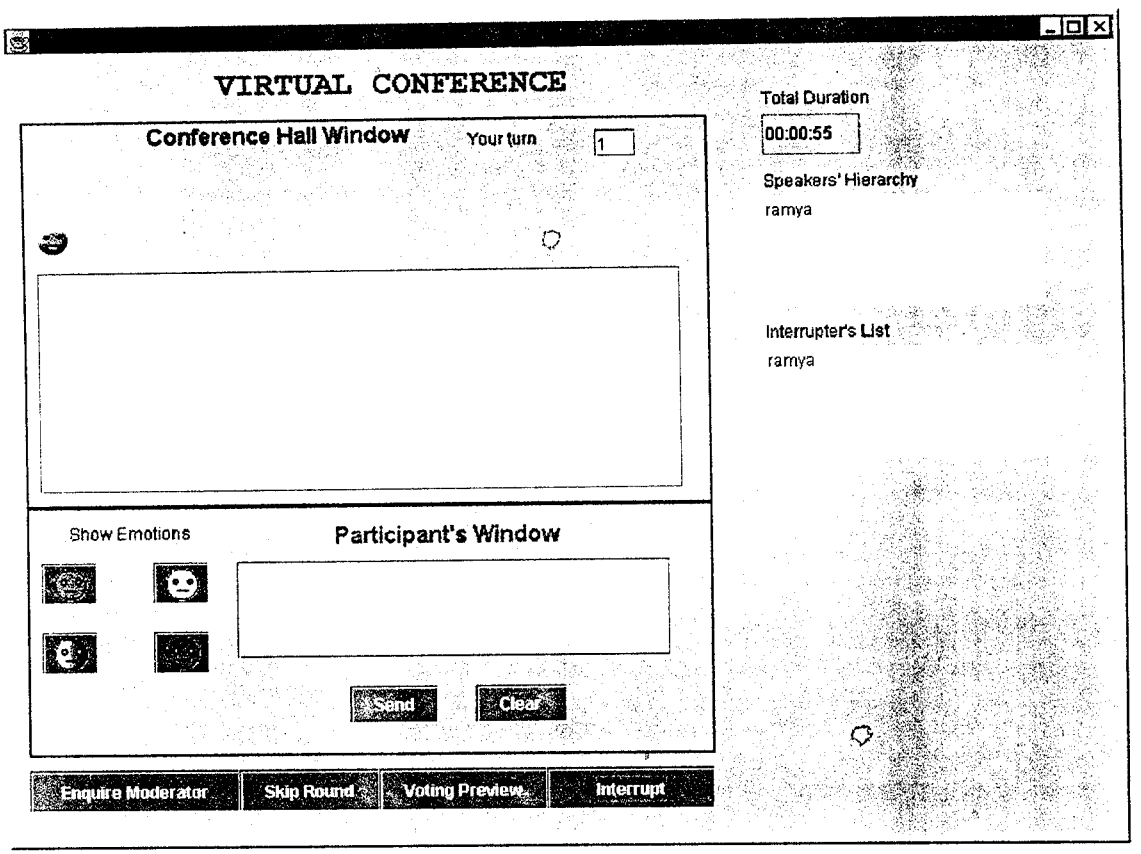
Field Name	Datatype	Width
Confid	Int	5
Topic	Varchar	200
Confdate	Datetime	-
Duration	Int	2
Conf_status	Int	1
Parti_group_id	Int	5
Conf_conclusion_id	Int	5
Summary	Varchar	500



INPUT SCREEN

9.2. INPUT SCREEN:

CONFERENCE HALL GUI:



OUTPUT SCREEN

MODERATOR'S GUI: