A
Major Project Report
On
K-nearest Neighbor Search by Random Projection Forests

Submitted to

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY

in partial fulfillment of the requirement
for the award of the degree of

BACHELOR OF TECHNOLOGY
IN
COMPUTER SCIENCE & ENGINEERING

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CERTIFICATE

Certified that this Major Project Report entitled, **"K-nearest Neighbor Search by Random Projection Search"** is the bonafide work of **Utkarsh Agarwal (H.T.No. 17TR1A0585), B.Jyothi (H.T.No. 18TR5A0502), M.Vaishnavi (H.T.No. 17TR1A0549)** and **K. Akhil (H.T.No. 16TR1A0548) of IV Year, CSE** in the year 2021 in partial fulfillment of the requirements to award the Degree of Bachelor of Technology in **Computer Science & Engineering Branch** of Sree Chaitanya Institute of Technological Sciences, Karimnagar.

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It is a great pleasure to convey our thanks to our principal **Dr. A. PRASAD RAJU, Principal**, Sree Chaitanya Institute of Technological Sciences and the College Management for permitting us to undertake this project and providing excellent facilities to carry out our project work.

Finally Special thanks to our parents, sisters and brothers for their support and encouragement throughout my life and this course. Thanks to all our friends and well wishers for their constant support.

DECLARATION

We hereby declare that the work which is being presented in this report entitled, "**K - nearest Neighbor Search by Random Projection Search"** submitted towards the partial fulfillment of the requirements for the award of the degree of **Bachelor of Technology** in **Computer Science & Engineering**, Sree Chaitanya Institute of Technological Sciences, Karimnagar is an authentic record of our own work carried out under the supervision of **Mr. Peddi Kishor, Associate Professor, Department of CSE,** Sree Chaitanya Institute of Technological Sciences, Karimnagar.

To the best of our knowledge and belief, this project bears no resemblance with any report submitted to Sree Chaitanya Institute of Technological Sciences or any other University for the award of any degree or diploma.

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ABSTRACT

Data Mining has wide applications in many areas such as banking, medicine, scientific research and among government agencies. Classification is one of the commonly used tasks in data mining applications. For the past decade, due to the rise of various privacy issues, many theoretical and practical solutions to the classification problem have been proposed under different security models. However, with the recent popularity of cloud computing, users now have the opportunity to outsource their data, in encrypted form, as well as the data mining tasks to the cloud. Since the data on the cloud is in encrypted form, existing privacy-preserving classification techniques are not applicable. In this project, we focus on solving the classification problem over encrypted data. In particular, we propose a secure k-NN classifier over encrypted data in the cloud. The proposed protocol protects the confidentiality of data, privacy of user's input query, and hides the data access patterns. To the best of our knowledge, our work is the first to develop a secure k-NN classifier over encrypted data under the semi-honest model. Also, we empirically analyze the efficiency of our proposed protocol using a real-world dataset under different parameter settings.

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CHAPTER 1

INTRODUCTION

Recently, the cloud computing paradigm is revolutionizing N the organizations' way of operating their data particularly in the way they store, access and process data. As an emerging computing paradigm, cloud computing attracts many organizations to consider seriously regarding cloud potential in terms of its cost-efficiency, flexibility, and offload of administrative overhead. Most often, organizations delegate their computational operations in addition to their data to the cloud. Despite tremendous advantages that the cloud offers, privacy and security issues in the cloud are preventing companies to utilize those advantages. When data are highly sensitive, the data need to be encrypted before outsourcing to the cloud. However, when data are encrypted, irrespective of the underlying encryption scheme, performing any data mining tasks becomes very challenging without ever decrypting the data. There are other privacy concerns, demonstrated by the following example .*Example 1:* Suppose an insurance company outsourced its encrypted customers database and relevant data mining tasks to a cloud. When an agent from the company wants to determine the risk level of a potential new customer, the agent can use a classification method to determine the risk level of the customer. First, the agent needs to generate a data record q for the customer containing certain personal information of the customer, e.g., credit score, age, marital status, etc. Then this record can be sent to the cloud, and the cloud will compute the class label for q. Nevertheless, since q contains sensitive information, to protect the customer's privacy, q should be encrypted before sending it to the cloud. The above example shows that data mining over encrypted data (denoted by DMED) on a cloud also needs to protect a user's record when the record is a part of a data mining process. Moreover, cloud can also derive useful and sensitive

information about the actual data items by observing the data access patterns even if the data are encrypted. Therefore, the privacy/security requirements of the DMED problem on a cloud are threefold:

(1) confidentiality of the encrypted data

(2) confidentiality of a user's query record

(3) hiding data access patterns.

Existing work on Privacy-Preserving Data Mining (either perturbation or secure multi-party computation based approach) cannot solve the DMED problem. Perturbed data do not possess semantic security, so data perturbation techniques cannot be used to encrypt highly sensitive data. Also the perturbed data do not produce very accurate data mining results. Secure multi-party computation (SMC) based approach assumes data are distributed and not encrypted at each participating party. In addition, many intermediate computations are performed based on nonencrypted data. As a result, in this project, we proposed novel methods to effectively solve the DMED problem assuming that the encrypted data are outsourced to a cloud. Specifically, we focus on the classification problem since it is one of the most common data mining tasks. Because each classification technique has their own advantage, to be concrete, this project concentrates on executing the k-nearest neighbor classification method over encrypted data in the cloud computing environment.

CHAPTER 2

LITERATURE SURVEY

1) Nearest neighbor voting in high dimensional data: Learning from past occurrences

AUTHORS: N. Tomasev and D. Mladeni

Hub ness is a recently described aspect of the curse of dimensionality inherent to nearest-neighbor methods. In this paper we present a new approach for exploiting the hub ness phenomenon in k-nearest neighbor classification. We argue that some of the neighbor occurrences carry more information than others, by the virtue of being less frequent events. This observation is related to the hub ness phenomenon and we explore how it affects high-dimensional k-nearest neighbor classification. We propose a new algorithm, Hub ness Information k-Nearest Neighbor (HIKNN), which introduces the k-occurrence informativeness into the hub ness-aware k-nearest neighbor voting framework. Our evaluation on high-dimensional data shows significant improvements over both the basic k-nearest neighbor approach and all previously used hub ness-awareapproaches. Nearest Neighbor Voting in High-Dimensional Data: Learning from Past Occurrences. - ResearchGate.

2) The role of hubness in clustering high-dimensional data

AUTHORS: N. Tomasev, M. Radovanovic, D. Mladenic, and M. Ivanovi

High-dimensional data arise naturally in many domains, and have regularly presented a great challenge for traditional data mining techniques, both in terms of effectiveness and efficiency. Clustering becomes difficult due to the increasing sparsity of such data, as well as the increasing difficulty in distinguishing distances between data points. In this paper, we take a novel perspective on the problem of

clustering high-dimensional data. Instead of attempting to avoid the curse of dimensionality by observing a lower dimensional feature subspace, we embrace dimensionality by taking advantage of inherently high-dimensional phenomena. More specifically, we show that hubness, i.e., the tendency of high-dimensional data to contain points (hubs) that frequently occur in k-nearest-neighbor lists of other points, can be successfully exploited in clustering. We validate our hypothesis by demonstrating that hubness is a good measure of point centrality within a high-dimensional data cluster, and by proposing several hubness-based clustering algorithms, showing that major hubs can be used effectively as cluster prototypes or as guides during the search for centroid-based cluster configurations. Experimental results demonstrate good performance of our algorithms in multiple settings, particularly in the presence of large quantities of noise. The proposed methods are tailored mostly for detecting approximately hyper spherical clusters and need to be extended to properly handle clusters of arbitrary shapes.

3) Nearest neighbor voting in high dimensional data: Learning from past occurrences

AUTHORS: N. Tomasev and D. Mladeni

Hub ness is a recently described aspect of the curse of dimensionality inherent to nearest-neighbor methods. In this paper we present a new approach for exploiting the hub ness phenomenon in k-nearest neighbor classification. We argue that some of the neighbor occurrences carry more information than others, by the virtue of being less frequent events. This observation is related to the hub ness phenomenon and we explore how it affects high-dimensional k-nearest neighbor classification. We propose a new algorithm, Hub ness Information k-Nearest Neighbor (HIKNN), which introduces the k-occurrence informativeness into the hub ness-aware k-

nearest neighbor voting framework. Our evaluation on high-dimensional data shows significant improvements over both the basic k-nearest neighbor approach and all previously used hub ness-aware approaches. *Nearest Neighbor Voting in High-Dimensional Data: Learning from Past Occurrences. - ResearchGate*.

4) Evaluation of clusterings—metrics and visual support

AUTHORS: E. Achtert, S. Goldhofer, H.-P. Kriegel, E. Schubert, and A. Zimek
When comparing clustering results, any evaluation metric breaks down the available information to a single number. However, a lot of evaluation metrics are around, that are not always concordant nor easily interpretable in judging the agreement of a pair of clustering. Here, we provide a tool to visually support the assessment of clustering results in comparing multiple clustering. Along the way, the suitability of a couple of clustering comparison measures can be judged in different scenarios.

5) Local outlier detection reconsidered: A generalized view on locality with applications to spatial, video, and network outlier detection

AUTHORS: E. Schubert, A. Zimek, and H.-P. Kriegel
Outlier detection research has been seeing many new algorithms every year that often appear to be only slightly different from existing methods along with some experiments that show them to "clearly outperform" the others. However, few approaches come along with a clear analysis of existing methods and a solid theoretical differentiation. Here, we provide a formalized method of analysis to allow for a theoretical comparison and generalization of many existing methods.

Our unified view improves understanding of the shared properties and of the differences of outlier detection models. By abstracting the notion of locality from the classic distance-based notion, our framework facilitates the construction of abstract methods for many special data types that are usually handled with specialized algorithms. In particular, spatial neighborhood can be seen as a special case of locality. Here we therefore compare and generalize approaches to spatial outlier detection in a detailed manner. We also discuss temporal data like video streams, or graph data such as community networks. Since we reproduce results of specialized approaches with our general framework, and even improve upon them, our framework provides reasonable baselines to evaluate the true merits of specialized approaches. At the same time, seeing spatial outlier detection as a special case of local outlier detection, opens up new potentials for analysis and advancement of methods.

CHAPTER 3
SYSTEM ANALYSIS

EXISTING SYSTEM:

In the existing system, the system is implemented fully homomorphic cryptosystems can solve the DMED problem since it allows a third-party (that hosts the encrypted data) to execute arbitrary functions over encrypted data without ever decrypting them. However, we stress that such techniques are very expensive and their usage in practical applications have yet to be explored. For example, it was shown in the existing system that even for weak security parameters one "bootstrapping" operation of the homomorphic operation would take at least 30 seconds on a high performance machine.

PROPOSED SYSTEM:

In the proposed system, the system proposed novel methods to effectively solve the DMED problem assuming that the encrypted data are outsourced to a cloud. Specifically, the system focuses on the classification problem since it is one of the most common data mining tasks. Because each classification technique has their own advantage, to be concrete, this project concentrates on executing the k-nearest neighbor classification method over encrypted data in the cloud computing environment.

CHAPTER 4

SYSTEM STUDY

2.1 FEASIBILITY STUDY

The feasibility of the project is analyzed in this phase and business proposal is put forth with a very general plan for the project and some cost estimates. During system analysis the feasibility study of the proposed system is to be carried out. This is to ensure that the proposed system is not a burden to the company. For feasibility analysis, some understanding of the major requirements for the system is essential.

Three key considerations involved in the feasibility analysis are:

- ECONOMICAL FEASIBILITY
- TECHNICAL FEASIBILITY
- SOCIAL FEASIBILITY

ECONOMICAL FEASIBILITY

This study is carried out to check the economic impact that the system will have on the organization. The amount of fund that the company can pour into the research and development of the system is limited. The expenditures must be justified. Thus the developed system as well within the budget and this was achieved because most of the technologies used are freely available. Only the customized products had to be purchased.

TECHNICAL FEASIBILITY

This study is carried out to check the technical feasibility, that is, the technical requirements of the system. Any system developed must not have a high demand on the available technical resources. This will lead to high demands on the available technical resources. This will lead to high demands being placed on the client. The developed system must have a modest requirement, as only minimal or null changes are required for implementing this system.

SOCIAL FEASIBILITY

The aspect of study is to check the level of acceptance of the system by the user. This includes the process of training the user to use the system efficiently. The user must not feel threatened by the system, instead must accept it as a necessity. The level of acceptance by the users solely depends on the methods that are employed to educate the user about the system and to make him familiar with it. His level of confidence must be raised so that he is also able to make some constructive criticism, which is welcomed, as he is the final user of the system.

CHAPTER 5

SYSTEM REQUIREMENT

HARDWARE REQUIREMENTS:

- System : Intel® Core™ i3-7020U 2.30 GHz
- Hard Disk : 1 TB
- Monitor : 15 VGA Colour.
- Mouse : Logitech.
- RAM : 4 GB
- System Type : 64-bit OS

SOFTWARE REQUIREMENTS:

- Operating system : Windows 7/8/10
- Coding Language : JAVA/J2EE
- IDE : NetBeans 12.2
- Database : MYSQL 8.0.23

CHAPTER 6

SYSTEM DESIGN

Architecture Diagram

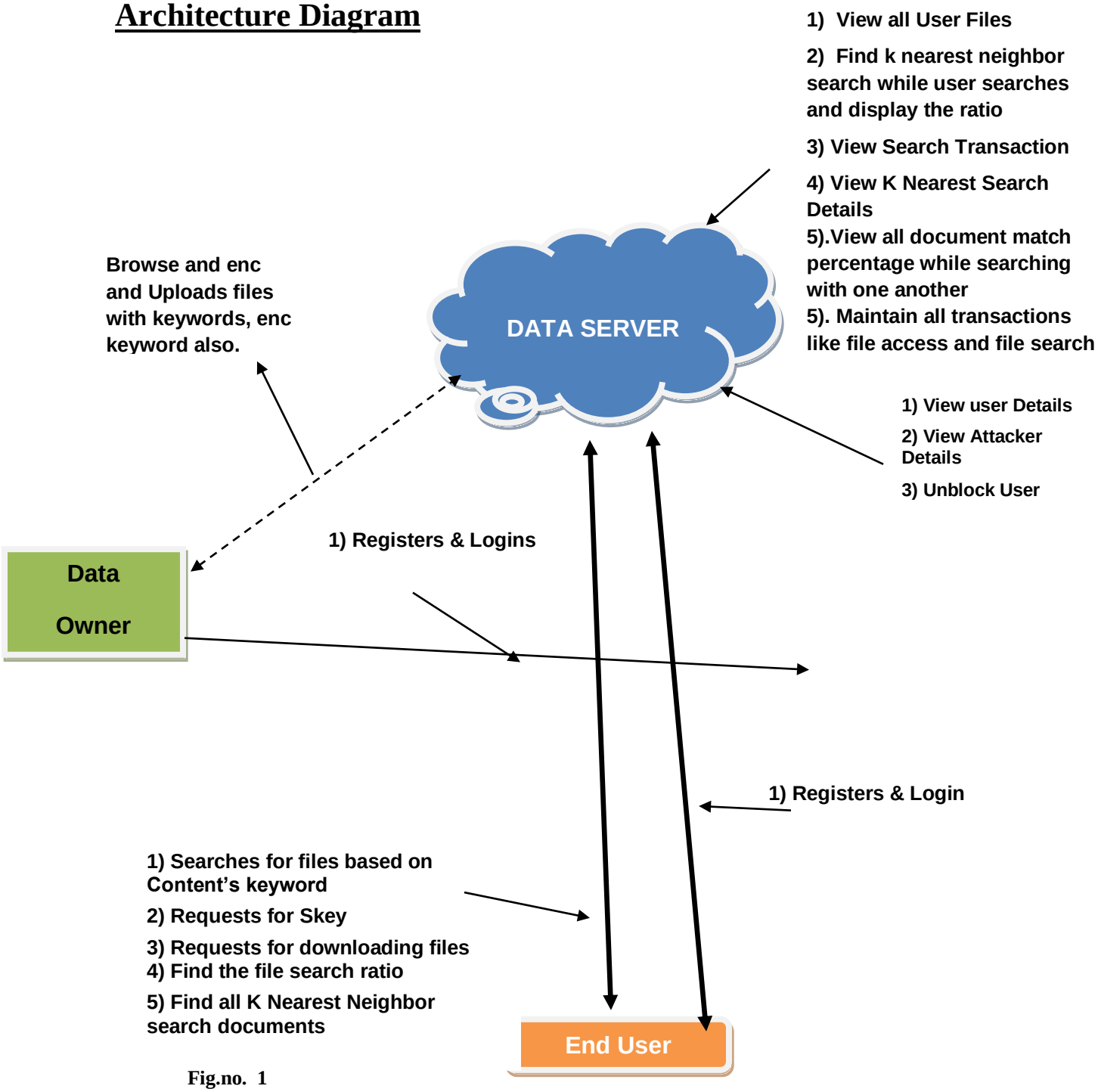


Fig.no. 1

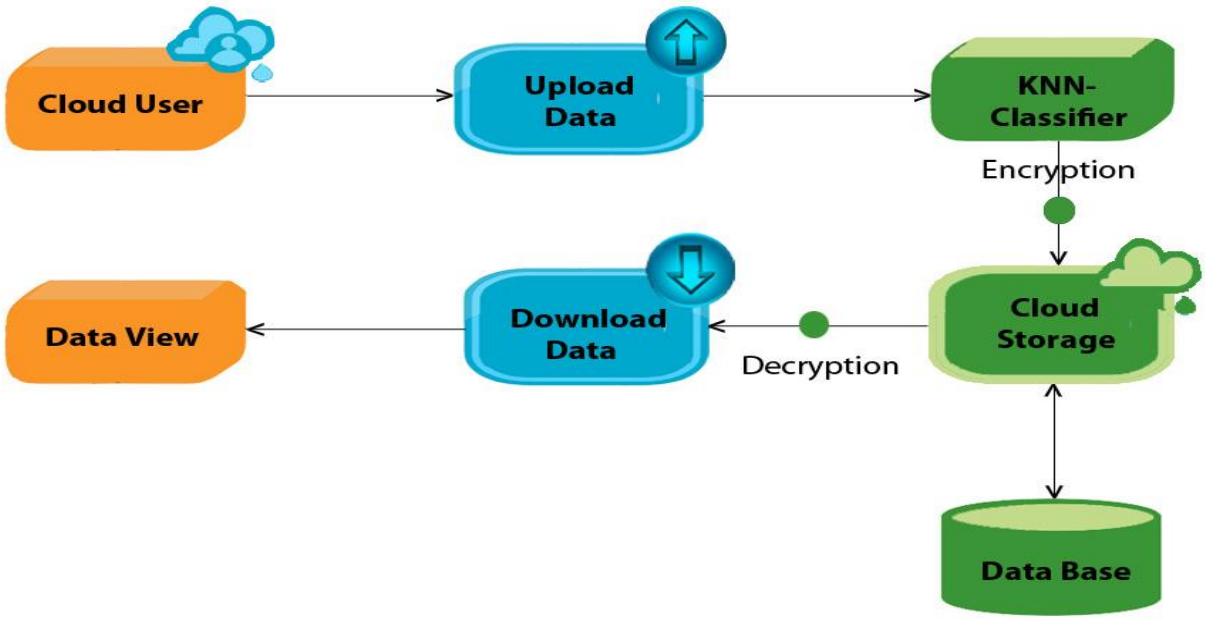


Fig.no. 2

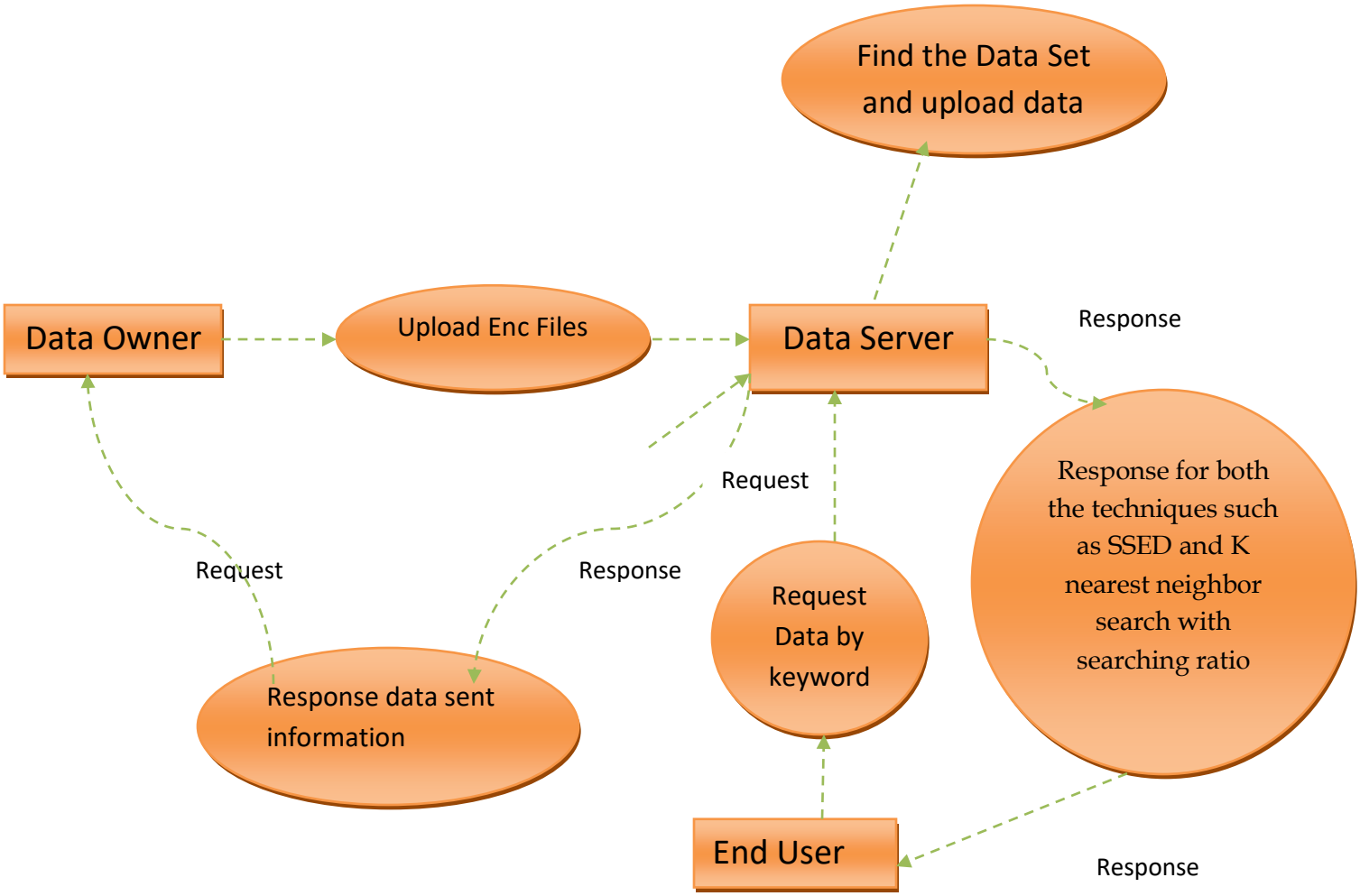
DATA FLOW DIAGRAM:

1. The DFD is also called as bubble chart. It is a simple graphical formalism that can be used to represent a system in terms of input data to the system, various processing carried out on this data, and the output data is generated by this system.
2. The data flow diagram (DFD) is one of the most important modeling tools. It is used to model the system components. These components are the system process, the data used by the process, an external entity that interacts with the system and the information flows in the system.
3. DFD shows how the information moves through the system and how it is modified by a series of transformations. It is a graphical technique that

depicts information flow and the transformations that are applied as data moves from input to output.

4. DFD is also known as bubble chart. A DFD may be used to represent a system at any level of abstraction. DFD may be partitioned into levels that represent increasing information flow and functional detail.

Fig.no. 3



CLASS DIAGRAM:

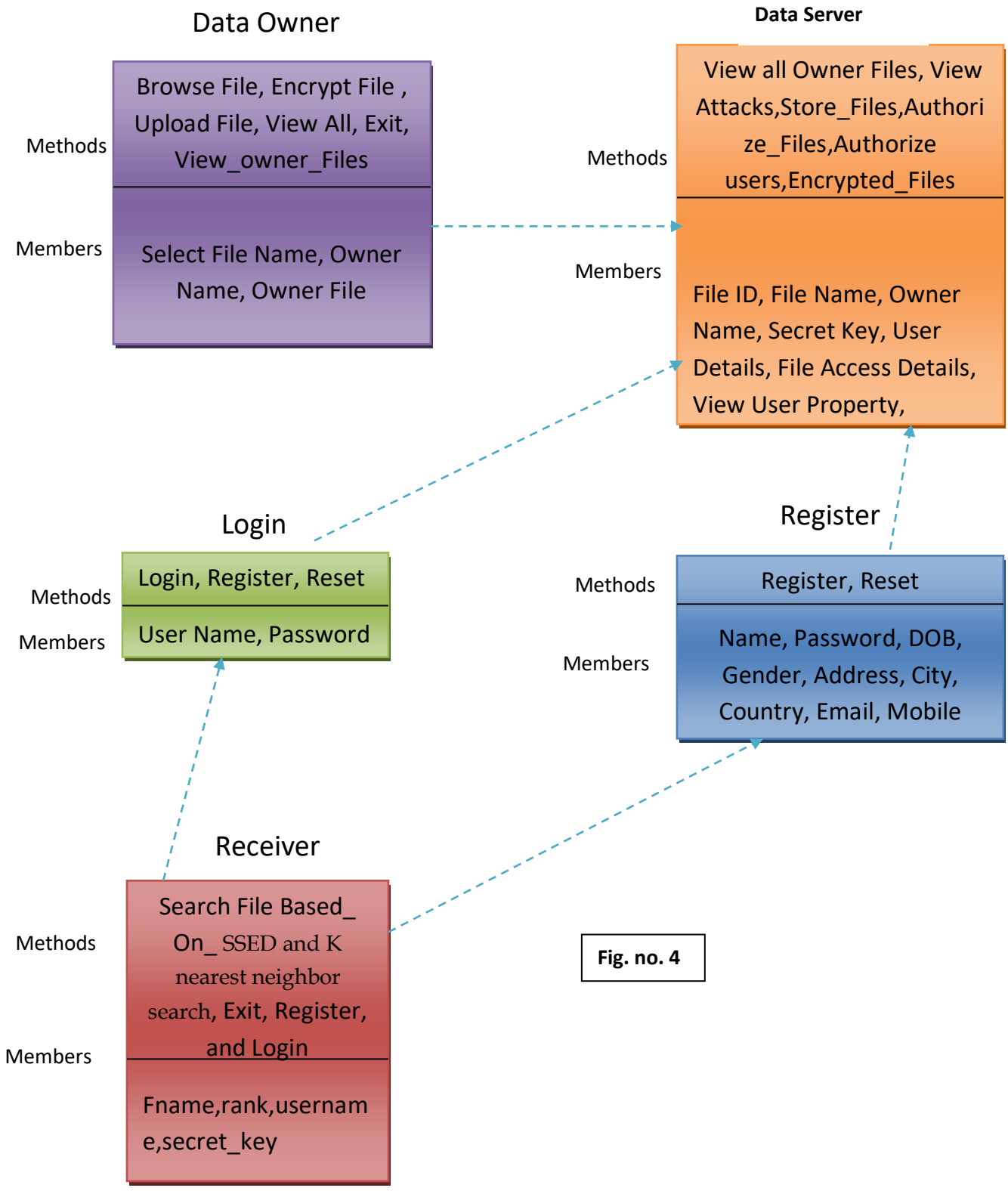


Fig. no. 4

USE CASE DIAGRAM:

A use case diagram in the Unified Modeling Language (UML) is a type of behavioral diagram defined by and created from a Use-case analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases. The main purpose of a use case diagram is to show what system functions are performed for which actor. Roles of the actors in the system can be depicted.

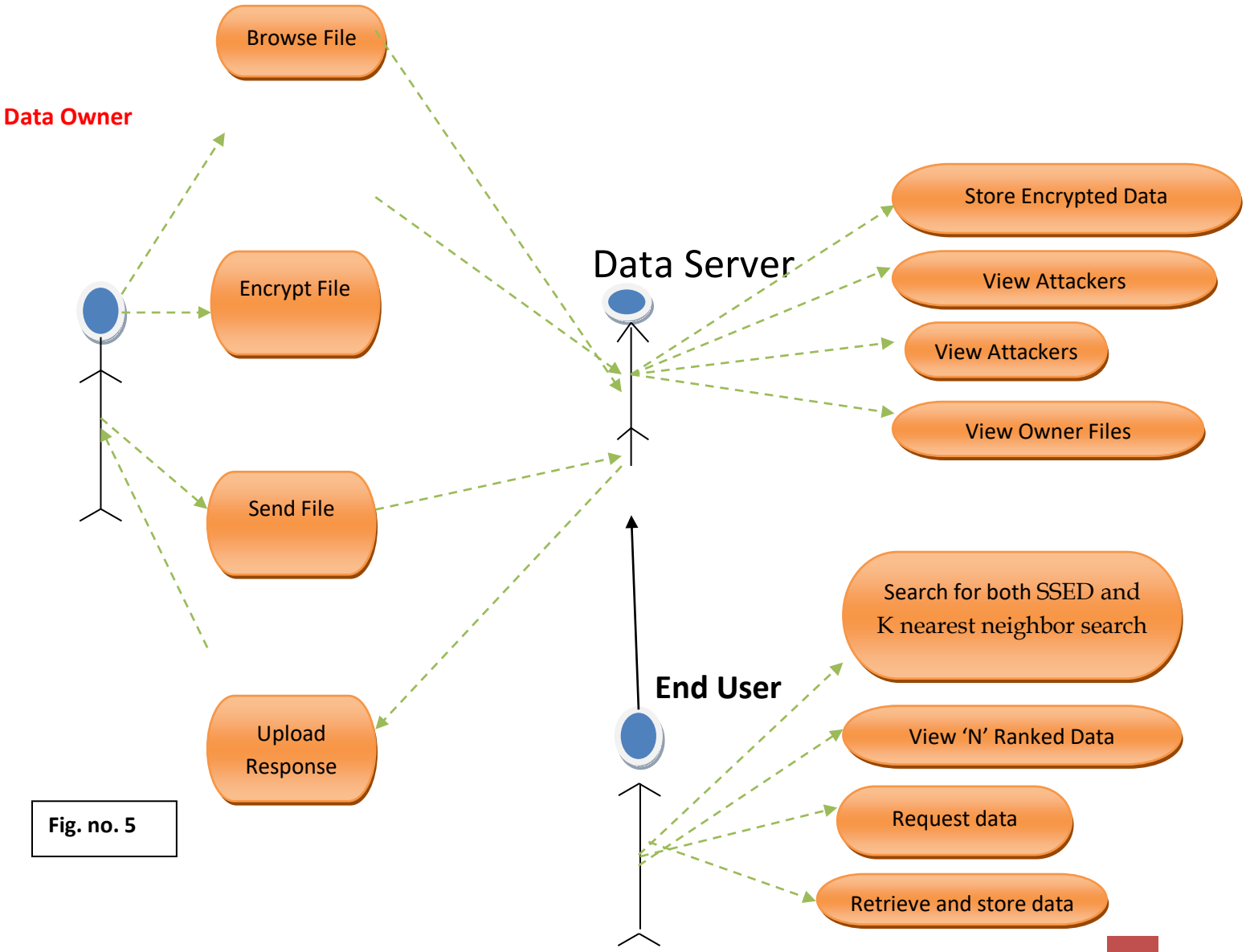


Fig. no. 5

SEQUENCE DIAGRAM:

A sequence diagram in Unified Modeling Language (UML) is a kind of interaction diagram that shows how processes operate with one another and in what order. It is a construct of a Message Sequence Chart. Sequence diagrams are sometimes called event diagrams, event scenarios, and timing diagrams.

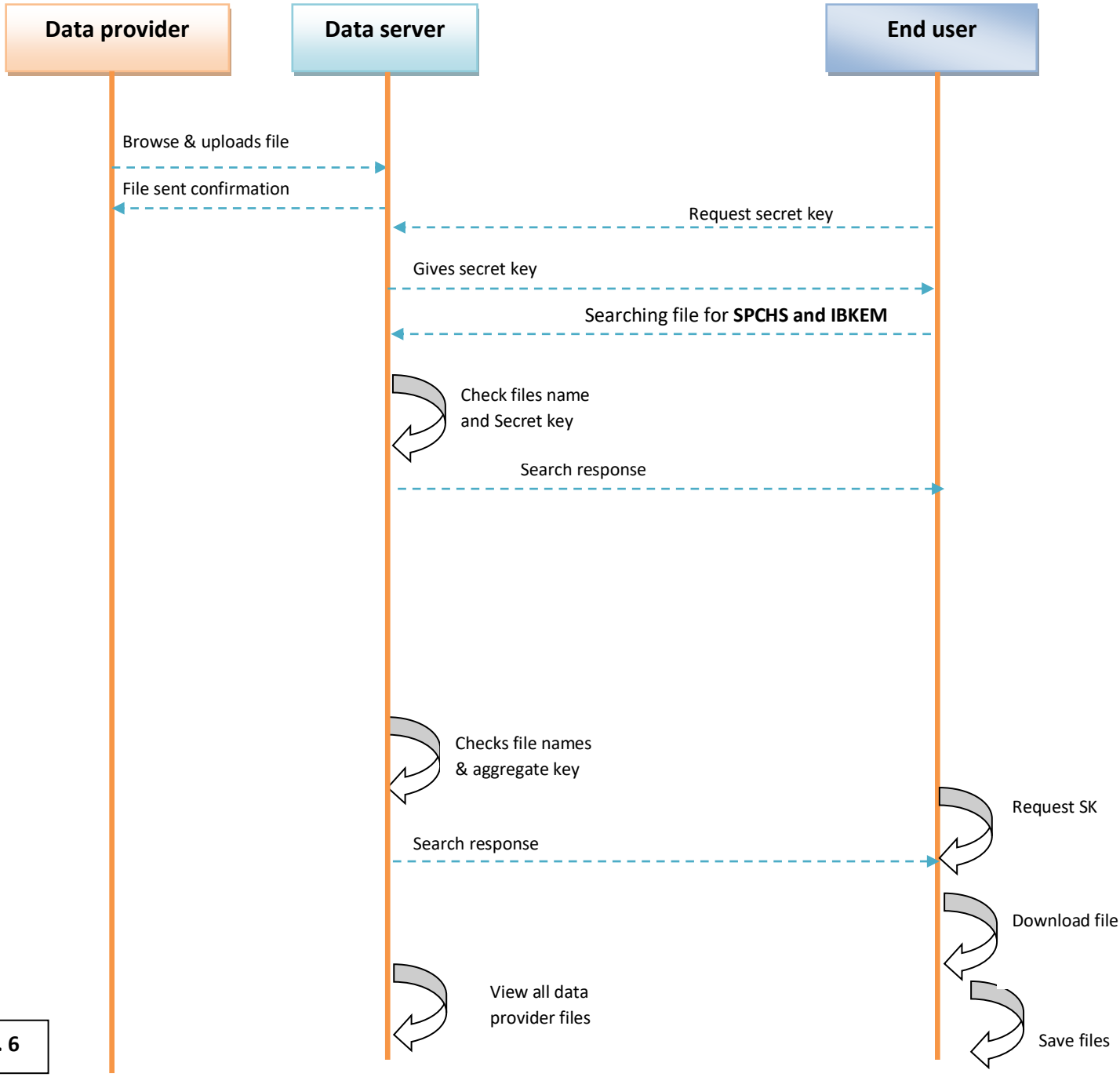


Fig. no. 6

CHAPTER 7

IMPLEMENTATION

- **Data provider**

  In this module, the data provider uploads their data in the Data server. For the security purpose the data owner encrypts the data file and then store in the server. The Data owner can have capable of manipulating the encrypted data file.

- **Data Server**

  The **Data** server manages which is to provide data storage service for the Data Owners. Data owners encrypt their data files and store them in the Server for sharing with data consumers. To access the shared data files, data consumers download encrypted data files of their interest from the Server and then Server will decrypt them. The server will generate the aggregate key if the end user requests multiple files at the same time to access.

- **END User**

  In this module, the user can only access the data file with the encrypted key word. The user can search the file for both the methods such as SSED and K nearest neighbor search. The user has to register and then login from the Data server.

CHAPTER 8

SOFTWARE ENVIRONMENT

Java Technology

Java technology is both a programming language and a platform.

The Java Programming Language

The Java programming language is a high-level language that can be characterized by all of the following buzzwords:

- Simple
- Architecture neutral
- Object oriented
- Portable
- Distributed
- High performance
- Interpreted
- Multithreaded
- Robust
- Dynamic
- Secure

With most programming languages, you either compile or interpret a program so that you can run it on your computer. The Java programming language is unusual in that a program is both compiled and interpreted. With the compiler, first you translate a program into an intermediate language called *Java byte codes* —the platform-independent codes interpreted by the interpreter on the Java platform. The interpreter parses and runs each Java byte code instruction on the computer.

Compilation happens just once, interpretation occurs each time the program is executed. The following figure illustrates how this works.

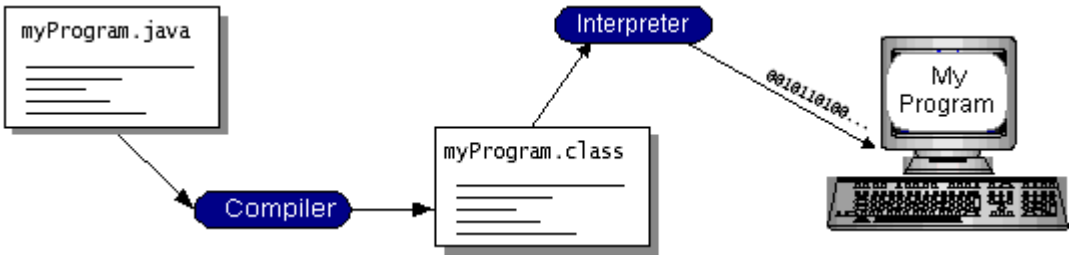


Fig.no. 7

You can think of Java byte codes as the machine code instructions for the *Java Virtual Machine* (Java VM). Every Java interpreter, whether it's a development tool or a Web browser that can run applets, is an implementation of the Java VM. Java byte codes help make "write once, run anywhere" possible. You can compile your program into byte codes on any platform that has a Java compiler. The byte codes can then be run on any implementation of the Java VM. That means that as long as a computer has a Java VM, the same program written in the Java programming language can run on Windows 2000, a Solaris workstation, or on an iMac.

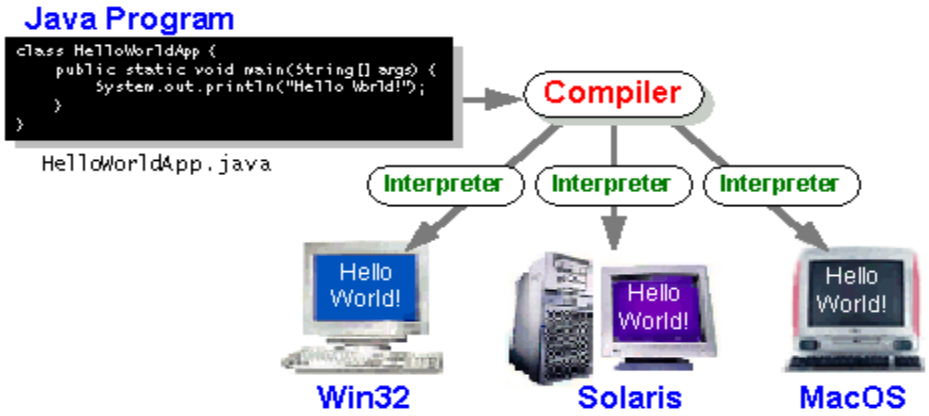


Fig.no. 8

The Java Platform

A *platform* is the hardware or software environment in which a program runs. We've already mentioned some of the most popular platforms like Windows 2000, Linux, Solaris, and MacOS. Most platforms can be described as a combination of the operating system and hardware. The Java platform differs from most other platforms in that it's a software-only platform that runs on top of other hardware-based platforms. The Java platform has two components:

- The *Java Virtual Machine* (Java VM)
- The *Java Application Programming Interface* (Java API)

You've already been introduced to the Java VM. It's the base for the Java platform and is ported onto various hardware-based platforms.

The Java API is a large collection of ready-made software components that provide many useful capabilities, such as graphical user interface (GUI) widgets. The Java API is grouped into libraries of related classes and interfaces, these libraries are known as *packages*. The next section, What Can Java Technology Do? Highlights what functionality some of the packages in the Java API provide.

The following figure depicts a program that's running on the Java platform. As the figure shows, the Java API and the virtual machine insulate the program from the hardware.

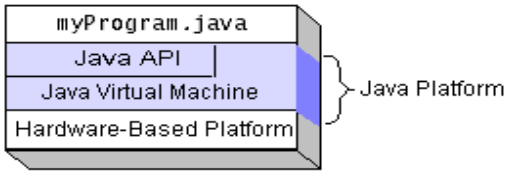


Fig.no. 9

Native code is code that after you compile it, the compiled code runs on a specific hardware platform. As a platform-independent environment, the Java platform can be a bit slower than native code. However, smart compilers, well-tuned interpreters, and just-in-time byte code compilers can bring performance close to that of native code without threatening portability.

What Can Java Technology Do?

The most common types of programs written in the Java programming language are *applets* and *applications*. If you've surfed the Web, you're probably already familiar with applets. An applet is a program that adheres to certain conventions that allow it to run within a Java-enabled browser.

However, the Java programming language is not just for writing cute, entertaining applets for the Web. The general-purpose, high-level Java programming language is also a powerful software platform. Using the generous API, you can write many types of programs.

An application is a standalone program that runs directly on the Java platform. A special kind of application known as a *server* serves and supports clients on a network. Examples of servers are Web servers, proxy servers, mail servers, and print servers. Another specialized program is a *servlet*. A servlet can almost be thought of as an applet that runs on the server side. Java Servlets are a popular choice for building interactive web applications, replacing the use of CGI scripts. Servlets are similar to applets in that they are runtime extensions of applications. Instead of working in browsers, though, servlets run within Java Web servers, configuring or tailoring the server.

How does the API support all these kinds of programs? It does so with packages of software components that provides a wide range of functionality. Every full implementation of the Java platform gives you the following features:

- **The essentials**: Objects, strings, threads, numbers, input and output, data structures, system properties, date and time, and so on.
- **Applets**: The set of conventions used by applets.
- **Networking**: URLs, TCP (Transmission Control Protocol), UDP (User Data gram Protocol) sockets, and IP (Internet Protocol) addresses.
- **Internationalization**: Help for writing programs that can be localized for users worldwide. Programs can automatically adapt to specific locales and be displayed in the appropriate language.
- **Security**: Both low level and high level, including electronic signatures, public and private key management, access control, and certificates.
- **Software components**: Known as JavaBeans™, can plug into existing component architectures.
- **Object serialization**: Allows lightweight persistence and communication via Remote Method Invocation (RMI).
- **Java Database Connectivity (JDBC™)**: Provides uniform access to a wide range of relational databases.

The Java platform also has APIs for 2D and 3D graphics, accessibility, servers, collaboration, telephony, speech, animation, and more. The following figure depicts what is included in the Java 2 SDK.

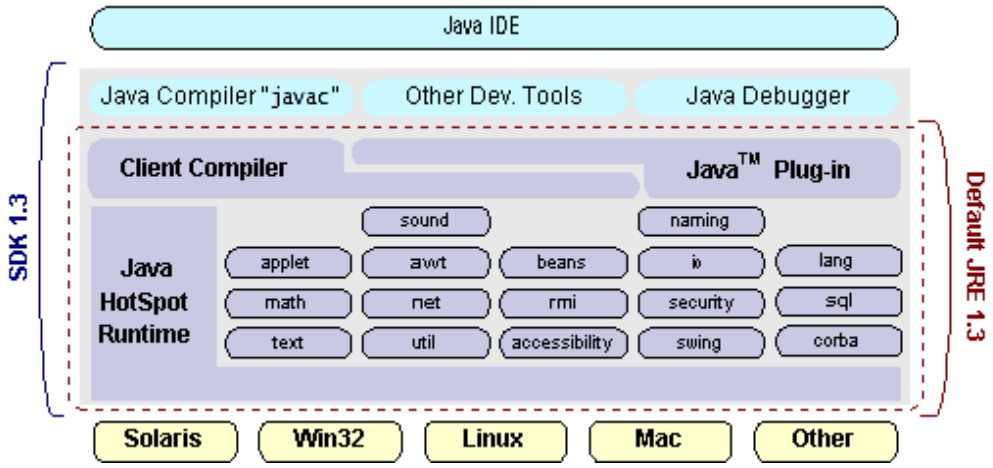


Fig.no. 10

How Will Java Technology Change My Life?

We can't promise you fame, fortune, or even a job if you learn the Java programming language. Still, it is likely to make your programs better and requires less effort than other languages. We believe that Java technology will help you do the following:

- **Get started quickly**: Although the Java programming language is a powerful object-oriented language, it's easy to learn, especially for programmers already familiar with C or C++.
- **Write less code**: Comparisons of program metrics (class counts, method counts, and so on) suggest that a program written in the Java programming language can be four times smaller than the same program in C++.
- **Write better code**: The Java programming language encourages good coding practices, and its garbage collection helps you avoid memory leaks. Its object orientation, its JavaBeans component architecture, and its wide-ranging, easily extendible API let you reuse other people's tested code and introduce fewer bugs.

- **Develop programs more quickly**: Your development time may be as much as twice as fast versus writing the same program in C++. Why? You write fewer lines of code and it is a simpler programming language than C++.
- **Avoid platform dependencies with 100% Pure Java**: You can keep your program portable by avoiding the use of libraries written in other languages. The 100% Pure Java™ Product Certification Program has a repository of historical process manuals, white papers, brochures, and similar materials online.
- **Write once, run anywhere**: Because 100% Pure Java programs are compiled into machine-independent byte codes, they run consistently on any Java platform.
- **Distribute software more easily**: You can upgrade applets easily from a central server. Applets take advantage of the feature of allowing new classes to be loaded "on the fly," without recompiling the entire program.

ODBC

Microsoft Open Database Connectivity (ODBC) is a standard programming interface for application developers and database systems providers. Before ODBC became a *de facto* standard for Windows programs to interface with database systems, programmers had to use proprietary languages for each database they wanted to connect to. Now, ODBC has made the choice of the database system almost irrelevant from a coding perspective, which is as it should be. Application developers have much more important things to worry about than the syntax that is needed to port their program from one database to another when business needs suddenly change.

Through the ODBC Administrator in Control Panel, you can specify the particular database that is associated with a data source that an ODBC application program is written to use. Think of an ODBC data source as a door with a name on it. Each door will lead you to a particular database. For example, the data source named Sales Figures might be a SQL Server database, whereas the Accounts Payable data source could refer to an Access database. The physical database referred to by a data source can reside anywhere on the LAN.

The ODBC system files are not installed on your system by Windows 95. Rather, they are installed when you setup a separate database application, such as SQL Server Client or Visual Basic 4.0. When the ODBC icon is installed in Control Panel, it uses a file called ODBCINST.DLL. It is also possible to administer your ODBC data sources through a stand-alone program called ODBCADM.EXE. There is a 16-bit and a 32-bit version of this program and each maintains a separate list of ODBC data sources.

From a programming perspective, the beauty of ODBC is that the application can be written to use the same set of function calls to interface with any data source, regardless of the database vendor. The source code of the application doesn't change whether it talks to Oracle or SQL Server. We only mention these two as an example. There are ODBC drivers available for several dozen popular database systems. Even Excel spreadsheets and plain text files can be turned into data sources. The operating system uses the Registry information written by ODBC Administrator to determine which low-level ODBC drivers are needed to talk to the data source (such as the interface to Oracle or SQL Server). The loading of the ODBC drivers is transparent to the ODBC application program. In a client/server environment, the ODBC API even handles many of the network issues for the application programmer.

The advantages of this scheme are so numerous that you are probably thinking there must be some catch. The only disadvantage of ODBC is that it isn't as efficient as talking directly to the native database interface. ODBC has had many detractors make the charge that it is too slow. Microsoft has always claimed that the critical factor in performance is the quality of the driver software that is used. In our humble opinion, this is true. The availability of good ODBC drivers has improved a great deal recently. And anyway, the criticism about performance is somewhat analogous to those who said that compilers would never match the speed of pure assembly language. Maybe not, but the compiler (or ODBC) gives you the opportunity to write cleaner programs, which means you finish sooner. Meanwhile, computers get faster every year.

JDBC

In an effort to set an independent database standard API for Java, Sun Microsystems developed Java Database Connectivity, or JDBC. JDBC offers a generic SQL database access mechanism that provides a consistent interface to a variety of RDBMSs. This consistent interface is achieved through the use of "plug-in" database connectivity modules, or *drivers*. If a database vendor wishes to have JDBC support, he or she must provide the driver for each platform that the database and Java run on.

To gain a wider acceptance of JDBC, Sun based JDBC's framework on ODBC. As you discovered earlier in this chapter, ODBC has widespread support on a variety of platforms. Basing JDBC on ODBC will allow vendors to bring JDBC drivers to market much faster than developing a completely new connectivity solution.

JDBC was announced in March of 1996. It was released for a 90 day public review that ended June 8, 1996. Because of user input, the final JDBC v1.0 specification was released soon after.

The remainder of this section will cover enough information about JDBC for you to know what it is about and how to use it effectively. This is by no means a complete overview of JDBC. That would fill an entire book.

JDBC Goals

Few software packages are designed without goals in mind. JDBC is one that, because of its many goals, drove the development of the API. These goals, in conjunction with early reviewer feedback, have finalized the JDBC class library into a solid framework for building database applications in Java.

The goals that were set for JDBC are important. They will give you some insight as to why certain classes and functionalities behave the way they do. The eight design goals for JDBC are as follows:

1. **SQL Level API**

   The designers felt that their main goal was to define a SQL interface for Java. Although not the lowest database interface level possible, it is at a low enough level for higher-level tools and APIs to be created. Conversely, it is at a high enough level for application programmers to use it confidently. Attaining this goal allows for future tool vendors to "generate" JDBC code and to hide many of JDBC's complexities from the end user.

2. **SQL Conformance**

   SQL syntax varies as you move from database vendor to database vendor. In an effort to support a wide variety of vendors, JDBC will allow any query

statement to be passed through it to the underlying database driver. This allows the connectivity module to handle non-standard functionality in a manner that is suitable for its users.

3. **JDBC must be implemental on top of common database interfaces**

   The JDBC SQL API must "sit" on top of other common SQL level APIs. This goal allows JDBC to use existing ODBC level drivers by the use of a software interface. This interface would translate JDBC calls to ODBC and vice versa.

4. **Provide a Java interface that is consistent with the rest of the Java system**

   Because of Java's acceptance in the user community thus far, the designers feel that they should not stray from the current design of the core Java system.

5. **Keep it simple**

   This goal probably appears in all software design goal listings. JDBC is no exception. Sun felt that the design of JDBC should be very simple, allowing for only one method of completing a task per mechanism. Allowing duplicate functionality only serves to confuse the users of the API.

6. **Use strong, static typing wherever possible**

   Strong typing allows for more error checking to be done at compile time, also, less error appear at runtime.

7. **Keep the common cases simple**

   Because more often than not, the usual SQL calls used by the programmer are simple SELECT's, INSERT's, DELETE's and UPDATE's, these queries should be simple to perform with JDBC. However, more complex SQL statements should also be possible.

Finally, decided to proceed the implementation using Java Networking.

And for dynamically updating the cache table we go for MS Access database.

Java ha two things: a programming language and a platform.
Java is a high-level programming language that is all of the following :

Simple	Architecture-neutral
Object-oriented	Portable
Distributed	High-performance
Interpreted	multithreaded
Robust	Dynamic
Secure	

Java is also unusual in that each Java program is both compiled and interpreted. With a compile you translate a Java program into an intermediate language called Java byte codes the platform-independent code instruction is passed and run on the computer.

Compilation happens just once, interpretation occurs each time the program is executed. The figure illustrates how this works.

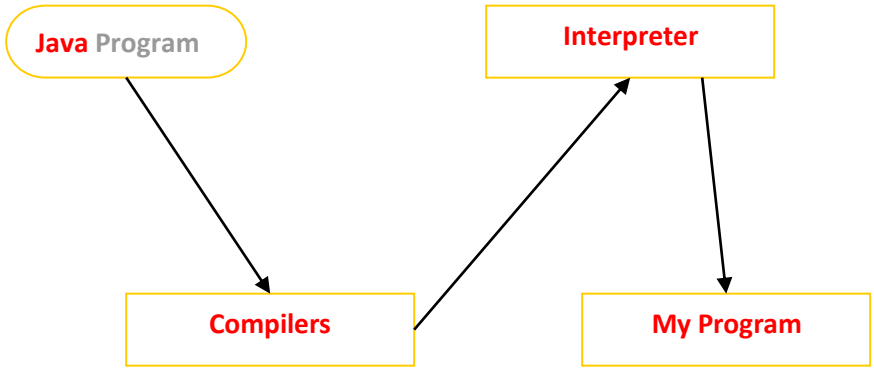


Fig.no. 11

You can think of Java byte codes as the machine code instructions for the Java Virtual Machine (Java VM). Every Java interpreter, whether it's a Java development tool or a Web browser that can run Java applets, is an implementation of the Java VM. The Java VM can also be implemented in hardware.

Java byte codes help make "write once, run anywhere" possible. You can compile your Java program into byte codes on my platform that has a Java compiler. The byte codes can then be run any implementation of the Java VM. For example, the same Java program can run Windows NT, Solaris, and Macintosh.

Networking

TCP/IP stack

The TCP/IP stack is shorter than the OSI one:

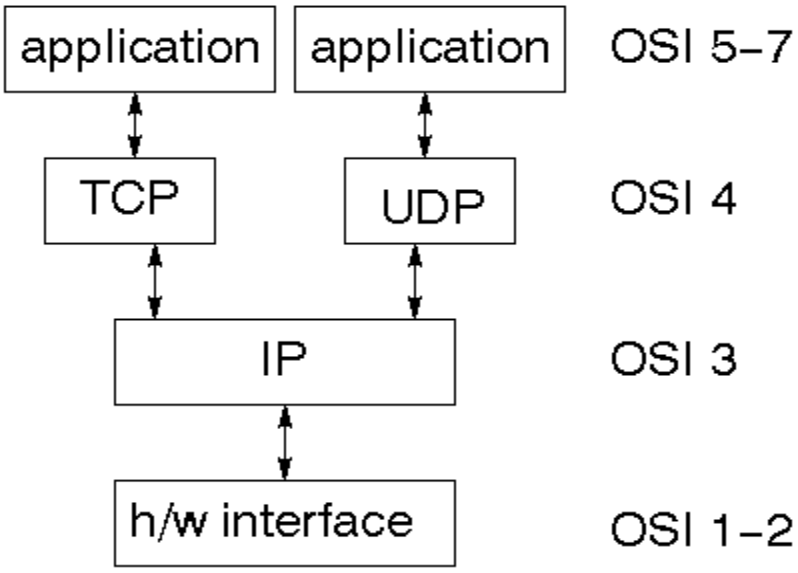


Fig.no. 12

TCP is a connection-oriented protocol, UDP (User Datagram Protocol) is a connectionless protocol.

IP datagram's

The IP layer provides a connectionless and unreliable delivery system. It considers each datagram independently of the others. Any association between datagram must be supplied by the higher layers. The IP layer supplies a checksum that includes its own header. The header includes the source and destination addresses. The IP layer handles routing through an Internet. It is also responsible for breaking up large datagram into smaller ones for transmission and reassembling them at the other end.

UDP

UDP is also connectionless and unreliable. What it adds to IP is a checksum for the contents of the datagram and port numbers. These are used to give a client/server model - see later.

TCP

TCP supplies logic to give a reliable connection-oriented protocol above IP. It provides a virtual circuit that two processes can use to communicate.

Internet addresses

In order to use a service, you must be able to find it. The Internet uses an address scheme for machines so that they can be located. The address is a 32 bit integer which gives the IP address. This encodes a network ID and more addressing. The network ID falls into various classes according to the size of the network address.

Network address

Class A uses 8 bits for the network address with 24 bits left over for other addressing. Class B uses 16 bit network addressing. Class C uses 24 bit network addressing and class D uses all 32.

Subnet address

Internally, the UNIX network is divided into sub networks. Building 11 is currently on one sub network and uses 10-bit addressing, allowing 1024 different hosts.

Host address

8 bits are finally used for host addresses within our subnet. This places a limit of 256 machines that can be on the subnet.

Total address

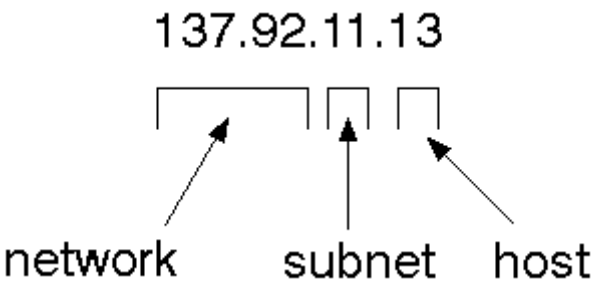


Fig.no. 13

The 32 bit address is usually written as 4 integers separated by dots.

Port addresses

A service exists on a host, and is identified by its port. This is a 16 bit number. To send a message to a server, you send it to the port for that service of the host that it is running on. This is not location transparency! Certain of these ports are "well known".

Sockets

A socket is a data structure maintained by the system to handle network connections. A socket is created using the call `socket`. It returns an integer that is like a file descriptor. In fact, under Windows, this handle can be used with `Read File` and `Write File` functions.

```
#include <sys/types.h>
#include <sys/socket.h>
int socket(int family, int type, int protocol);
```

Here "family" will be `AF_INET` for IP communications, `protocol` will be zero, and `type` will depend on whether TCP or UDP is used. Two processes wishing to communicate over a network create a socket each. These are similar to two ends of a pipe - but the actual pipe does not yet exist.

JFree Chart

JFreeChart is a free 100% Java chart library that makes it easy for developers to display professional quality charts in their applications. JFreeChart's extensive feature set includes:

A consistent and well-documented API, supporting a wide range of chart types,

A flexible design that is easy to extend, and targets both server-side and client-side applications,

Support for many output types, including Swing components, image files (including PNG and JPEG), and vector graphics file formats (including PDF, EPS and SVG).

JFreeChart is "open source" or, more specifically, free software. It is distributed under the terms of the GNU Lesser General Public Licence (LGPL), which permits use in proprietary applications.

1. Map Visualizations

Charts showing values that relate to geographical areas. Some examples include: (a) population density in each state of the United States, (b) income per capita for each country in Europe, (c) life expectancy in each country of the world. The tasks in this project include:

Sourcing freely redistributable vector outlines for the countries of the world, states/provinces in particular countries (USA in particular, but also other areas).

Creating an appropriate dataset interface (plus default implementation), a rendered, and integrating this with the existing XYPlot class in JFreeChart.

Testing, documenting, testing some more, documenting some more.

2. Time Series Chart Interactivity

Implement a new (to JFreeChart) feature for interactive time series charts --- to display a separate control that shows a small version of ALL the time series data, with a sliding "view" rectangle that allows you to select the subset of the time series data to display in the main chart.

3. Dashboards

There is currently a lot of interest in dashboard displays. Create a flexible dashboard mechanism that supports a subset of JFreeChart chart types (dials, pies, thermometers, bars, and lines/time series) that can be delivered easily via both Java Web Start and an applet.

4. Property Editors

The property editor mechanism in JFreeChart only handles a small subset of the properties that can be set for charts. Extend (or reimplement) this mechanism to provide greater end-user control over the appearance of the charts.

J2ME (Java 2 Micro edition):-

Sun Microsystems defines J2ME as "a highly optimized Java run-time environment targeting a wide range of consumer products, including pagers, cellular phones, screen-phones, digital set-top boxes and car navigation systems." Announced in June 1999 at the Java One Developer Conference, J2ME brings the cross-platform functionality of the Java language to smaller devices, allowing mobile wireless devices to share applications. With J2ME, Sun has adapted the Java platform for consumer products that incorporate or are based on small computing devices.

1. General J2ME architecture

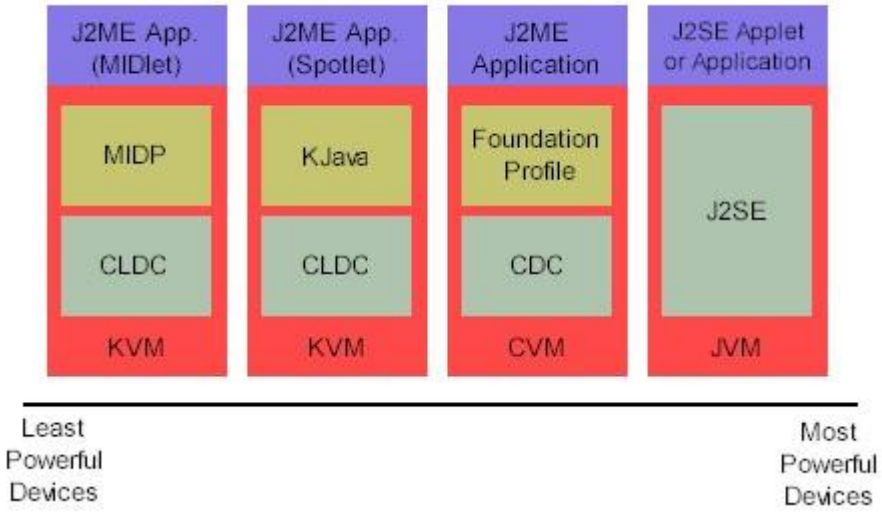


Fig.no. 14

J2ME uses configurations and profiles to customize the Java Runtime Environment (JRE). As a complete JRE, J2ME is comprised of a configuration, which determines the JVM used, and a profile, which defines the application by adding domain-specific classes. The configuration defines the basic run-time environment as a set of core classes and a specific JVM that run on specific types of devices. We'll discuss configurations in detail in the The profile defines the application specifically, it adds domain-specific classes to the J2ME configuration to define certain uses for devices. We'll cover profiles in depth in the The following graphic depicts the relationship between the different virtual machines, configurations, and profiles. It also draws a parallel with the J2SE API and its Java virtual machine. While the J2SE virtual machine is generally referred to as a JVM, the J2ME virtual machines, KVM and CVM, are subsets of JVM. Both KVM and CVM can be thought of as a kind of Java virtual machine -- it's just that they are shrunken versions of the J2SE JVM and are specific to J2ME.

2.Developing J2ME applications

Introduction In this section, we will go over some considerations you need to keep in mind when developing applications for smaller devices. We'll take a look at the way the compiler is invoked when using J2SE to compile J2ME applications. Finally, we'll explore packaging and deployment and the role preverification plays in this process.

3.Design considerations for small devices

Developing applications for small devices requires you to keep certain strategies in mind during the design phase. It is best to strategically design an application for a small device before you begin coding. Correcting the code because you failed to consider all of the "gotchas" before developing the application can be a painful process. Here are some design strategies to consider:

* Keep it simple. Remove unnecessary features, possibly making those features a separate, secondary application.

* Smaller is better. This consideration should be a "no brainer" for all developers. Smaller applications use less memory on the device and require shorter installation times. Consider packaging your Java applications as compressed Java Archive (jar) files.

* Minimize run-time memory use. To minimize the amount of memory used at run time, use scalar types in place of object types. Also, do not depend on the garbage collector. You should manage the memory efficiently yourself by setting object references to null when you are finished with them. Another way to reduce run-time memory is to use lazy instantiation, only allocating objects on an as-

needed basis. Other ways of reducing overall and peak memory use on small devices are to release resources quickly, reuse objects, and avoid exceptions.

4.Configurations overview

The configuration defines the basic run-time environment as a set of core classes and a specific JVM that run on specific types of devices. Currently, two configurations exist for J2ME, though others may be defined in the future:

* **Connected Limited Device Configuration (CLDC)** is used specifically with the KVM for 16-bit or 32-bit devices with limited amounts of memory. This is the configuration (and the virtual machine) used for developing small J2ME applications. Its size limitations make CLDC more interesting and challenging (from a development point of view) than CDC. CLDC is also the configuration that we will use for developing our drawing tool application. An example of a small wireless device running small applications is a Palm hand-held computer.

* **Connected Device Configuration (CDC)** is used with the C virtual machine (CVM) and is used for 32-bit architectures requiring more than 2 MB of memory. An example of such a device is a Net TV box.

5.J2ME profiles

What is a J2ME profile?

As we mentioned earlier in this tutorial, a profile defines the type of device supported. The Mobile Information Device Profile (MIDP), for example, defines classes for cellular phones. It adds domain-specific classes to the J2ME configuration to define uses for similar devices. Two profiles have been defined

for J2ME and are built upon CLDC: KJava and MIDP. Both KJava and MIDP are associated with CLDC and smaller devices. Profiles are built on top of configurations. Because profiles are specific to the size of the device (amount of memory) on which an application runs, certain profiles are associated with certain configurations.

A skeleton profile upon which you can create your own profile, the Foundation Profile, is available for CDC.

Profile 1: KJava

KJava is Sun's proprietary profile and contains the KJava API. The KJava profile is built on top of the CLDC configuration. The KJava virtual machine, KVM, accepts the same byte codes and class file format as the classic J2SE virtual machine. KJava contains a Sun-specific API that runs on the Palm OS. The KJava API has a great deal in common with the J2SE Abstract Windowing Toolkit (AWT). However, because it is not a standard J2ME package, its main package is com.sun.kjava. We'll learn more about the KJava API later in this tutorial when we develop some sample applications.

Profile 2: MIDP

MIDP is geared toward mobile devices such as cellular phones and pagers. The MIDP, like KJava, is built upon CLDC and provides a standard run-time environment that allows new applications and services to be deployed dynamically on end user devices. MIDP is a common, industry-standard profile for mobile devices that is not dependent on a specific vendor. It is a complete and supported foundation for mobile application

development. MIDP contains the following packages, the first three of which are core CLDC packages, plus three MIDP-specific packages.

* java.lang

* java.io

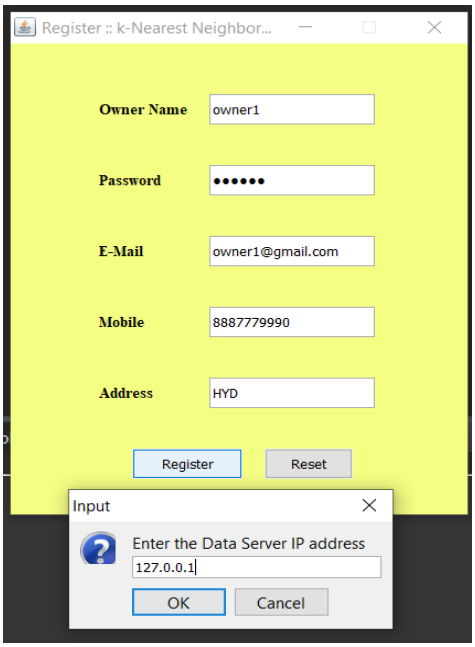
* java.util

* javax.microedition.io

* javax.microedition.lcdui

* javax.microedition.midlet

* javax.microedition.rms



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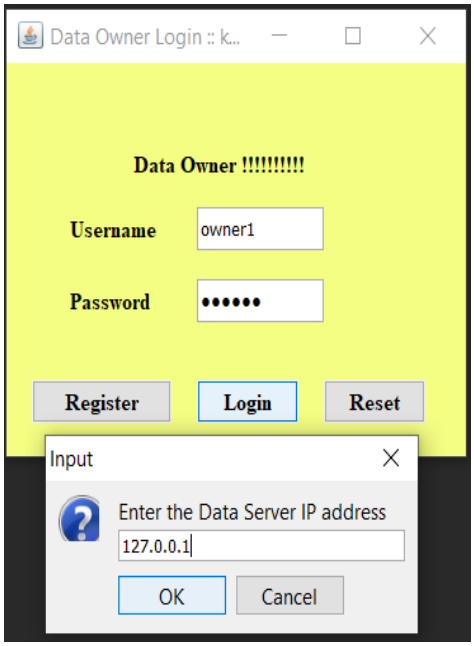

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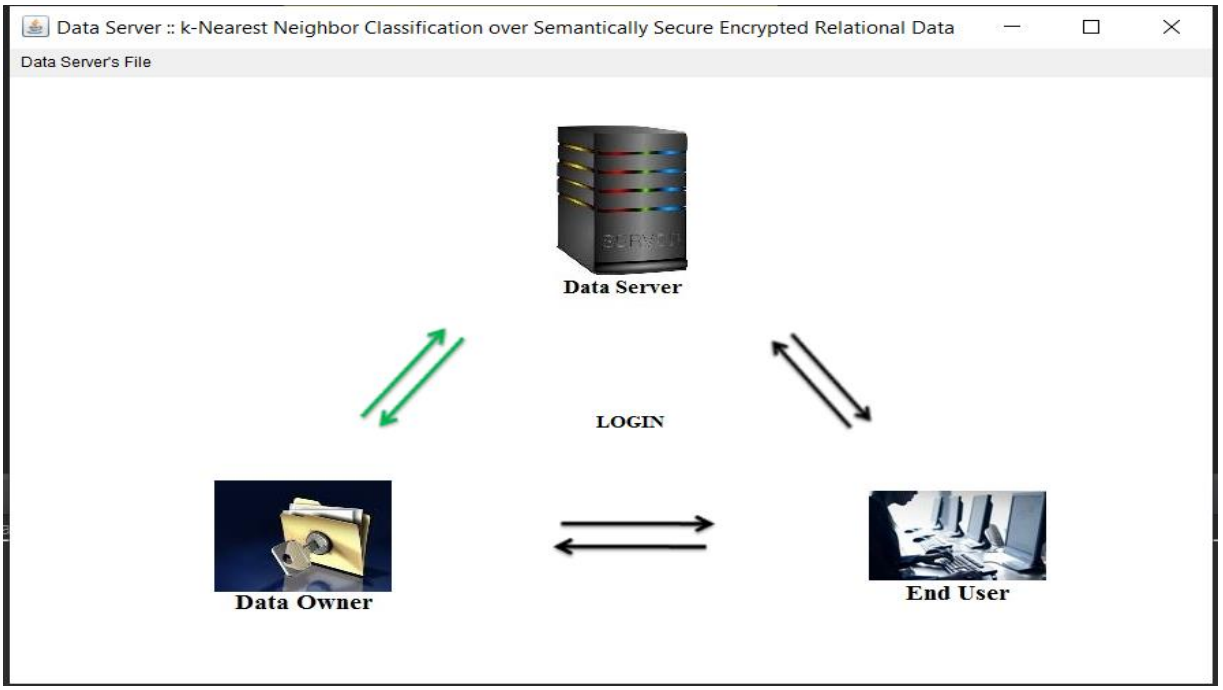

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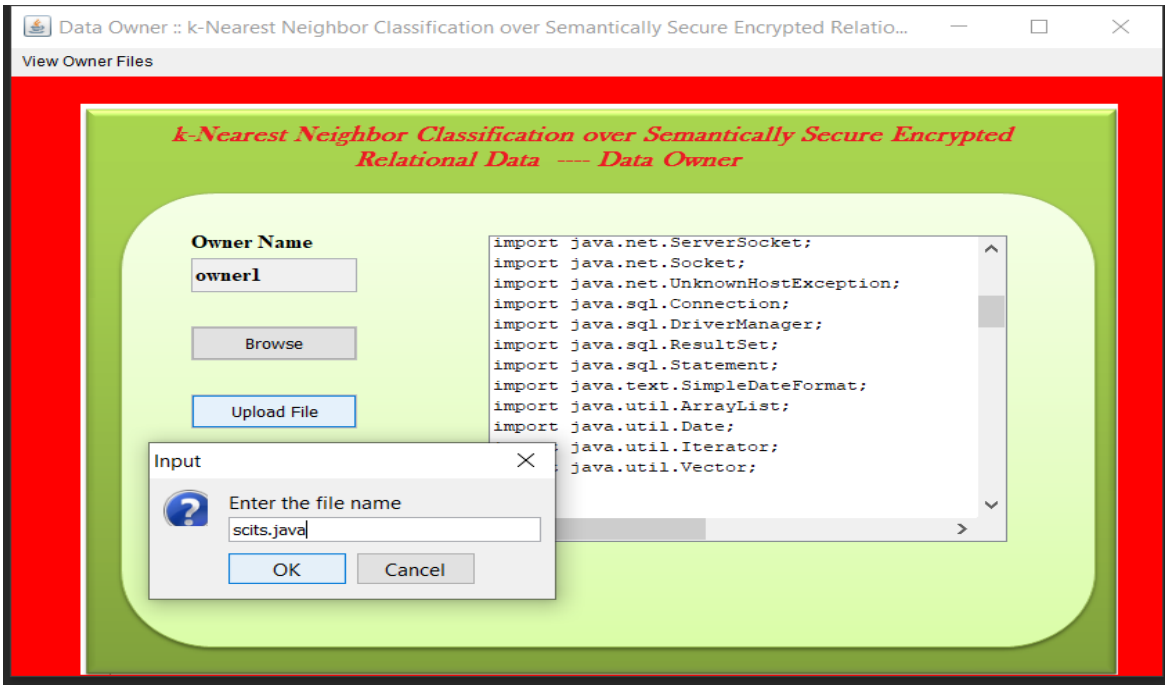

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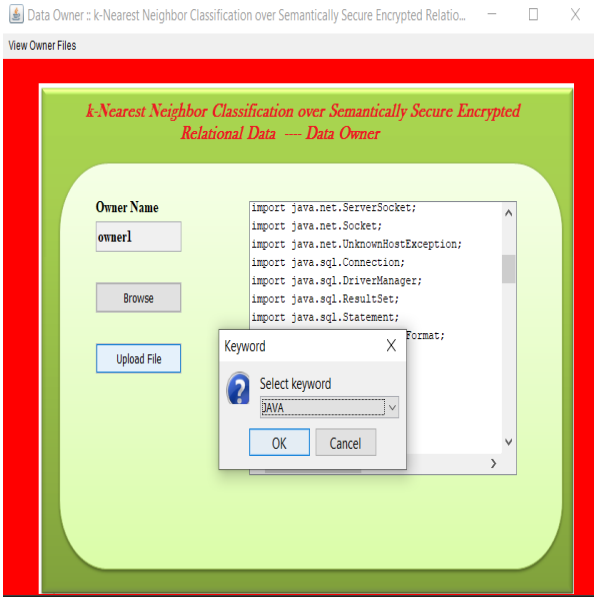

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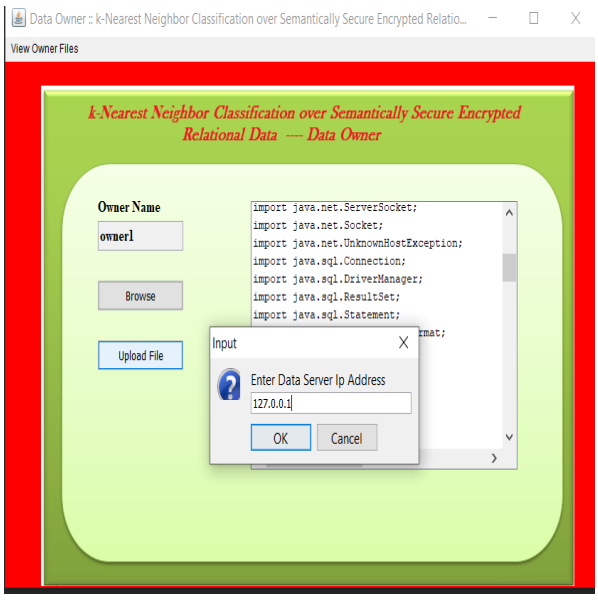

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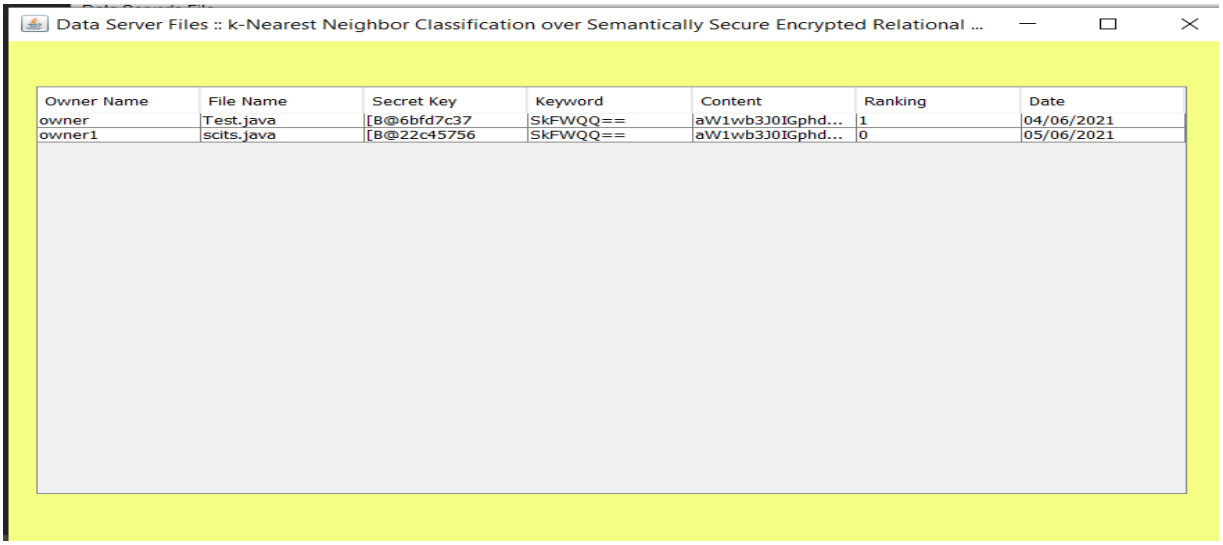

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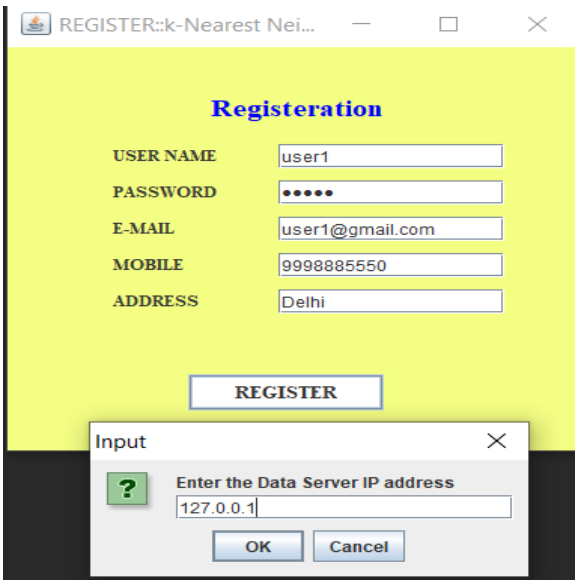

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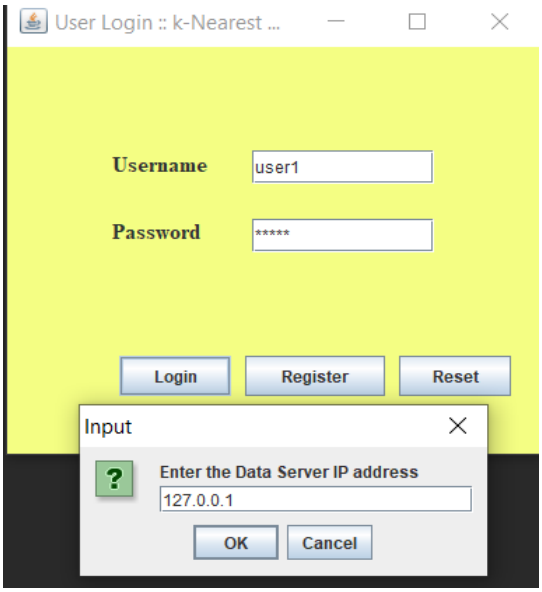

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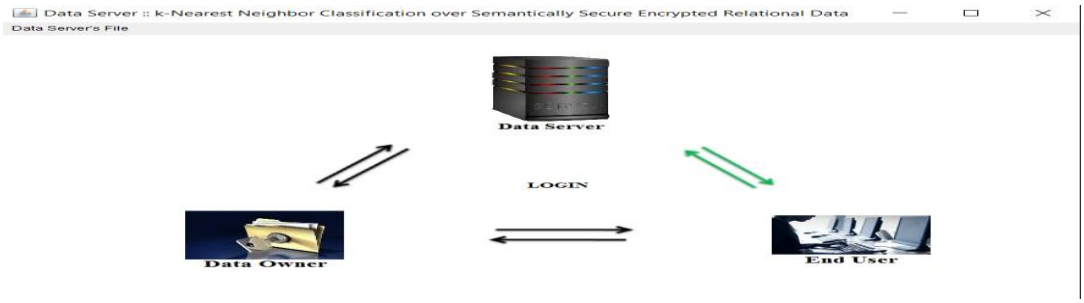

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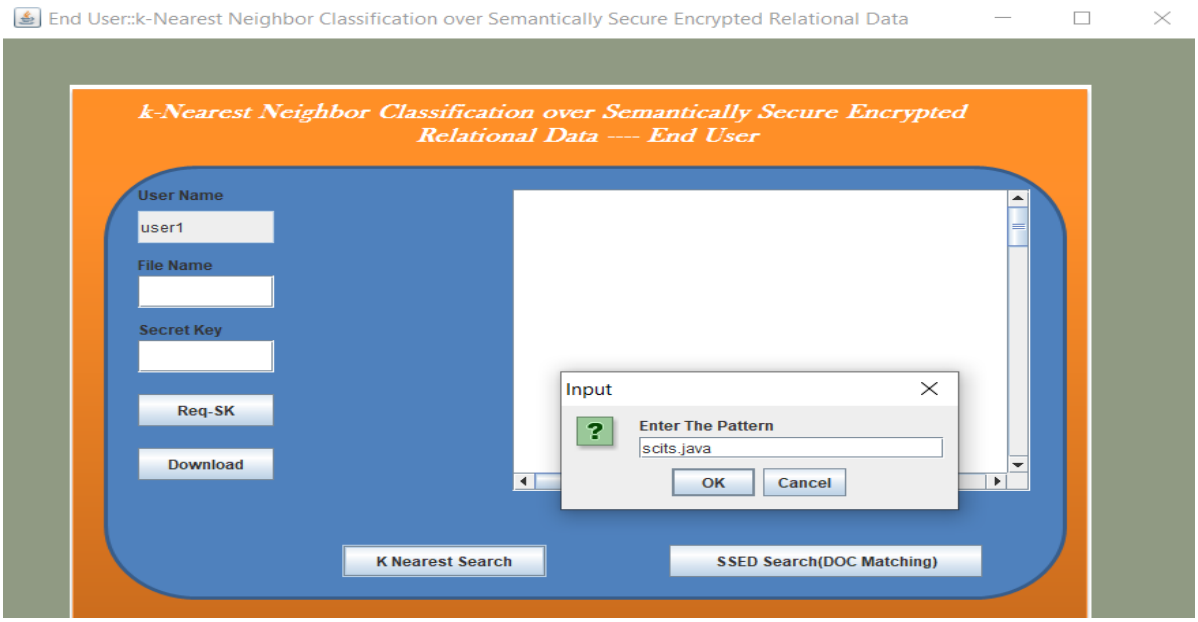

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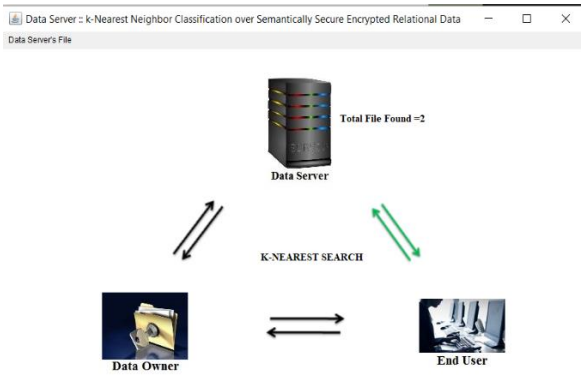

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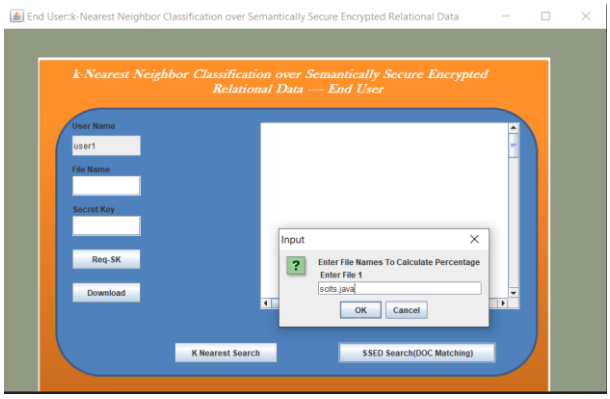

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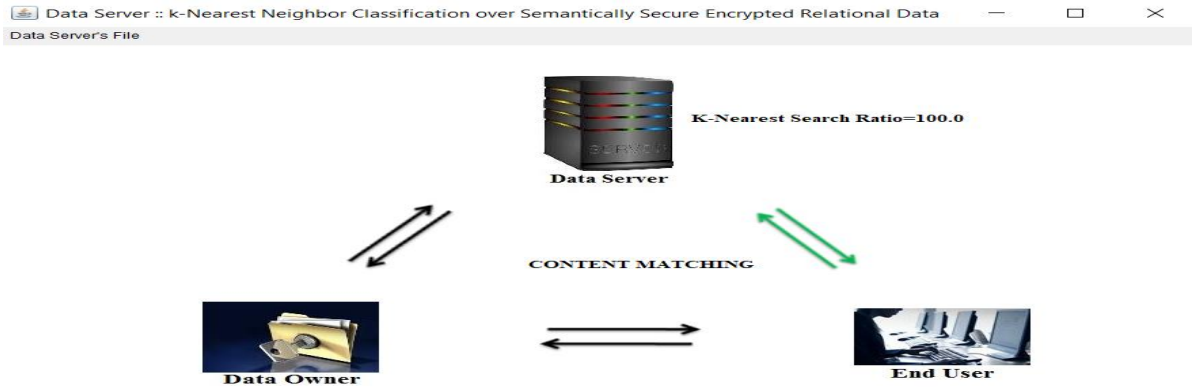

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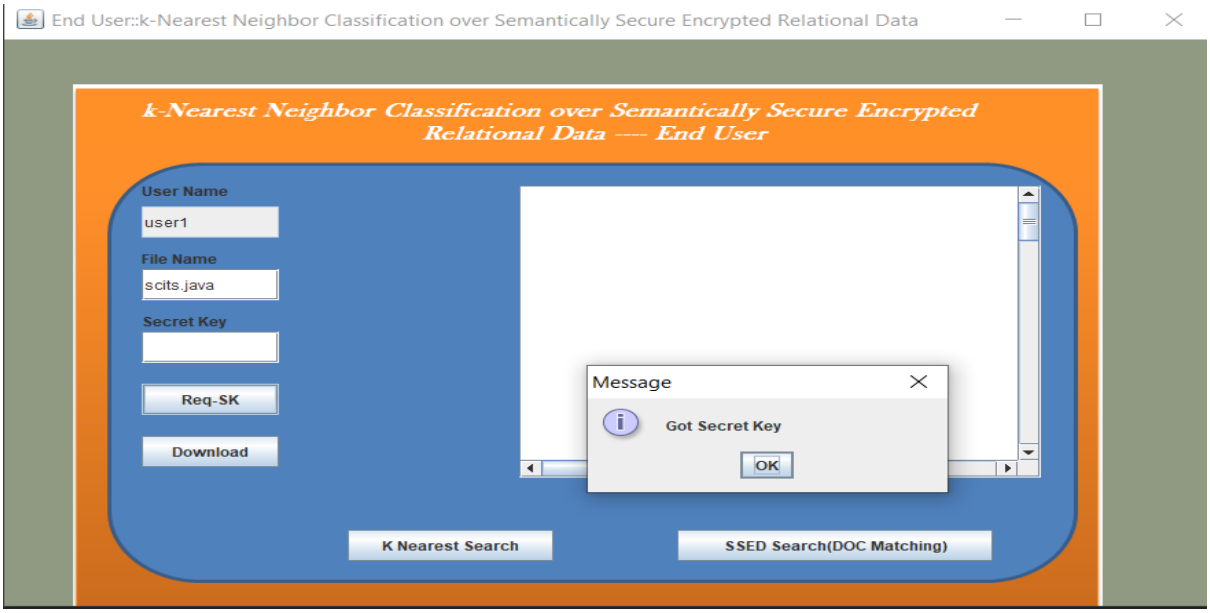

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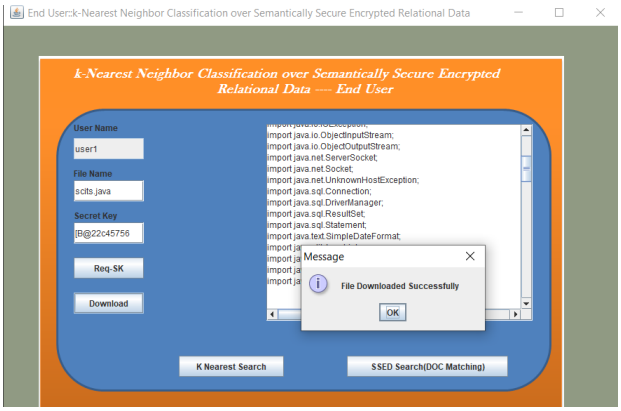

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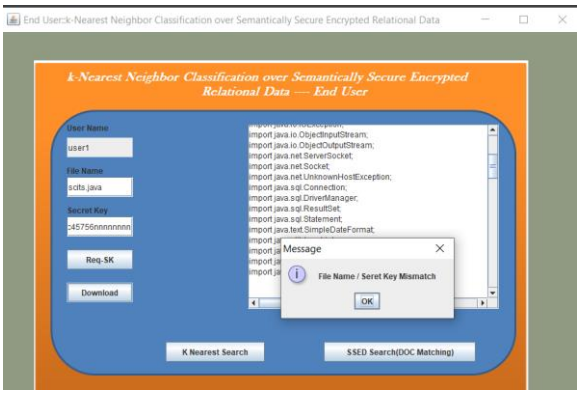

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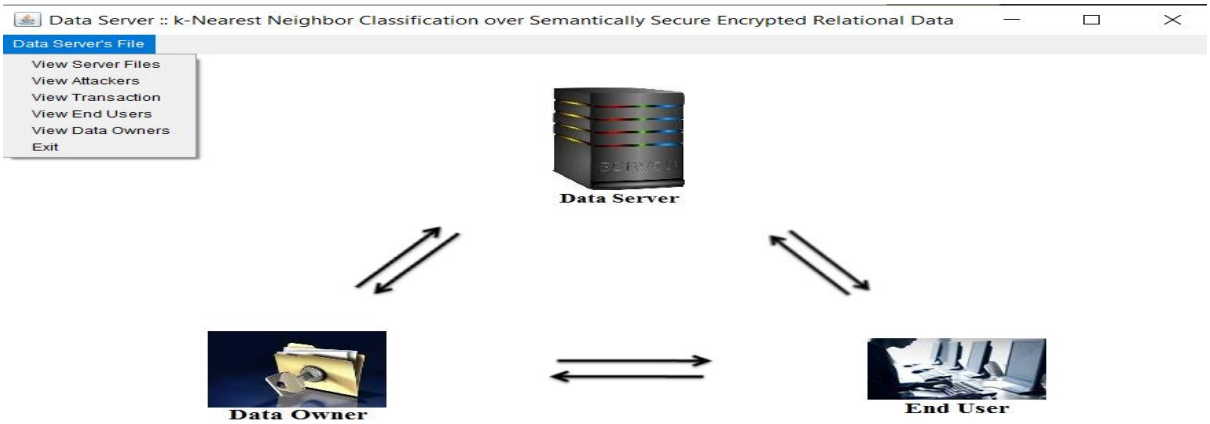

Fig. no. 33

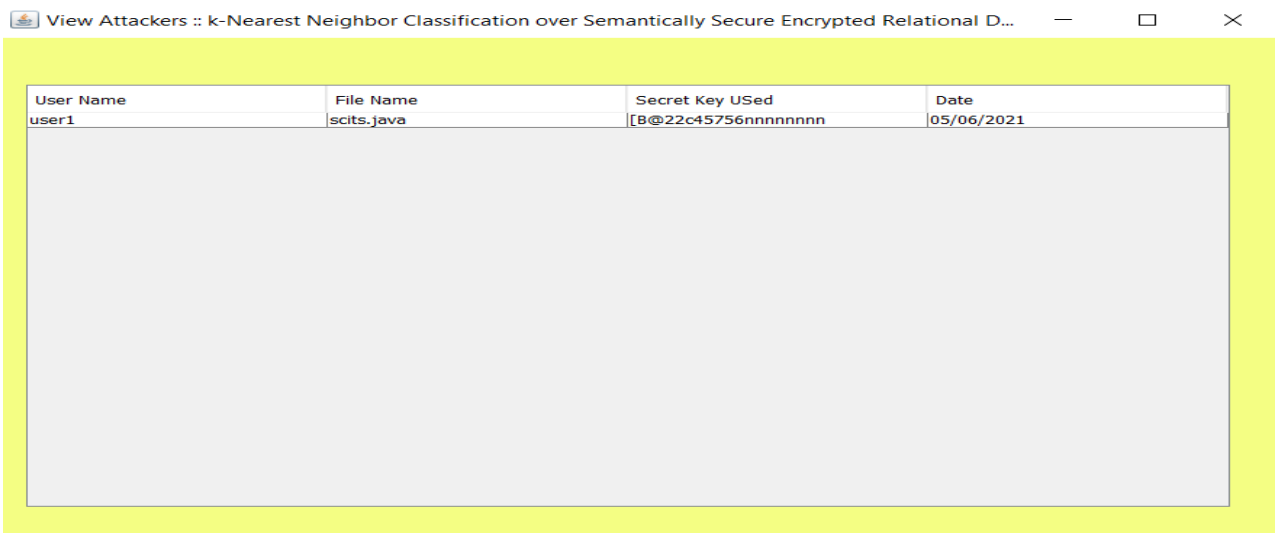

Fig. no. 34

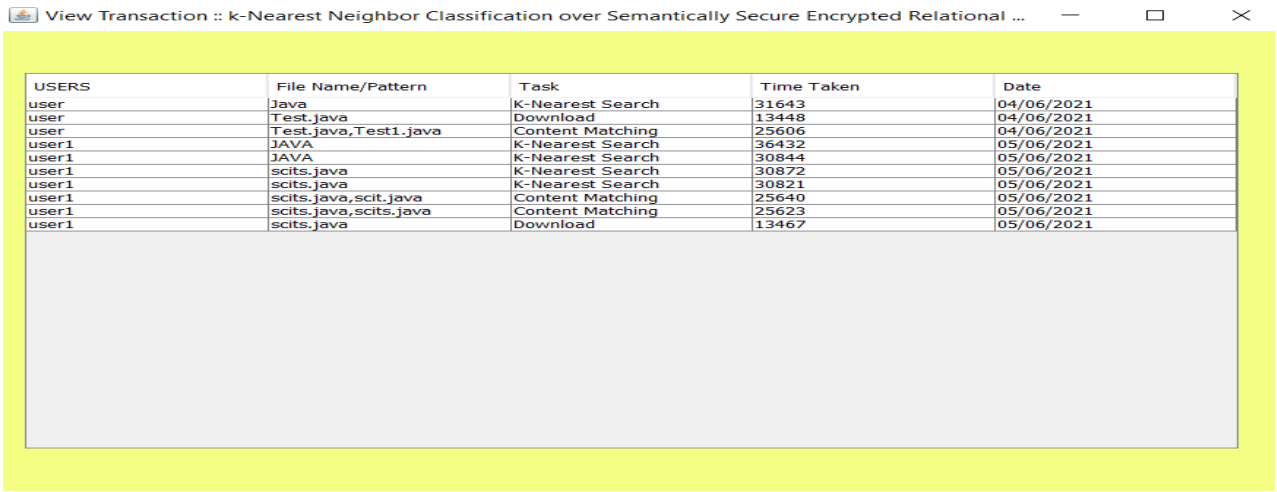

Fig. no. 35

Fig.no 36

CHAPTER 9

SYSTEM TESTING

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionality of components, sub assemblies, assemblies and/or a finished product It is the process of exercising software with the intent of ensuring that the Software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

TYPES OF TESTS

Unit testing

Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application .it is done after the completion of an individual unit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive. Unit tests perform basic tests at component level and test a specific business process, application, and/or system configuration. Unit tests ensure that each unique path of a business process performs accurately to the documented specifications and contains clearly defined inputs and expected results.

Integration testing

Integration tests are designed to test integrated software components to determine if they actually run as one program. Testing is event driven and is more concerned with the basic outcome of screens or fields. Integration tests demonstrate that although the components were individually satisfaction, as shown by successfully unit testing, the combination of components is correct and consistent. Integration testing is specifically aimed at exposing the problems that arise from the combination of components.

Functional test

Functional tests provide systematic demonstrations that functions tested are available as specified by the business and technical requirements, system documentation, and user manuals.

Functional testing is centered on the following items:

Valid Input : identified classes of valid input must be accepted.

Invalid Input : identified classes of invalid input must be rejected.

Functions : identified functions must be exercised.

Output : identified classes of application outputs must be exercised.

Systems/Procedures: interfacing systems or procedures must be invoked.

Organization and preparation of functional tests is focused on requirements, key functions, or special test cases. In addition, systematic coverage pertaining to identify Business process flows data fields, predefined processes, and successive processes must be considered for testing. Before functional testing is complete,

additional tests are identified and the effective value of current tests is determined.

System Test

System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points.

White Box Testing

White Box Testing is a testing in which in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purpose. It is used to test areas that cannot be reached from a black box level.

Black Box Testing

Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document, such as specification or requirements document. It is a testing in which the software under test is treated, as a black box .you cannot “see” into it. The test provides inputs and responds to outputs without considering how the software works.

6.1 Unit Testing:

Unit testing is usually conducted as part of a combined code and unit test phase of the software lifecycle, although it is not uncommon for coding and unit testing to be conducted as two distinct phases.

Test strategy and approach

Field testing will be performed manually and functional tests will be written in detail.

Test objectives

- All field entries must work properly.
- Pages must be activated from the identified link.
- The entry screen, messages and responses must not be delayed.

Features to be tested

- Verify that the entries are of the correct format
- No duplicate entries should be allowed
- All links should take the user to the correct page.

6.2 Integration Testing

Software integration testing is the incremental integration testing of two or more integrated software components on a single platform to produce failures caused by interface defects.

The task of the integration test is to check that components or software applications, e.g. components in a software system or – one step up – software applications at the company level – interact without error.

Test Results: All the test cases mentioned above passed successfully. No defects encountered.

6.3 Acceptance Testing

User Acceptance Testing is a critical phase of any project and requires significant participation by the end user. It also ensures that the system meets the functional requirements.

Test Results: All the test cases mentioned above passed successfully. No defects encountered.

SYSTEM TESTING

TESTING METHODOLOGIES

The following are the Testing Methodologies:

- **Unit Testing.**
- **Integration Testing.**
- **User Acceptance Testing.**
- **Output Testing.**
- **Validation Testing.**

Unit Testing

Unit testing focuses verification effort on the smallest unit of Software design that is the module. Unit testing exercises specific paths in a module's control structure to ensure complete coverage and maximum error detection. This test focuses on each module individually, ensuring that it functions properly as a unit. Hence, the naming is Unit Testing. During this testing, each module is tested individually and

the module interfaces are verified for the consistency with design specification. All important processing path are tested for the expected results. All error handling paths are also tested.

Integration Testing

Integration testing addresses the issues associated with the dual problems of verification and program construction. After the software has been integrated a set of high order tests are conducted. The main objective in this testing process is to take unit tested modules and builds a program structure that has been dictated by design.

The following are the types of Integration Testing:

1) **Top Down Integration**

This method is an incremental approach to the construction of program structure. Modules are integrated by moving downward through the control hierarchy, beginning with the main program module. The module subordinates to the main program module are incorporated into the structure in either a depth first or breadth first manner. In this method, the software is tested from main module and individual stubs are replaced when the test proceeds downwards.

2) **Bottom-up Integration**

This method begins the construction and testing with the modules at the lowest level in the program structure. Since the modules are integrated from the bottom up, processing required for modules subordinate to a given level is always

available and the need for stubs is eliminated. The bottom up integration strategy may be implemented with the following steps:

- The low-level modules are combined into clusters into clusters that perform a specific Software sub-function.
- A driver (i.e.) the control program for testing is written to coordinate test case input and output.
- The cluster is tested.
- Drivers are removed and clusters are combined moving upward in the program structure

The bottom up approaches tests each module individually and then each module is module is integrated with a main module and tested for functionality.

OTHER TESTING METHODOLOGIES

User Acceptance Testing

User Acceptance of a system is the key factor for the success of any system. The system under consideration is tested for user acceptance by constantly keeping in touch with the prospective system users at the time of developing and making changes wherever required. The system developed provides a friendly user interface that can easily be understood even by a person who is new to the system.

Output Testing

After performing the validation testing, the next step is output testing of the proposed system, since no system could be useful if it does not produce the required output in the specified format. Asking the users about the format required

by them tests the outputs generated or displayed by the system under consideration. Hence the output format is considered in 2 ways – one is on screen and another in printed format.

Validation Checking

Validation checks are performed on the following fields.

Text Field:

The text field can contain only the number of characters lesser than or equal to its size. The text fields are alphanumeric in some tables and alphabetic in other tables. Incorrect entry always flashes and error message.

Numeric Field:

The numeric field can contain only numbers from 0 to 9. An entry of any character flashes an error messages. The individual modules are checked for accuracy and what it has to perform. Each module is subjected to test run along with sample data. The individually tested modules are integrated into a single system. Testing involves executing the real data information is used in the program the existence of any program defect is inferred from the output. The testing should be planned so that all the requirements are individually tested. A successful test is one that gives out the defects for the inappropriate data and produces and output revealing the errors in the system.

Preparation of Test Data

Taking various kinds of test data does the above testing. Preparation of test data plays a vital role in the system testing. After preparing the test data the system under study is tested using that test data. While testing the system by using test

data errors are again uncovered and corrected by using above testing steps and corrections are also noted for future use.

Using Live Test Data:

Live test data are those that are actually extracted from organization files. After a system is partially constructed, programmers or analysts often ask users to key in a set of data from their normal activities. Then, the systems person uses this data as a way to partially test the system. In other instances, programmers or analysts extract a set of live data from the files and have them entered themselves.

It is difficult to obtain live data in sufficient amounts to conduct extensive testing. And, although it is realistic data that will show how the system will perform for the typical processing requirement, assuming that the live data entered are in fact typical, such data generally will not test all combinations or formats that can enter the system. This bias toward typical values then does not provide a true systems test and in fact ignores the cases most likely to cause system failure.

Using Artificial Test Data:

Artificial test data are created solely for test purposes, since they can be generated to test all combinations of formats and values. In other words, the artificial data, which can quickly be prepared by a data generating utility program in the information systems department, make possible the testing of all login and control paths through the program.The most effective test programs use artificial test data generated by persons other than those who wrote the programs. Often, an independent team of testers formulates a testing plan, using the systems specifications.

The package “Virtual Private Network” has satisfied all the requirements specified as per software requirement specification and was accepted.

USER TRAINING

Whenever a new system is developed, user training is required to educate them about the working of the system so that it can be put to efficient use by those for whom the system has been primarily designed. For this purpose the normal working of the project was demonstrated to the prospective users. Its working is easily understandable and since the expected users are people who have good knowledge of computers, the use of this system is very easy.

MAINTAINENCE

This covers a wide range of activities including correcting code and design errors. To reduce the need for maintenance in the long run, we have more accurately defined the user’s requirements during the process of system development. Depending on the requirements, this system has been developed to satisfy the needs to the largest possible extent. With development in technology, it may be possible to add many more features based on the requirements in future. The coding and designing is simple and easy to understand which will make maintenance easier.

TESTING STRATEGY :

A strategy for system testing integrates system test cases and design techniques into a well planned series of steps that results in the successful construction of software. The testing strategy must co-operate test planning, test case design, test execution, and the resultant data collection and evaluation .A strategy for

software testing must accommodate low-level tests that are necessary to verify that a small source code segment has been correctly implemented as well as high level tests that validate major system functions against user requirements. Software testing is a critical element of software quality assurance and represents the ultimate review of specification design and coding. Testing represents an interesting anomaly for the software. Thus, a series of testing are performed for the proposed system before the system is ready for user acceptance testing.

SYSTEM TESTING:

Software once validated must be combined with other system elements (e.g. Hardware, people, database). System testing verifies that all the elements are proper and that overall system function performance is achieved. It also tests to find discrepancies between the system and its original objective, current specifications and system documentation.

UNIT TESTING:

In unit testing different are modules are tested against the specifications produced during the design for the modules. Unit testing is essential for verification of the code produced during the coding phase, and hence the goals to test the internal logic of the modules. Using the detailed design description as a guide, important Conrail paths are tested to uncover errors within the boundary of the modules. This testing is carried out during the programming stage itself. In this type of testing step, each module was found to be working satisfactorily as regards to the expected output from the module.

CHAPTER 10

CONCLUSION

To protect user privacy, various privacy-preserving classification techniques have been proposed over the past decade. The existing techniques are not applicable to outsourced database environments where the data resides in encrypted form on a third-party server. This project proposed a novel privacy-preserving k- NN classification protocol over encrypted data in the cloud. Our protocol protects the confidentiality of the data, user's input query, and hides the data access patterns. We also evaluated the performance of our protocol under different parameter settings. Since improving the efficiency of SMINn is an important first step for improving the performance of our PPkNN protocol, we plan to investigate alternative and more efficient solutions to the SMINn problem in our future work. Also, we will investigate and extend our research to other classification algorithms.

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