# 1.1 INTRODUCTION:

Driven by the explosive growth of information available on the Internet, intelligent information access has become a central research area in computer science. The 20th century is commonly characterized as “The Information Age”, and the sheer amount of information readily available today has created novel challenges. Numerous intelligent information agents software tools that provide personalized assistance for users navigating large information spaces -- have been described in the literature and deployed on the World-Wide-Web However, the need for intelligent information agents is not limited to web-based applications, as we are currently witnessing an increasing trend towards “ubiquitous information access”. Different types of wireless information devices, designed to tap into the Internet’s vast information resources without physical constraints, are currently being released into the marketplace. For example, cell phones can access Internet-based information services, and pagers can alert users of late-breaking news. While these devices undoubtedly enhance the utility of online information and are likely to open up opportunities for revolutionary information centric applications, they are cramped by several technical constraints. First, the small size of wireless information devices leads to inherently limited user interfaces. Second, bandwidth constraints impose limits on the amount of information to be transferred. Third .The World-Wide-Web is currently witnessing an ongoing trend towards personalized information access. As part of this trend, numerous personalized news services are emerging. For example, Internet portals such as Yahoo, Lycos and Excite offer personalized access to daily news stories from a large range of categories. These services are based on static questionnaires that users fill out in order to make use of news filtering capabilities. We believe that this level of personalization is not fine-grained enough for price- and bandwidth-sensitive information access. Here, we suggest the use of an intelligent news agent that unobtrusively learns about a user’s interests in daily news stories by observing the user’s browsing behavior. Using a content-based machine learning algorithm originally developed for a web-based client ,the agent learns to rank-order news stories with respect to the user’s individual interests.

# 1.2 Objectives:

* Provide a brief overlook of the importance and growth of News System in the latest couple of years.
* Provide a clear categorization of the target system according to Customer.
* Provide a fully functional system analysis of the target system
* Provide an adequate explanation of the implemented techniques used to achieve the final system.
* Provide a brief overlook of web service using JAX-RPC.
* Provide a brief overlook of web client using JSP .
* Provide a brief overlook of client using J2SE.
* Provide a brief overlook of mobile client using j2me.

# 1.3 Project outline :

The following three chapters will be divided as follows:

**Chapter 2:Servlet And JSP.**

In this chapter we will define Servlet and JSP and how its work.

**Chapter 3:WebService.**

In this chapter we well define web service and define JAX-RPC

**Chapter 4:Methology And System analysis and design .**

In this chapter we well describe the Methology of news system and we will design this system.

# 1.5 General Requirements

The system consists of a server that handles a database containing newsgroups and articles, and a client that accepts commands from the user and communicates with the server. Several clients may be connected to the server simultaneously. The user can perform the following tasks:

\_ List all newsgroups.

\_ Create and delete newsgroups.

\_ List articles in a newsgroup.

\_ Read, write and delete articles in a newsgroup.

The system keeps track of the title and the author of each article. It cannot handle subject.threads and follow-up articles.

**Requirements on the client:**

\_ The clients reads commands from the terminal, communicates with the server and presents the replies from the server on the terminal.

\_ The client is easy to use and contains informative help texts. No manual is necessary to use the client program.

\_ The client tries to handle all errors. If it cannot recover from an error, it terminates with an informative error message.

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