**FAST PHRASE SEARCH FOR ENCRYPTED**

**CLOUD STORAGE**

**ABSTRACT:**

Cloud computing has generated much interest in the research community in recent years for its many advantages, but has also raise security and privacy concerns. The storage and access of confidential documents have been identified as one of the central problems in the area. In particular, many researchers investigated solutions to search over encrypted documents stored on remote cloud servers. While many schemes have been proposed to perform conjunctive keyword search, less attention has been noted on more specialized searching techniques. In this paper, we present a phrase search technique based on Bloom filters that is significantly faster than existing solutions, with similar or better storage and communication cost. Our technique uses a series of n-gram filters to support the functionality. The scheme exhibits a trade-off between storage and false positive rate, and is adaptable to defend against inclusion-relation attacks. A design approach based on an application’s target false positive rate is also described.

**EXISTING SYSTEM:**

* Many of the early works focused on single keyword searches.
* Recently, researchers have proposed solutions on conjunctive keyword search, which involves multiple keywords.
* Other interesting problems, such as the ranking of search results and searching with keywords that might contain errors termed fuzzy keyword search, have also been considered. The ability to search for phrases was also recently investigated.
* Some of the existing system has examined the security of the proposed solutions and, where flaws were found, solutions were proposed

**DISADVANTAGES OF EXISTING SYSTEM:**

* The cloud can read any data it desired, providing no privacy to its users. The storage of private keys and encrypted data by the cloud provider is also problematic in case of data breach.
* By recognizing the almost exponential distribution of keywords, the entries in the keyword location tables are split into pairs to achieve normalization without the high cost of storing unused random data. However, the use of encrypted indexes and the need to perform client-side encryption and decryption may still be computationally expensive in certain applications.
* Its space-efficiency comes at the cost of requiring a brute force location verification during phrase search. Since all potential locations of the keywords must be verified, the amount of computation required grows proportionally to the file size. As a result, the scheme exhibits a high processing time.

**PROPOSED SYSTEM:**

* In this paper, we present a phrase search scheme which achieves a much faster response time than existing solutions. The scheme is also scalable, where documents can easily be removed and added to the corpus. We also describe modifications to the scheme to lower storage cost at a small cost in response time and to defend against cloud providers with statistical knowledge on stored data.
* Although phrase searches are processed independently using our technique, they are typically a specialized function in a keyword search scheme, where the primary function is to provide conjunctive keyword searches. Therefore, we describe both the basic conjunctive keyword search algorithm and the basic phrase search algorithm along with design techniques.

**ADVANTAGES OF PROPOSED SYSTEM:**

* Our framework differs from some of the earlier works, where keywords generally consist of meta-data rather than content of the files and where a trusted key escrow authority is used due to the use of Identity based encryption.
* When compared to recent works, where an organization wishes to outsource computing resources to a cloud storage provider and enable search for its employees, where the aim is to return properly ranked files. Most other recent works related to search over encrypted data have considered similar models such as, where the client acts as both data owner and user.

**MODULES:**

* HOME.
* DATA OWNER MODULE.
* DATA USER MODULE.
* CLOUD STORAGE.
* DATA OWNER MODULE.

**DATA OWNER MODULE:**

**a) Registration Module:**

Registration module is used for admin authentication purpose in which administrator can only access this admin module. It contains authentication type and personal details of admin such as name, designation, mail id, phone number, address, username, password, date of birth, photo and also it can be stored and maintained in database. The person who is authenticating it will access it by using username and password.

**b) Login Module:**

This module checks the admin register page by checking with mail id and password which is already stored in database. It true data is authenticated that allows to go for main admin module or otherwise that will stay in current page by showing up alert message as Invalid User.

**c) Home Module:**

In this module Data Owner Home this contains Basic functionalities of cloud that can be helpful for data Owner who is logged on already in session.

**d) Upload Module:**

In which,the files are uploaded in format of file name,keywords.In this case single keyword does not helps in the searching to avoid this we are using three types of keyword to fetch the file.The file are stored in the encrypted formats.

**e)My Files Module:**

My Files page shows files which is uploaded by particular data user.

**f)Approvals Module:**

In this module, the request send by the data user can be authenticated by the data owner. Either accepts the request or rejects the request.

**g)Logout:**

This module which completely moves you out from the data owner session to the home session.

**DATA USER MODULE:**

**a) Registration Module:**

Registration module is used for data user authentication purpose in which administrator can only access this admin module. It contains authentication type and personal details of admin such as name, designation, mail id, phone number, address, username, password, date of birth, photo and also it can be stored and maintained in database. The person who is authenticating it will access it by using username and password.

**b) Login Module:**

This module checks the admin register page by checking with mail id and password which is already stored in database. It true data is authenticated that allows to go for main admin module or otherwise that will stay in current page by showing up alert message as Invalid User.

**c) Home Module:**

In this module Data user Home this contains Basic functionalities of cloud that can be helpful for data Owner who is logged on already in session.

**d) Search:**

Search module, in which you can search the file that you want. The search request is send as query that finds the data from the cloud and shows your approximate search, you can send request to the file so that particular data owner either accept/decline request as their wish.

**e) Requested files:**

This shows your file is either accepted or not.If accepted you can view file by particular generated decryption key so that encrypted file will be downloaded as decrypted the readable format.

**g)Logout:**

This module which completely moves you out from the data user session to the home session.

**CLOUD STORAGE MODULE:**

This module completely shows the accurate data stored in the cloud storage .This help you search file that you needed.

**SYSTEM REQUIREMENTS SPECIFICATIONS**

**HARDWARE SPECIFICATION**

PROCESSOR : Dual Core

HARD DISK : 256 GB

RAM : 1 GB

MONITOR : 15” Color Monitor

KEYBOARD : 104 keys Standard Keyboard

MOUSE : Standard 3 Button Mouse

**SOFTWARE SPECIFICATION**

OPERATING SYSTEM : Windows XP, Windows8

FRONT END : JAVA/J2EE

BACK END : MYSQL

**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.



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.



### 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.



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 JavaBeansTM, can plug into existing component architectures.
* **Object serialization**: Allows lightweight persistence and communication via Remote Method Invocation (RMI).
* **Java Database Connectivity (JDBCTM)**: 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.



## 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 JavaTM 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.

1. **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.

1. **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.
2. **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.

1. **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.

1. **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.

1. **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.

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.

**Java Program**

**Compilers**

**Interpreter**

**My Program**

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.

**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 JavaOne 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**



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

**MYSQL DATABASE**

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7. [Using MYSQL with Apache](http://dev.mysql.com/doc/refman/5.7/en/apache.html)

This chapter provides a tutorial introduction to MYSQL by showing how to use the [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) client program to create and use a simple database. [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) (sometimes referred to as the “terminal monitor” or just “monitor”) is an interactive program that enables you to connect to a MYSQL server, run queries, and view the results. [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) may also be used in batch mode: you place your queries in a file beforehand, then tell [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) to execute the contents of the file. Both ways of using [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) are covered here.

To see a list of options provided by [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html), invoke it with the [--help](http://dev.mysql.com/doc/refman/5.7/en/mysql-command-options.html#option_mysql_help) option:

Shell> **MYSQL --help**

This chapter assumes that [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) is installed on your machine and that a MYSQL server is available to which you can connect. If this is not true, contact your MYSQL administrator. (If *you* are the administrator, you need to consult the relevant portions of this manual, such as [Chapter 6, MYSQL Server Administration](http://dev.mysql.com/doc/refman/5.7/en/server-administration.html).)

This chapter describes the entire process of setting up and using a database. If you are interested only in accessing an existing database, you may want to skip over the sections that describe how to create the database and the tables it contains. Because this chapter is tutorial in nature, many details are necessarily omitted. Consult the relevant sections of the manual for more information on the topics covered here.

**1. Connecting to and Disconnecting from the Server**

To connect to the server, you will usually need to provide a MYSQL user name when you invoke [**MYSQL**](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) and, most likely, a password. If the server runs on a machine other than the one where you log in, you will also need to specify a host name. Contact your administrator to find out what connection parameters you should use to connect (that is, what host, user name, and password to use). Once you know the proper parameters, you should be able to connect like this:

shell> **MYSQL -h *host* -u *user* -p**

Enter password: **\*\*\*\*\*\*\*\***

*host* and *user* represent the host name where your MYSQL server is running and the user name of your MYSQL account. Substitute appropriate values for your setup. The \*\*\*\*\*\*\*\* represents your password; enter it when [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) displays the Enter password: prompt.

If that works, you should see some introductory information followed by a MYSQL> prompt:

shell> **MYSQL -h *host* -u *user* -p**

Enter password: **\*\*\*\*\*\*\*\***

Welcome to the MYSQL monitor. Commands end with ; or \g.

Your MYSQL connection id is 25338 to server version: 5.7.18-standard

Type 'help;' or '\h' for help. Type '\c' to clear the buffer.

MYSQL>

The MYSQL> prompt tells you that [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) is ready for you to enter SQL statements.

If you are logging in on the same machine that MYSQL is running on, you can omit the host, and simply use the following:

shell> **MYSQL -u *user* -p**

If, when you attempt to log in, you get an error message such as ERROR 2002 (HY000): Can't connect to local MYSQL server through socket '/tmp/MYSQL.sock' (2), it means that the MYSQL server daemon (Unix) or service (Windows) is not running. Consult the administrator or see the section of [Chapter 2, Installing and Upgrading MYSQL](http://dev.mysql.com/doc/refman/5.7/en/installing.html) that is appropriate to your operating system.

For help with other problems often encountered when trying to log in, see [Section B.5.2, “Common Errors When Using MYSQL Programs”](http://dev.mysql.com/doc/refman/5.7/en/common-errors.html).

Some MYSQL installations permit users to connect as the anonymous (unnamed) user to the server running on the local host. If this is the case on your machine, you should be able to connect to that server by invoking [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) without any options:

shell> **MYSQL**

After you have connected successfully, you can disconnect any time by typing QUIT (or \q) at the MYSQL> prompt:

MYSQL> **QUIT**

Bye

On Unix, you can also disconnect by pressing Control+D.

Most examples in the following sections assume that you are connected to the server. They indicate this by the MYSQL> prompt.

2. Entering Queries

Make sure that you are connected to the server, as discussed in the previous section. Doing so does not in itself select any database to work with, but that is okay. At this point, it is more important to find out a little about how to issue queries than to jump right in creating tables, loading data into them, and retrieving data from them. This section describes the basic principles of entering queries, using several queries you can try out to familiarize yourself with how [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) works.

Here is a simple query that asks the server to tell you its version number and the current date. Type it in as shown here following the MYSQL> prompt and press Enter:

MYSQL> SELECT VERSION(), CURRENT\_DATE;

+--------------+--------------+

| VERSION() | CURRENT\_DATE |

+--------------+--------------+

| 5.7.1-m4-log | 2012-12-25 |

+--------------+--------------+

1 row in set (0.01 sec)

MYSQL>

This query illustrates several things about [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html):

A query normally consists of an SQL statement followed by a semicolon. (There are some exceptions where a semicolon may be omitted. QUIT, mentioned earlier, is one of them. We'll get to others later.)

When you issue a query, [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) sends it to the server for execution and displays the results, then prints another MYSQL> prompt to indicate that it is ready for another query.

[MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) displays query output in tabular form (rows and columns). The first row contains labels for the columns. The rows following are the query results. Normally, column labels are the names of the columns you fetch from database tables. If you're retrieving the value of an expression rather than a table column (as in the example just shown), [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) labels the column using the expression itself.

[MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) shows how many rows were returned and how long the query took to execute, which gives you a rough idea of server performance. These values are imprecise because they represent wall clock time (not CPU or machine time), and because they are affected by factors such as server load and network latency. (For brevity, the “rows in set” line is sometimes not shown in the remaining examples in this chapter.)

Keywords may be entered in any lettercase. The following queries are equivalent:

MYSQL> SELECT VERSION(), CURRENT\_DATE;

MYSQL> select version(), current\_date;

MYSQL> SeLeCt vErSiOn(), current\_DATE;

Here is another query. It demonstrates that you can use [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) as a simple calculator:

MYSQL> SELECT SIN(PI()/4), (4+1)\*5;

+------------------+---------+

| SIN(PI()/4) | (4+1)\*5 |

+------------------+---------+

| 0.70710678118655 | 25 |

+------------------+---------+

1 row in set (0.02 sec)

The queries shown thus far have been relatively short, single-line statements. You can even enter multiple statements on a single line. Just end each one with a semicolon:

MYSQL> SELECT VERSION(); SELECT NOW();

+------------------+

| VERSION() |

+------------------+

| 5.7.10-ndb-7.5.1 |

+------------------+

1 row in set (0.00 sec)

+---------------------+

| NOW() |

+---------------------+

| 2016-01-29 18:02:55 |

+---------------------+

1 row in set (0.00 sec)

A query need not be given all on a single line, so lengthy queries that require several lines are not a problem. [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) determines where your statement ends by looking for the terminating semicolon, not by looking for the end of the input line. (In other words, [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) accepts free-format input: it collects input lines but does not execute them until it sees the semicolon.)

Here is a simple multiple-line statement:

MYSQL> SELECT

-> USER()

-> ,

-> CURRENT\_DATE;

+---------------+--------------+

| USER() | CURRENT\_DATE |

+---------------+--------------+

| jon@localhost | 2010-08-06 |

+---------------+--------------+

In this example, notice how the prompt changes from MYSQL> to -> after you enter the first line of a multiple-line query. This is how [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) indicates that it has not yet seen a complete statement and is waiting for the rest. The prompt is your friend, because it provides valuable feedback. If you use that feedback, you can always be aware of what [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) is waiting for.

If you decide you do not want to execute a query that you are in the process of entering, cancel it by typing \c:

MYSQL> SELECT

-> USER()

-> \c

MYSQL>

Here, too, notice the prompt. It switches back to MYSQL> after you type \c, providing feedback to indicate that MYSQL is ready for a new query.

The following table shows each of the prompts you may see and summarizes what they mean about the state that [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) is in.

| Prompt | Meaning |
| --- | --- |
| MYSQL> | Ready for new query |
| -> | Waiting for next line of multiple-line query |
| '> | Waiting for next line, waiting for completion of a string that began with a single quote (') |
| "> | Waiting for next line, waiting for completion of a string that began with a double quote (") |
| `> | Waiting for next line, waiting for completion of an identifier that began with a backtick (`) |
| /\*> | Waiting for next line, waiting for completion of a comment that began with /\* |

Multiple-line statements commonly occur by accident when you intend to issue a query on a single line, but forget the terminating semicolon. In this case, [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) waits for more input:

MYSQL> SELECT USER()

->

If this happens to you (you think you've entered a statement but the only response is a -> prompt), most likely [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) is waiting for the semicolon. If you don't notice what the prompt is telling you, you might sit there for a while before realizing what you need to do. Enter a semicolon to complete the statement, and [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) executes it:

MYSQL> SELECT USER()

-> ;

+---------------+

| USER() |

+---------------+

| jon@localhost |

+---------------+

The '> and "> prompts occur during string collection (another way of saying that MYSQL is waiting for completion of a string). In MYSQL, you can write strings surrounded by either ' or " characters (for example, 'hello' or "goodbye"), and [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) lets you enter strings that span multiple lines. When you see a '> or "> prompt, it means that you have entered a line containing a string that begins with a ' or " quote character, but have not yet entered the matching quote that terminates the string. This often indicates that you have inadvertently left out a quote character. For example:

MYSQL> SELECT \* FROM my\_table WHERE name = 'Smith AND age < 30;

'>

If you enter this [SELECT](http://dev.mysql.com/doc/refman/5.7/en/select.html) statement, then press Enter and wait for the result, nothing happens. Instead of wondering why this query takes so long, notice the clue provided by the '> prompt. It tells you that [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) expects to see the rest of an unterminated string. (Do you see the error in the statement? The string 'Smith is missing the second single quotation mark.)

At this point, what do you do? The simplest thing is to cancel the query. However, you cannot just type \c in this case, because [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) interprets it as part of the string that it is collecting. Instead, enter the closing quote character (so [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) knows you've finished the string), then type \c:

MYSQL> SELECT \* FROM my\_table WHERE name = 'Smith AND age < 30;

'> '\c

MYSQL>

The prompt changes back to MYSQL>, indicating that [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html) is ready for a new query.

The `> prompt is similar to the '> and "> prompts, but indicates that you have begun but not completed a backtick-quoted identifier.

It is important to know what the '>, ">, and `> prompts signify, because if you mistakenly enter an unterminated string, any further lines you type appear to be ignored by [MYSQL](http://dev.mysql.com/doc/refman/5.7/en/mysql.html)—including a line containing QUIT. This can be quite confusing, especially if you do not know that you need to supply the terminating quote before you can cancel the current query.

**3 Creating and Using a Database**

1. [Creating and Selecting a Database](http://dev.mysql.com/doc/refman/5.7/en/creating-database.html)
2. [Creating a Table](http://dev.mysql.com/doc/refman/5.7/en/creating-tables.html)
3. [Loading Data into a Table](http://dev.mysql.com/doc/refman/5.7/en/loading-tables.html)
4. [Retrieving Information from a Table](http://dev.mysql.com/doc/refman/5.7/en/retrieving-data.html)

Once you know how to enter SQL statements, you are ready to access a database.

Suppose that you have several pets in your home (your menagerie) and you would like to keep track of various types of information about them. You can do so by creating tables to hold your data and loading them with the desired information. Then you can answer different sorts of questions about your animals by retrieving data from the tables. This section shows you how to perform the following operations:

* Create a database
* Create a table
* Load data into the table
* Retrieve data from the table in various ways
* Use multiple tables

The menagerie database is simple (deliberately), but it is not difficult to think of real-world situations in which a similar type of database might be used. For example, a database like this could be used by a farmer to keep track of livestock, or by a veterinarian to keep track of patient records. A menagerie distribution containing some of the queries and sample data used in the following sections can be obtained from the MySQL Web site. It is available in both compressed **tar** file and Zip formats at <http://dev.mysql.com/doc/>.

Use the [SHOW](http://dev.mysql.com/doc/refman/5.7/en/show.html) statement to find out what databases currently exist on the server:

mysql> **SHOW DATABASES;**

+----------+

| Database |

+----------+

| mysql |

| test |

| tmp |

+----------+

The mysql database describes user access privileges. The test database often is available as a workspace for users to try things out.

The list of databases displayed by the statement may be different on your machine; [SHOW DATABASES](http://dev.mysql.com/doc/refman/5.7/en/show-databases.html) does not show databases that you have no privileges for if you do not have the [SHOW DATABASES](http://dev.mysql.com/doc/refman/5.7/en/show-databases.html) privilege. See [Section 14.7.5.14, “SHOW DATABASES Syntax”](http://dev.mysql.com/doc/refman/5.7/en/show-databases.html).

If the test database exists, try to access it:

mysql> **USE test**

Database changed

[USE](http://dev.mysql.com/doc/refman/5.7/en/use.html), like QUIT, does not require a semicolon. (You can terminate such statements with a semicolon if you like; it does no harm.) The [USE](http://dev.mysql.com/doc/refman/5.7/en/use.html) statement is special in another way, too: it must be given on a single line.

You can use the test database (if you have access to it) for the examples that follow, but anything you create in that database can be removed by anyone else with access to it. For this reason, you should probably ask your MySQL administrator for permission to use a database of your own. Suppose that you want to call yours menagerie. The administrator needs to execute a statement like this:

mysql> **GRANT ALL ON menagerie.\* TO 'your\_mysql\_name'@'your\_client\_host';**

where your\_mysql\_name is the MySQL user name assigned to you and your\_client\_host is the host from which you connect to the server.

**SYSTEM DESIGN AND DEVELOPMENT**

**FILE DESIGN**

A code generator is a suite of programs that matches the input to an appropriate code template and from these produces modules of code. The code is made simple in such a way that another programmer can easily understand and work on that in future. The crucial phase in the system development life cycle is the successful implementation of the new system design. The process of converting as new or revised system into an operational one is known as system implementation. This includes all those activities that take place to convert from an old system to a new system. The system can be implemented only after a through testing is done and if it is found to work according to the specifications.

**INPUT DESIGN**

Input design is the process of connecting the user-originated inputs into a computer to used formats. The goal of the input design is to make data entry Logical and free from errors. Errors in the input database controlled by input design this application is being developed in a user-friendly manner. The forms are being designed in such a way that during the processing the cursor is placed in the position where the data must be entered. An option of selecting an appropriate input from the values of validation is made for each of the data entered. Concerning clients comfort the project is designed with perfect validation on each field and to display error messages with appropriate suggestions. Help managers are also provided whenever user entry to a new field he/she can understand what is to be entered. Whenever user enter a error data error manager displayed user can move to next field only after entering a correct data

#### OUTPUT DESIGN

Computer output is the most important and direct source of information to the user. Efficient intelligible output design should improve the system's relationship with the user and admin in decision-making. Output design generally refers to the results generated by the system. For many end users on the basis of the output the evaluate the usefulness of the application. Efficient software must be able to produce and efficient effective reports.

**DATABASE DESIGN**

The database design involves creation of tables that are represented in physical database as stored files. They have their own existence. Each table constitute of rows and columns where each row can be viewed as record that consists of related information and column can be viewed as field of data of same type. The table is also designed with some position can have a null value. The database design of project is designed in such a way values are kept without redundancy and with normalized format. Refer the appendix for screen shots of Database Design

**SYSTEM IMPLEMENTATION**

Implementation is the stage in the project where the theoretical design is turned into a working system. The most crucial stage is achieving a successful new system and giving a user confidence in that the new system will work efficiently and effectively in the implementation stage. The stage consist of

* Testing a developed program with sample data
* Detection and correction of error
* Creating whether the system meets a user requirements
* Making necessary changes as desired by users.
* Training user personal

**IMPLEMENTATION PROCEDURES**

The implementation phase is less creative than system design. A system design may be dropped at any time prior to implementation, although it becomes more difficult when it goes to the design phase. The final report of the implementation phase includes procedural flowcharts, record layouts, and a workable plan for implementing the candidate system design into a operational design.

**USER TRAINING**

It is designed to prepare the users for testing & converting the system. There is several ways to trail the users they are:

* User manual
* Help screens
* Training demonstrations.

**User Manual:**

The summary of important functions about the system & software can be provided as a document to the user. User training is designed to prepare the user for testing and convening a system. They summary of important functions about the system and the software can be provided as a document to the user

* Open http page
* Dot net is opened existing user the type the username and password
* Click the submit button

**Help Screens:**

This features now available in every software package, especially when it is used with a menu. The user selects the “Help” option from the menu. The System success the necessary description or information for user reference.

**Training Demonstration:**

Another user training element is a training demonstration. Live demonstration with personal contact is extremely effective for training users.

**OPERATIONAL DOCUMENTATION:**

Documentation means of communication; it establishes the design and performance criteria of the project. Documentation is descriptive information that portrays the use and /or operation of the system. The user will have to enter the user name and password if is valid he participate in auction. Otherwise if it is new user he needs to register Documentation means of communication; it establishes design & performance criteria for phases of the project. Documentation is descriptive information that portrays he use &/or operation of the system.

**DOCUMENTATION TOOLS:**

Document production & desktop publishing tool support nearly every aspect of software developers. Most software development organizations spend a substantial amount of time developing documents, and in many cases the documentation process itself is quite inefficient. It is not use unusual for a software development effort on documentation. For this reason, Documentation tools provide an important opportunity to improve productivity.

**DOCUMENT RESTRUCTURING:**

Creating document is far too time consuming. If the system works, we’ll live with what we have. In some cases, this is the correct approach. It is not possible to recreate document for hundreds of computer programs.Documentation must be updated, but we have limited resources. It may not be necessary to fully re document an application. Rather, those portions of the system that are currently undergoing change are fully documented.The system is business critical and must be fully re documented. Even in this case, an intelligent approach is to pare documentation to an essential minimum.

**SYSTEM TESTING**

**TESTING AND METHODLOGIES**

System testing is the state of implementation, which is aimed at ensuring that the system works accurately and efficiently as expect before live operation, commences. It certifies that the whole set of programs hang together System testing requires a test plan, that consists of several key activities and steps for run program, string, system and user acceptance testing. The implementation of newly design package is important in adopting a successful new system Testing is important stage in software development.

System test is implementation should be a confirmation that all is correct and an opportunity to show the users that the system works as they expected It accounts the largest percentage of technical effort in software development process. Testing phase is the development phase that validates the code against the functional specifications. Testing is a vital to the achievement of the system goals. The objective of testing is to discover errors. To fulfill this objective a series of test step such as the unit test, integration test, validation and system test where planned and executed.

**UNIT TESTING**

Here each program is tested individually so any error apply unit is debugged. The sample data are given for the unit testing. The unit test results are recorded for further references. During unit testing the functions of the program unit validation and the limitations are tested. Unit testing is testing changes made in a existing or new program this test is carried out during the programming and each module is found to be working satisfactorily.

For example in the registration form after entering all the fields we click the submit button. When submit button is clicked, all the data in form are validated. Only after validation entries will be added to the database. Unit testing comprises the set of tests performed by an individual prior to integration of the unit into large system. The situation is illustrated in as follows Coding-> Debugging ->Unit testing -> Integration testing

The four categories of test that a programmer will typically perform on a program unit

* Functional test
* Performance test
* Stress Test
* Structure test

Functional test involve exercising the code with nominal input values for which the expected results are known as well as boundary values and special values. Performance testing determines the amount of execution time spent in various parts of unit program through put and response time and device utilization by the program. A variation of stress testing called sensitivity testing in same situations a very small range of data contained in a the bounds of valid data may cause extreme and even erroneous processing or profound performance degradation. Structured testing is concerned with a exercising the internal logic of a program and traversing paths. Functional testing, stress testing performance testing are referred as “black box” testing and structure testing is referred as “white box” testing

**VALIDATION TESTING**

Software validation is achieved through a serious of testes that demonstrate conformity with requirements. Thus the proposed system under consideration has been tested by validation & found to be working satisfactory.

**OUTPUT TESTING**

Asking the user about the format required by them tests the output generated by the system under consideration .It can be done in two ways, One on screen and other on printer format. The output format on the screen is found to be correct as the format designed n system test.

###### SYSTEM TESTING

###### In the system testing the whole system is tested for interface between each modules and program units are tested and recorded. This testing is done with sample data . The securities, communication between interfaces are tested System testing is actually a series of different tests whose primary purpose is to fully exercise the computer based system although each test has a different purpose all work to verify that all system elements properly integrated and perform allocate function.

It involves two kinds of activities namely

* Integrated testing
* Acceptance testing

**INTEGRATED TESTING**

Integrated testing is a systematic technique for constructing tests to uncover errors associated with interface.

Objective is to take unit tested modules and build a program structure that has been dictated by design

**ACCEPTANCE TESTING**

Acceptance testing involves planning an execution of a functional test, performance test and stress test to verify that the implemented system satisfies the requirement.

The acceptance testing is the final stage of the user the various possibilities of the data are entered and the results are tested.

**VALIDATION TESTING**

Software validation is achieved through a series of test that demonstrates the conformity and requirements. Thus the proposed system under consideration has to be tested by validation and found to be working satisfactorily. For example in customer enters phone number field should contain number otherwise it produces an error message Similarly in all the forms the fields are validated.

**SYSTEM MAINTENANCE**

Maintenance is actually implementation of the review plan as important as it is programmers and analyst is to perform or identify with him or herself with the maintenance. There are psychologically personality and professional reasons for this. Analyst and programmers spend fair more time maintaining programmer then they do writing them Maintenances account for 50-80% of total system development. Maintenance is expensive .One way to reduce the maintenance costs are through maintenance mgt and software modification audits Types of maintenance are

* Perfective maintenance
* Preventive maintenance

**PERFECTIVE MAINTENANCE:**

Changes made to the system to add features or to improve the performance. In future any more features can be added in “JAVA Communication” and it can easily adopt the changes.

**PREVENTIVE MAINTENANCE:**

Changes made to the system to avoid future problems. Any changes can be made in the future and our project can adopt the changes.

**SCREEN SHOTS**

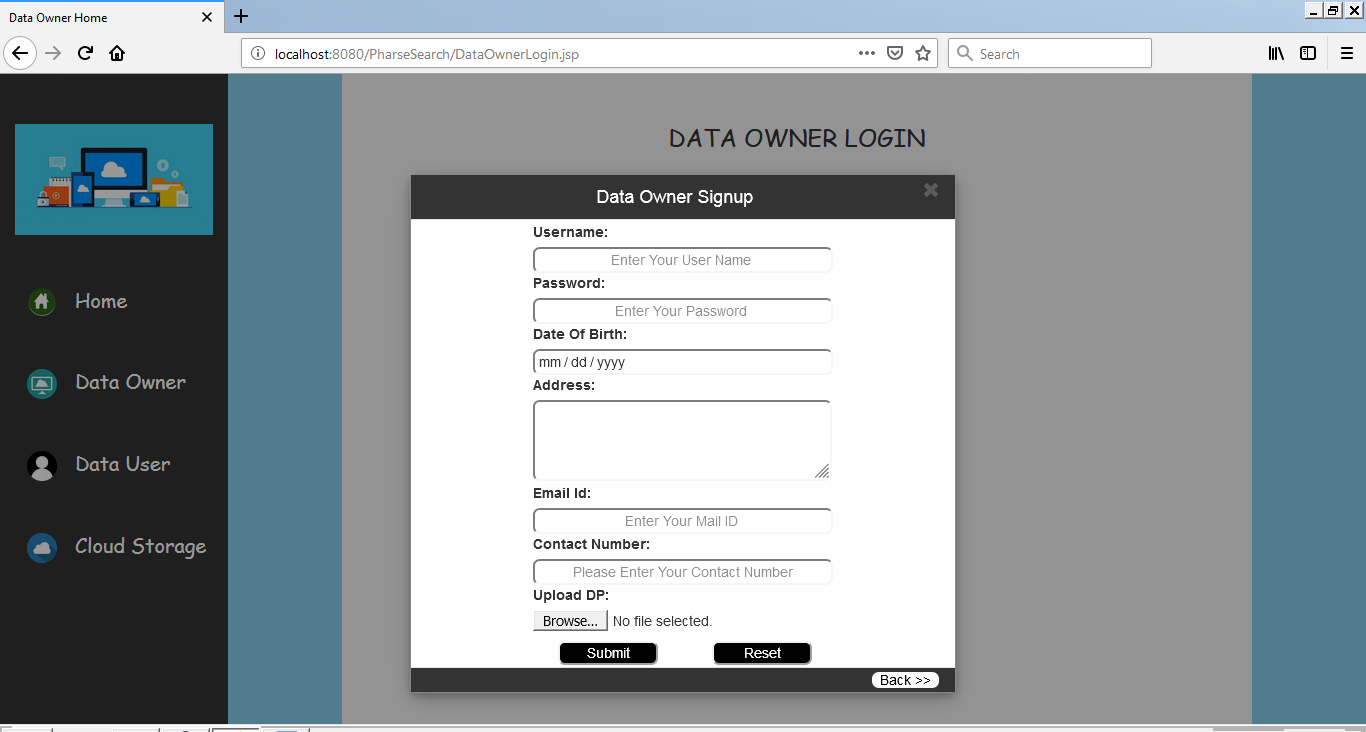
**Module 1:(Home Module)**

**General Home Page:**

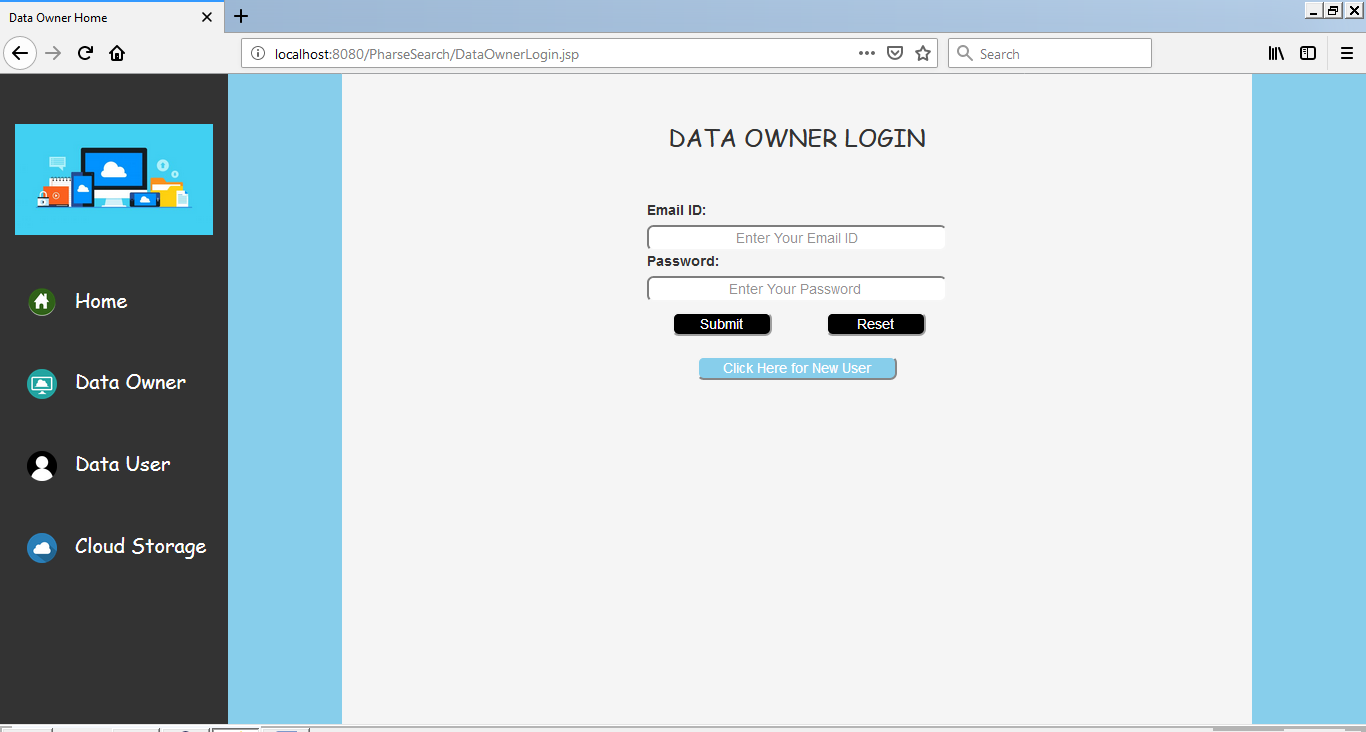
****

**Module 2:(Data Owner Module)**

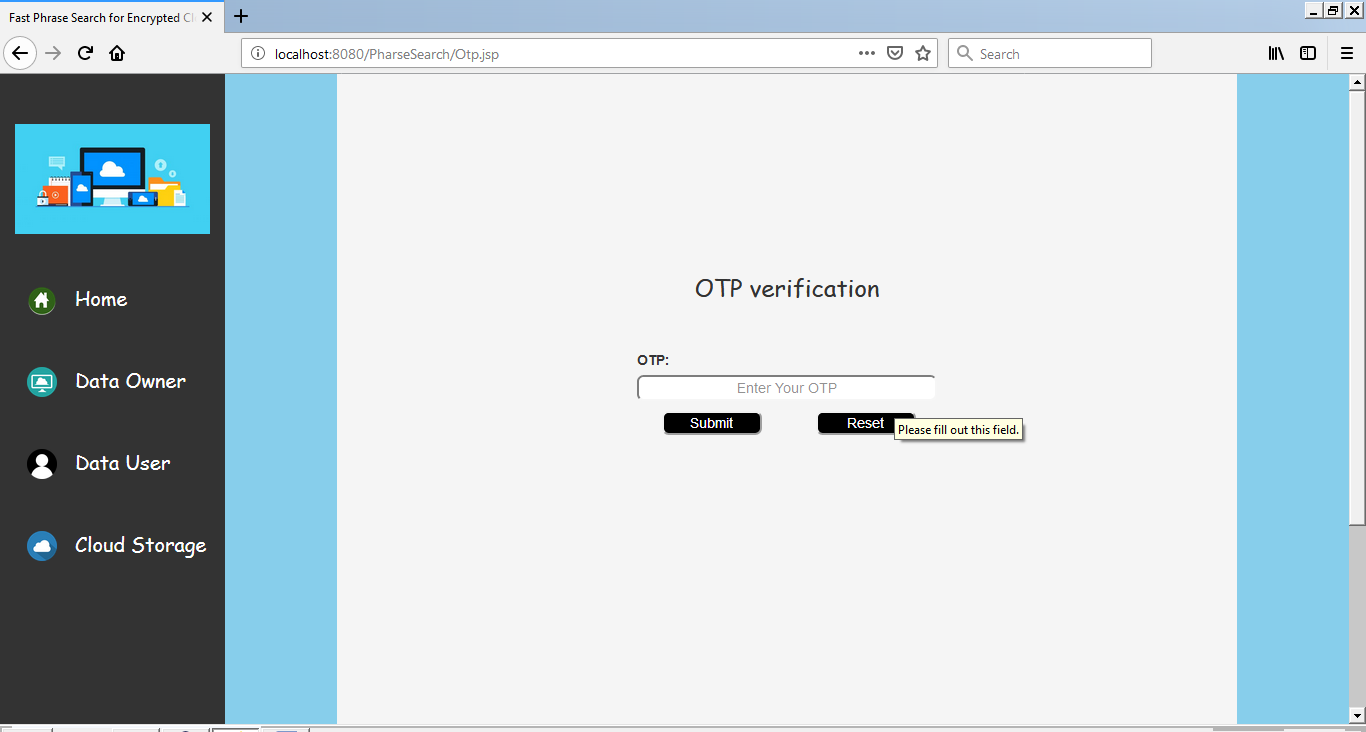
**Data Owner Signup:**

****

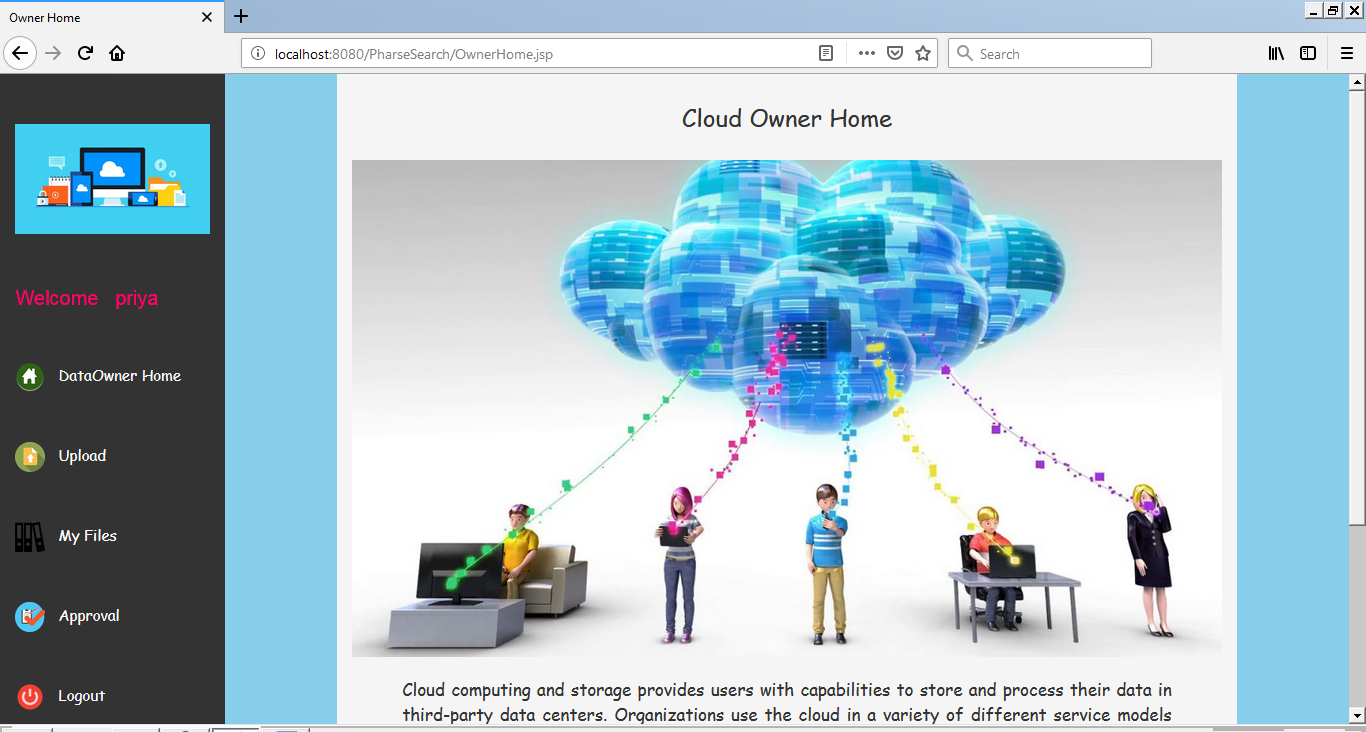
**Data Owner Login:**

****

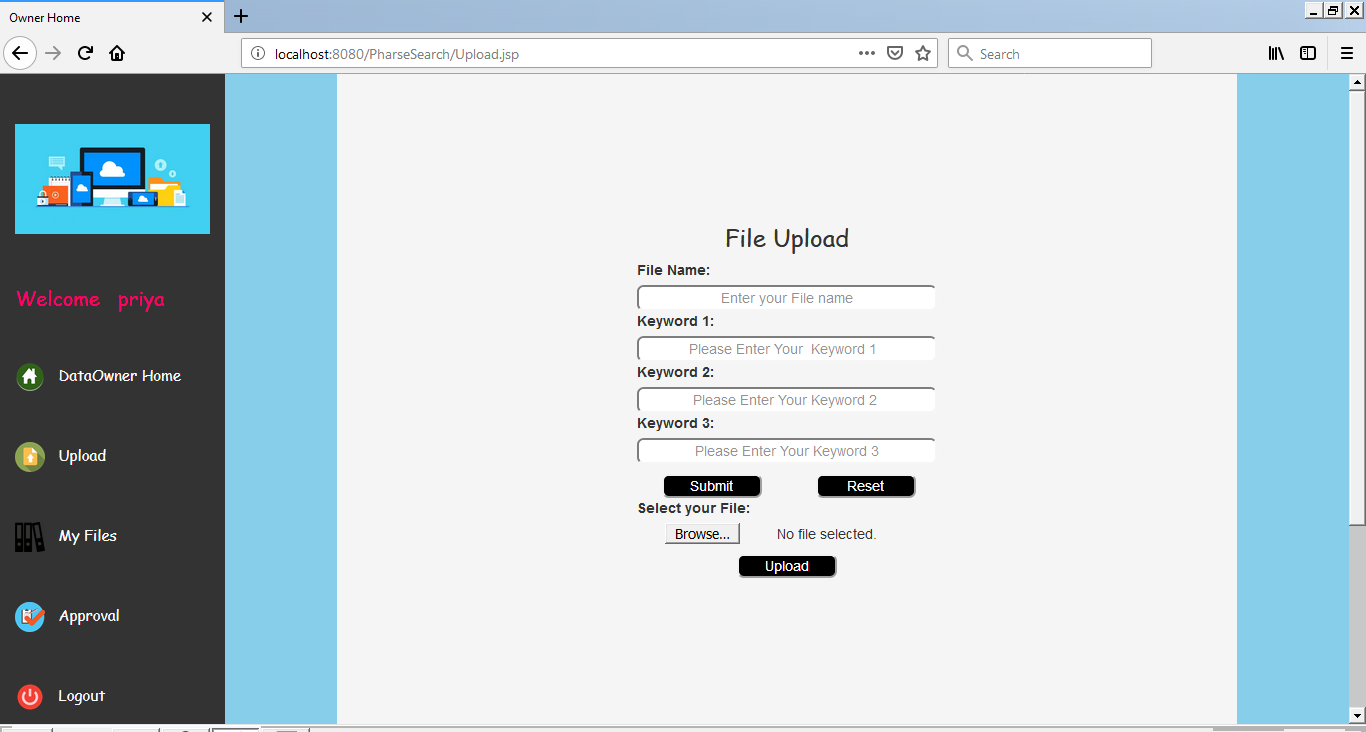
**Login OTP Verification:**

****

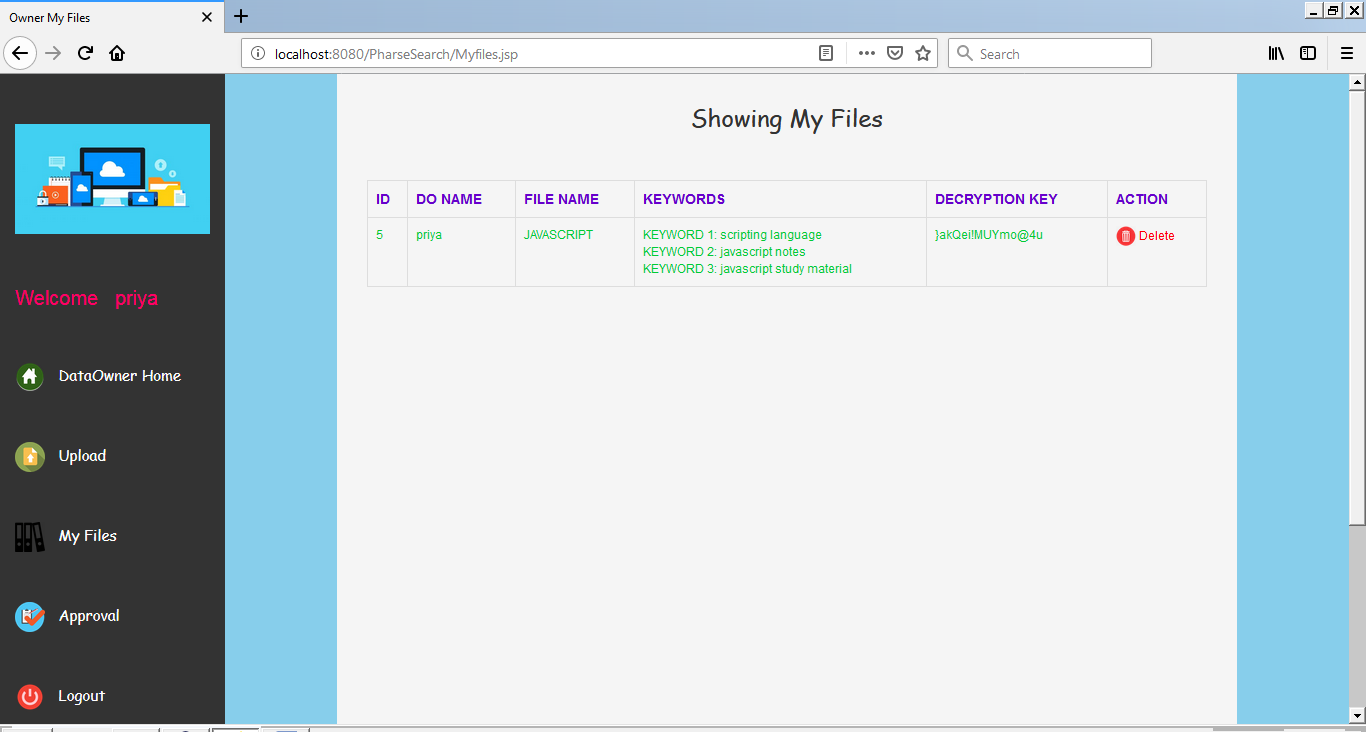
**Data Owner Home:**

****

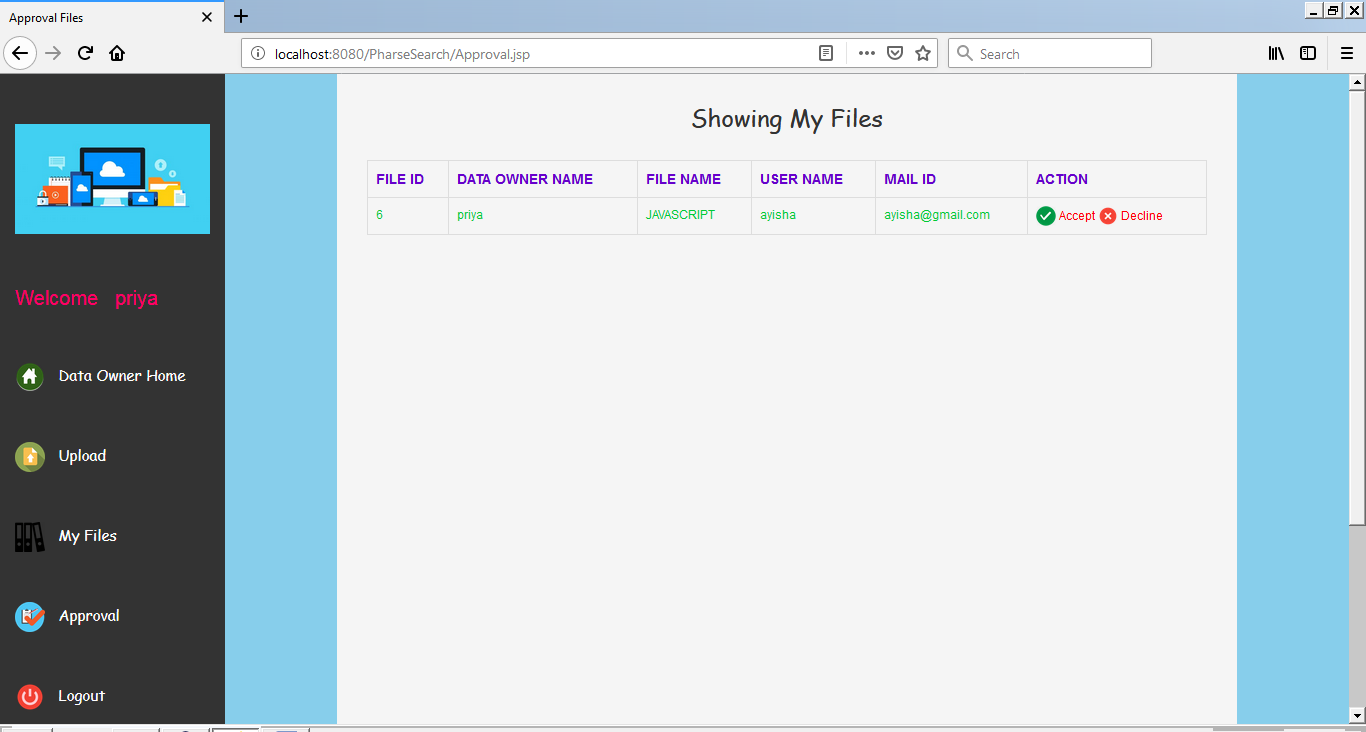
**Upload Module:**

****

**My Files Module:**

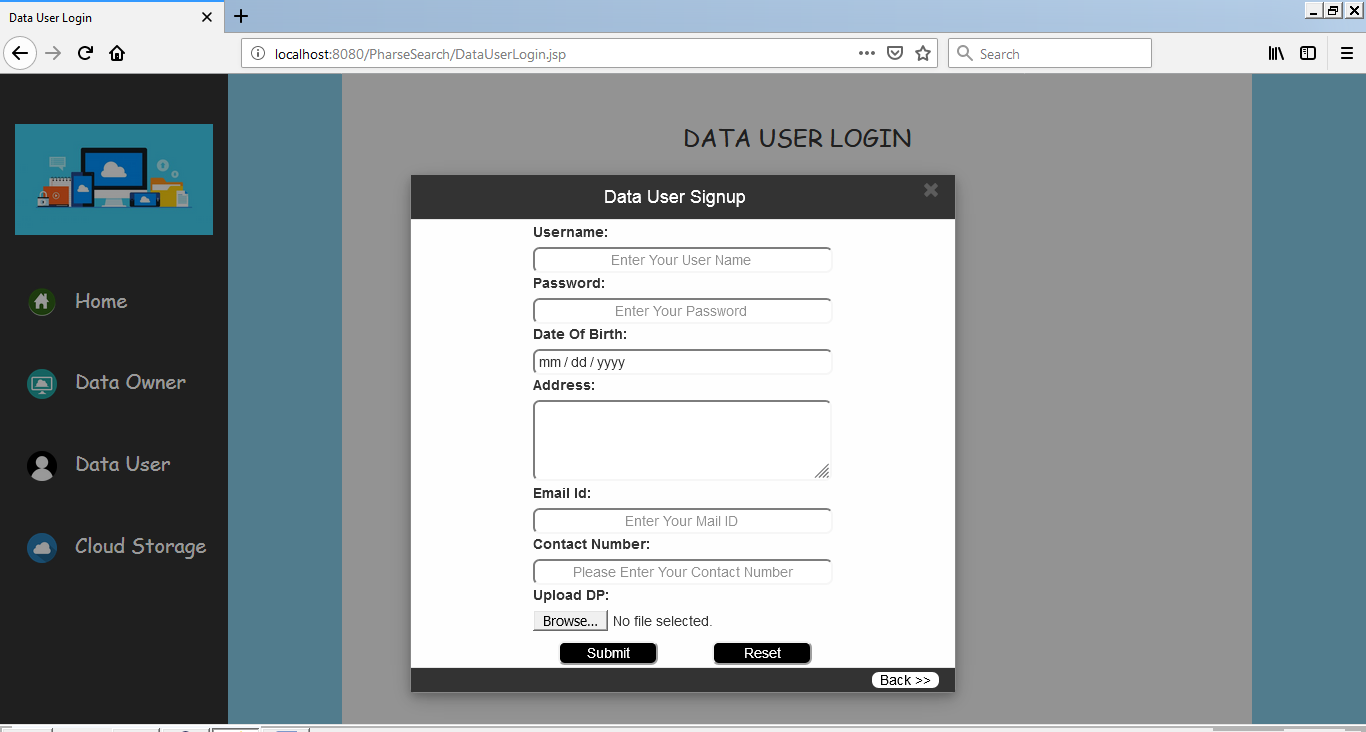
****

**Approval Module:**

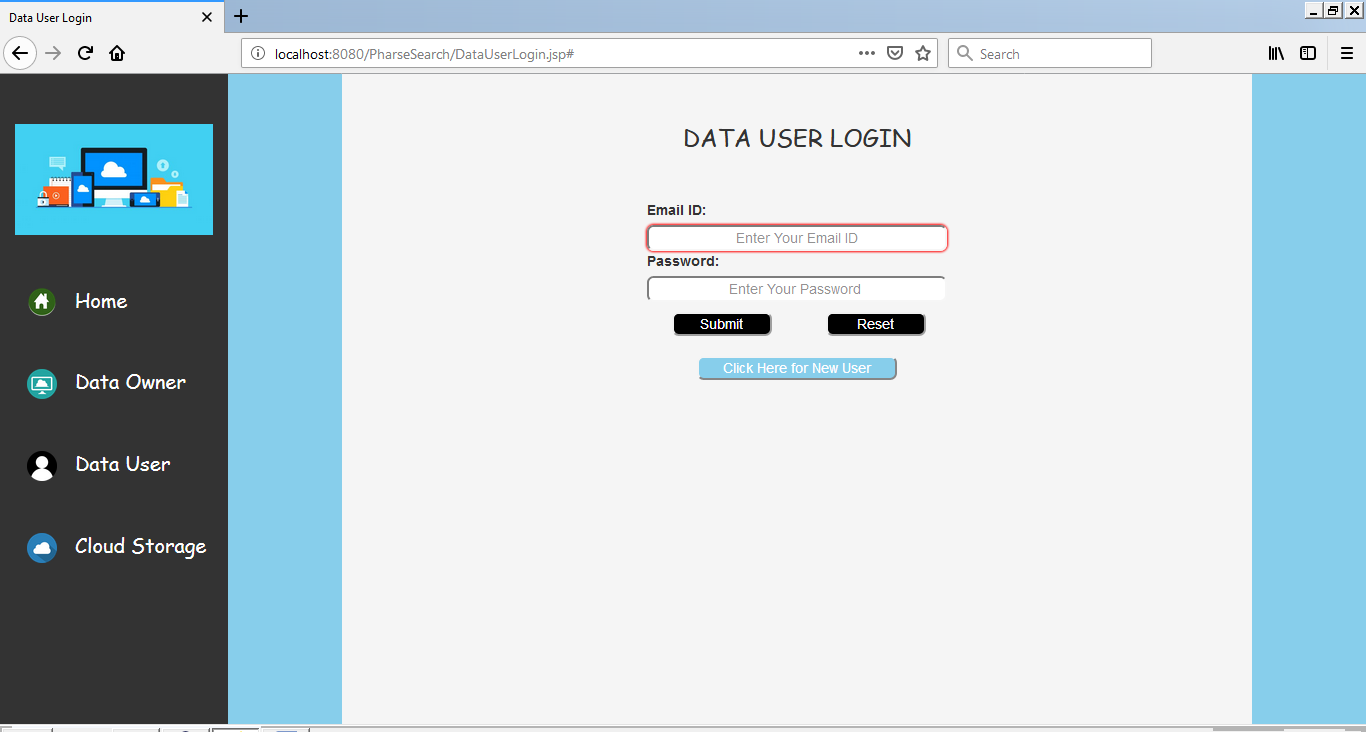
****

**Module 3:(Data User Module)**

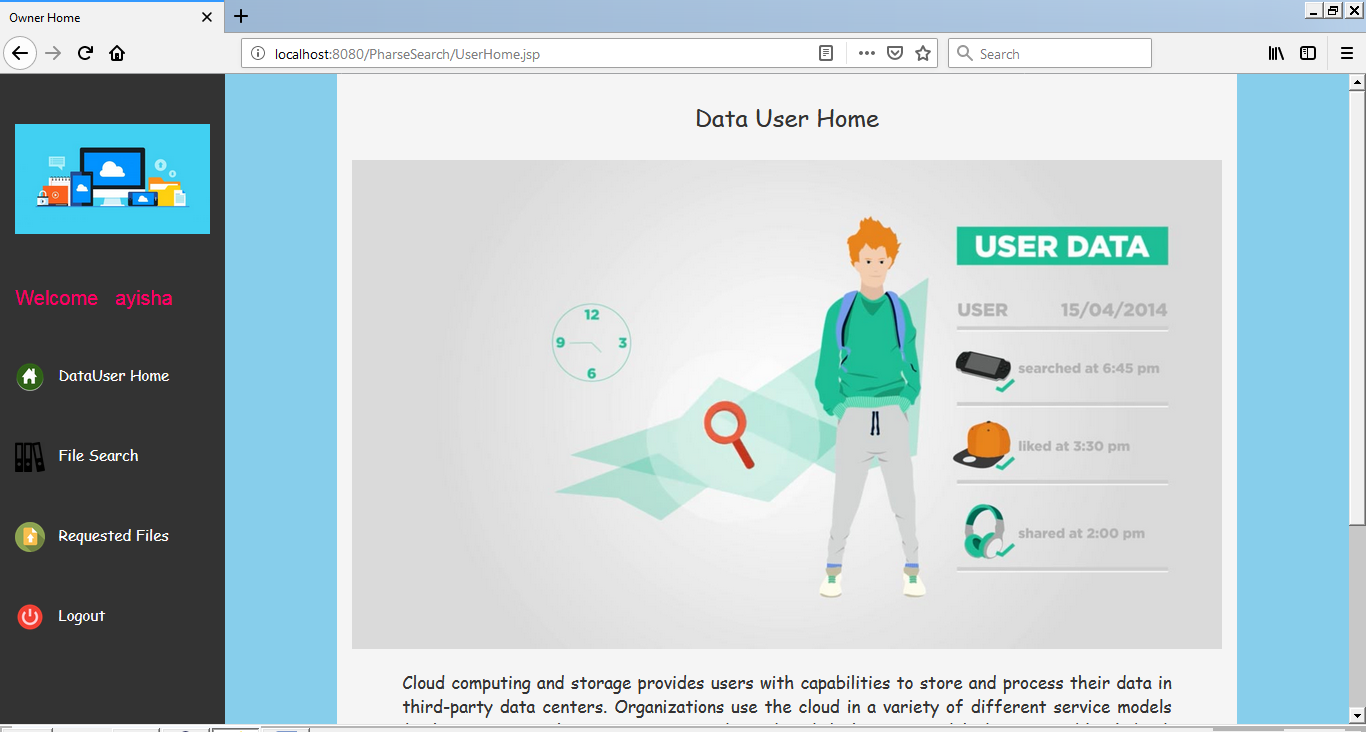
**Data Owner Signup:**

****

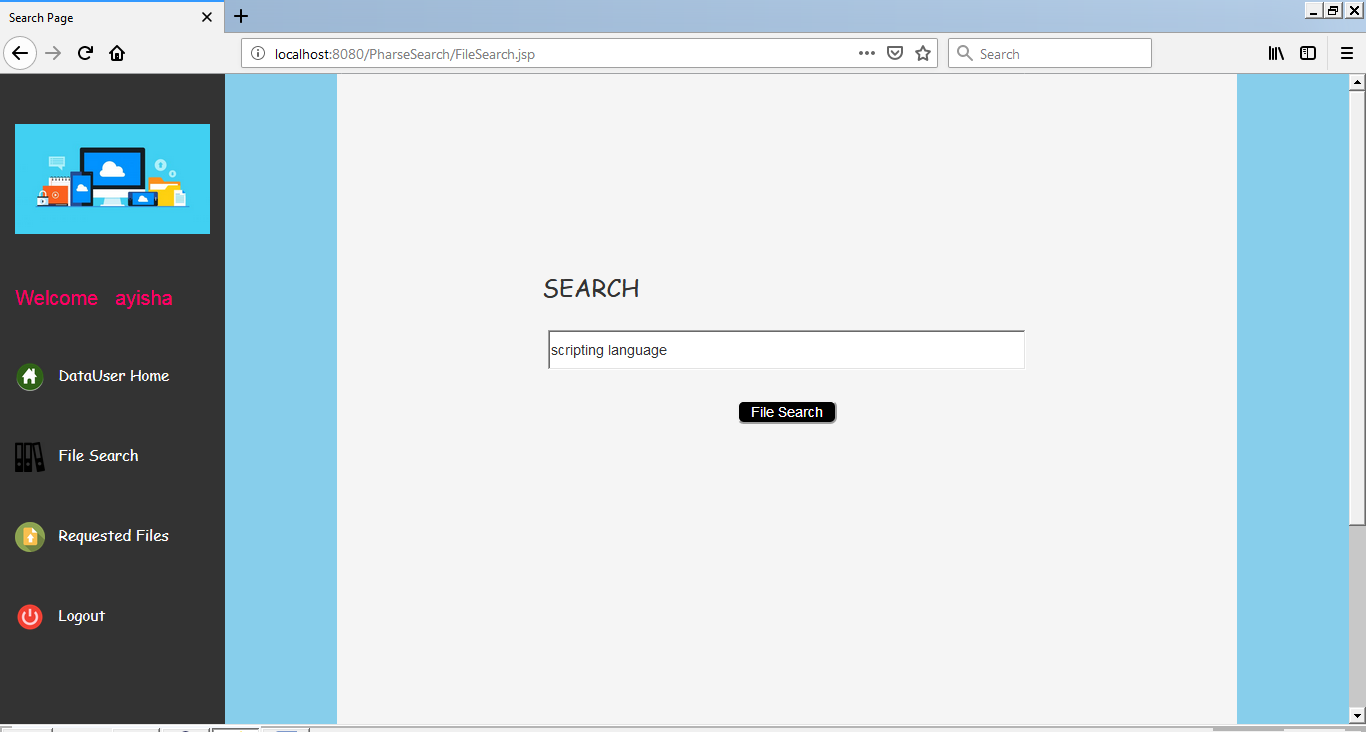
**Data User Login :**

****

**Data User Home**

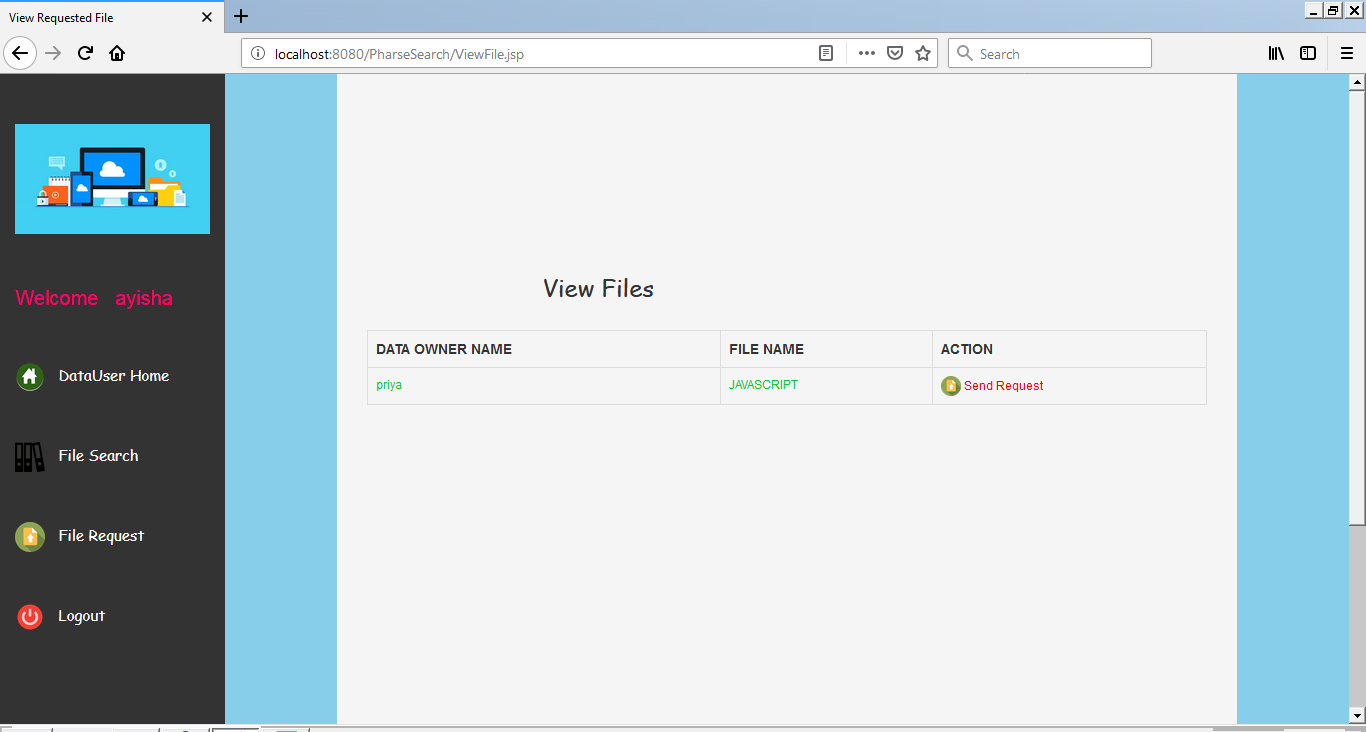
****

**Search Module:**

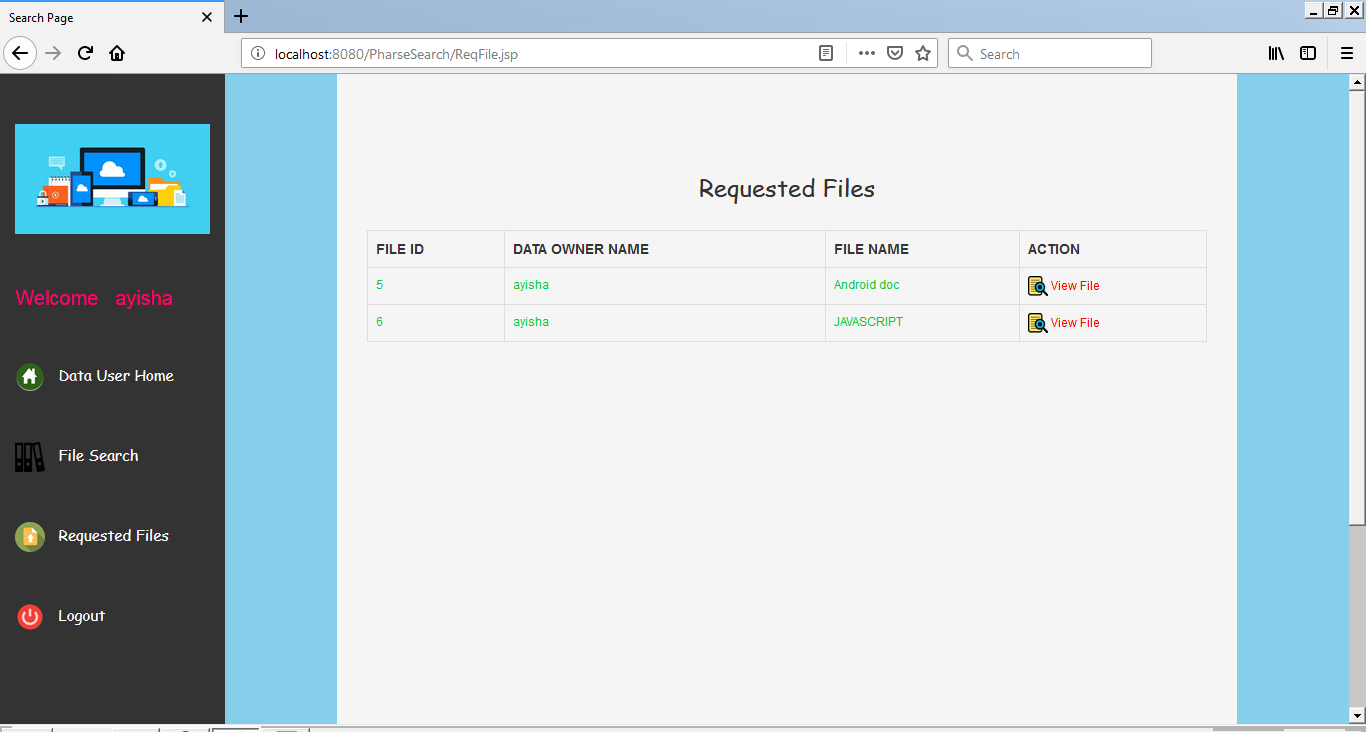
****

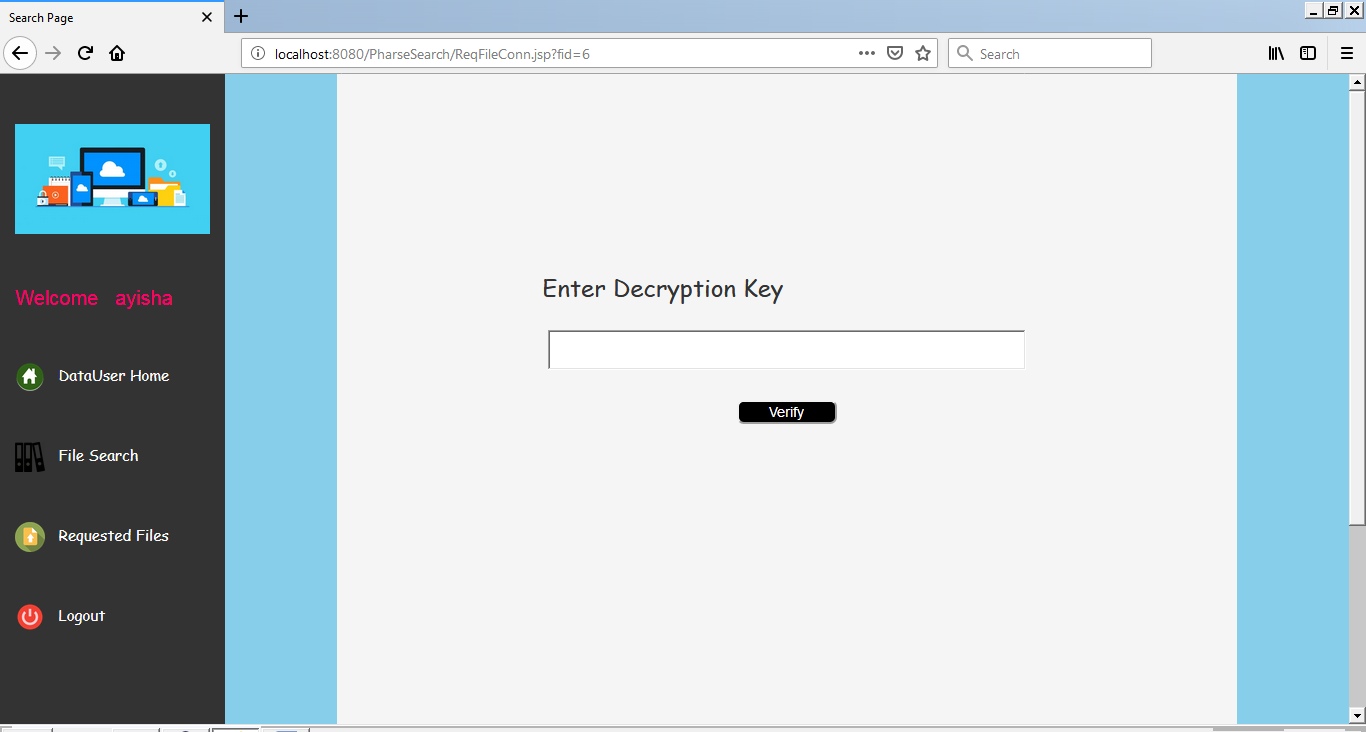
**View Files:**

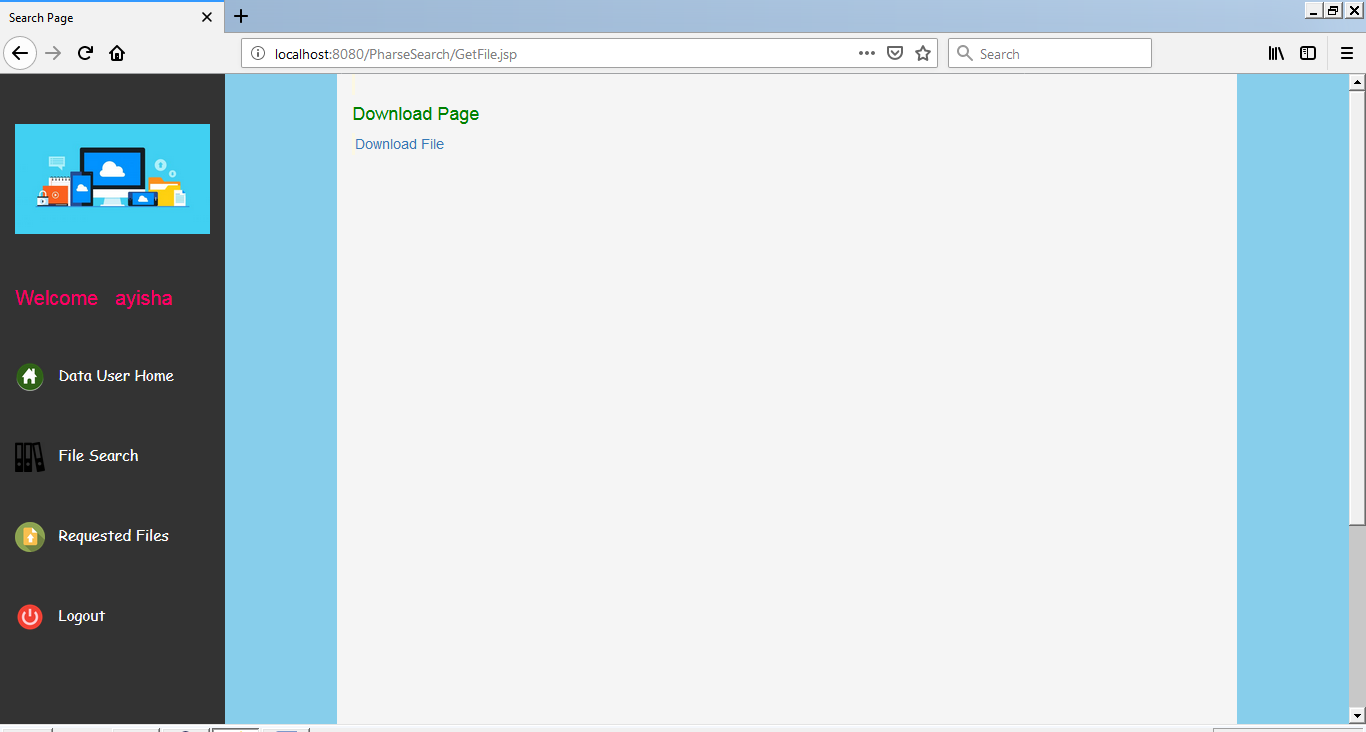
**Search files shows your file**

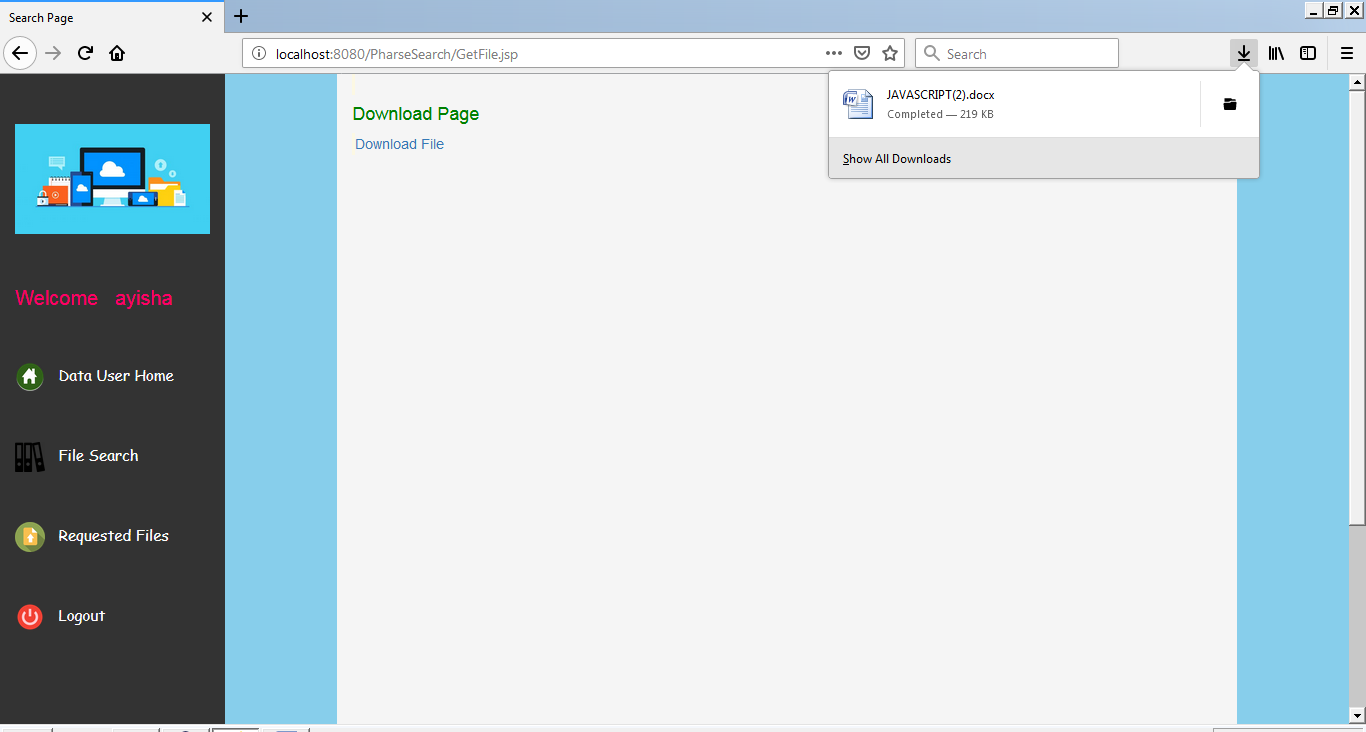
****

**Requested Files:**

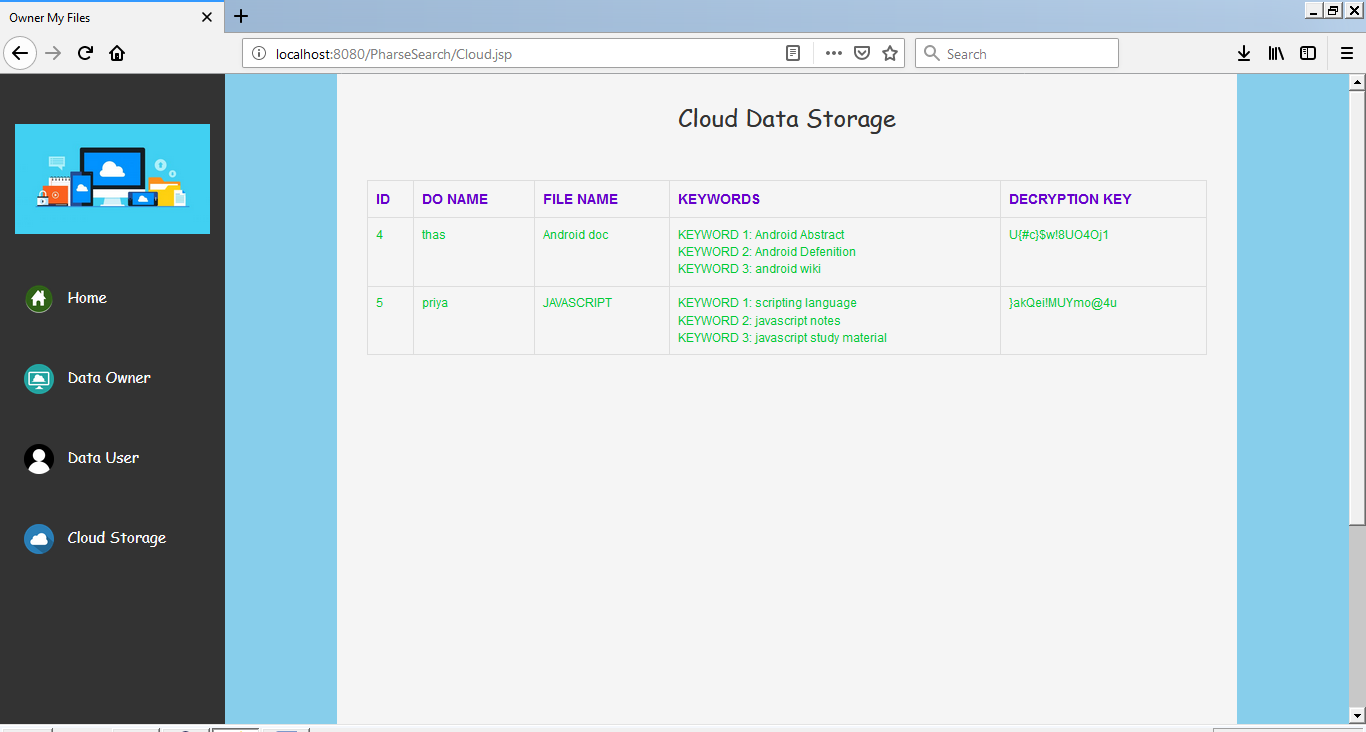
****

****

****

****

**Cloud Storage:**

****