A REVIEW ON ONLINE VOTING SYSTEM

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Abstract: In the present generation, the social life of everyone has become associated with the online social networks. These sites have made a drastic change in the way we pursue our social life. Making friends and keeping in contact with them and their updates has become easier. But with their rapid growth, many problems like fake profiles, online impersonation have also grown. There is no feasible solution exist to control these problems. In this project, we came up with a framework with which automatic detection of fake profiles is possible and is efficient. This framework uses classification techniques like Support Vector Machine, Nave Bayes and Decision trees to classify the profiles into fake or genuine classes. As, this is an automatic detection method, it can be applied easily by online social networks which has millions of profiles whose profiles cannot be examined manually.

Features of the Language Used
In my project, I have chosen *Java* language for developing the code.

About Java. Initially the language was called as “oak” but it was renamed as “Java” in 1995. The primary motivation of this language was the need for a platform independent (i.e., architecture neutral) language that could be used to create software to be embedded in various consumer electronic devices.

Java is a programmer’s language.

Java is cohesive and consistent.

Except for those constraints imposed by the Internet environment, Java
gives the programmer, full control. Finally, Java is to Internet programming where C was to system programming.

Importance of Java to the Internet

Java has had a profound effect on the Internet. This is because; Java expands the Universe of objects that can move about freely in Cyberspace. In a network, two categories of objects are transmitted between the Server and the Personal computer.
They are: Passive information and Dynamic active programs. The Dynamic, Self-executing programs cause serious problems in the areas of Security and probability. But, Java addresses those concerns and by doing so, has opened the door to an exciting new form of program called the Applet.

Java can be used to create two types of programs
***Applications* and *Applets*:** An application is a program that runs on our Computer under the operating system of that computer. It is like one creating using C or C++. Java’s ability to create Applets makes it important. An Applet is an application designed to be transmitted over the Internet and executed by a Java–compatible web browser. An applet is a tiny Java program, dynamically downloaded across the network, just like an image. But the difference is, it is an intelligent program, not just a media file. It can react to the user input and dynamically change.

Features of Java Security
Every time you that you download a “normal” program, you are risking a viral infection. Prior to Java, most users did not download executable programs frequently, and those who did scanned them for viruses prior to execution. Most users still worried about the possibility of infecting their systems with a virus. In addition, another type of malicious program exists that must be guarded against. This type of program can gather private information, such as credit card numbers, bank account balances, and passwords. Java answers both these concerns by providing a “firewall” between a network application and your computer.

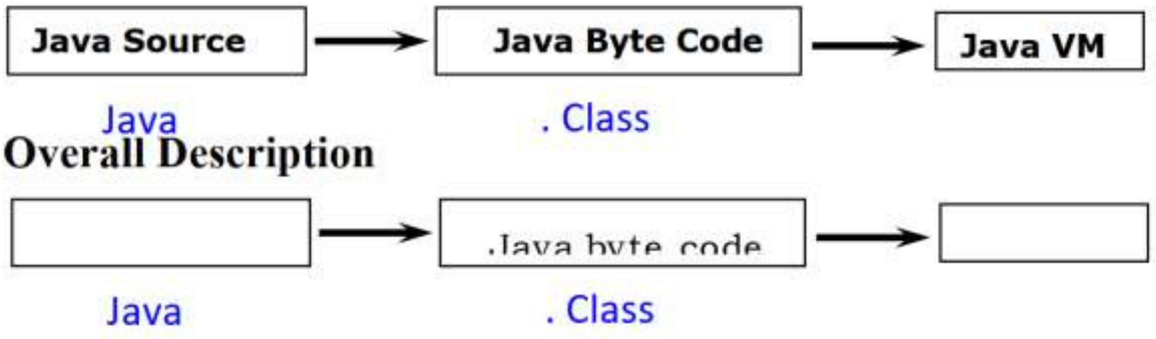
Portability
For programs to be dynamically downloaded to all the various types of platforms connected to the Internet, some means of generating portable executable code is needed. As you will see, the same mechanism that helps ensure security also helps create portability. Indeed, Java’s solution to these two problems is both elegant and efficient.

The Byte codes
The key that allows the Java to solve the security and portability problems is that the output of Java compiler is Byte code. Byte code is a highly optimized set of instructions designed to be executed by the Java run-time system, which is called the Java Virtual Machine (JVM). That is, in its standard form, the JVM is an interpreter for byte code.

Translating a Java program into byte code helps makes it much easier to run a program in a wide variety of environments. The reason is, once the run-time package exists for a given system, any Java program can run on it. Although Java was designed for interpretation, there is technically nothing about Java that prevents on-the-fly compilation of byte code into native code. Sun has just completed its Just In Time (JIT) compiler for byte code. When the JIT compiler is a part of JVM, it compiles byte code into executable code in real time, on a piece-by-piece, demand basis. It is not possible to compile an entire Java program into executable code all at once, because Java performs various run-time checks that can be done only at run time. The JIT compiles code, as it is needed during execution.

Java Virtual Machine (JVM)

Beyond the language, there is the Java virtual machine. The Java virtual machine is an important element of the Java technology. The virtual machine can be embedded within a web browser or an operating system. Once a piece of Java code is loaded onto a machine, it is verified. As part of the loading process, a class loader is invoked and does byte code verification makes sure that the code that's has been generated by the compiler will not corrupt the machine that it's loaded on. Byte code verification takes place at the end of the compilation process to make sure that is all accurate and correct. So, byte code verification is integral to the compiling and executing of Java code.



Picture showing the development process of JAVA Program

Java Architecture

Java architecture provides a portable, robust, high performing environment for development. Java provides portability by compiling the byte codes for the Java Virtual Machine, which is then interpreted on each platform by the run-time environment. Java is a dynamic system, able to load code when needed from a machine in the same room or across the planet.

Compilation of code

When you compile the code, the Java compiler creates machine code (called byte code) for a hypothetical machine called Java Virtual Machine (JVM). The JVM is supposed to execute the byte code. The JVM is created for overcoming the issue of portability. The code is written and compiled for one machine and interpreted on all machines. This machine is called Java Virtual Machine.

During run-time the Java interpreter tricks the byte code file into thinking that it is running on a Java Virtual Machine. In reality this could be a Intel Pentium Windows 95 or SunSARC station running Solaris or Apple Macintosh running system and all could receive code from any computer through Internet and run the Applets.

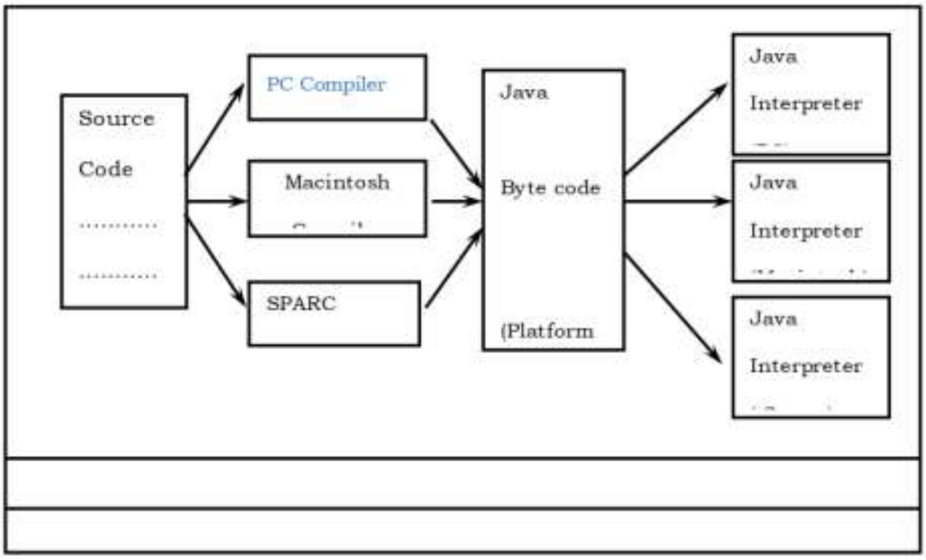
Simple

Java was designed to be easy for the Professional programmer to learn and to use effectively. If you are an experienced C++ programmer, learning Java will be even easier. Because Java inherits the C/C++ syntax and many of the object-oriented features of C++. Most of the confusing concepts from C++ are either left out of Java or implemented in a cleaner, more approachable manner. In Java there are a small number of clearly defined ways to accomplish a given task.

Object-Oriented

Java was not designed to be source-code compatible with any other language. This allowed the Java team the freedom to design with a blank slate. One outcome of this was a clean usable, pragmatic approach to objects. The object model in Java is simple and easy to extend, while simple types, such as integers, are kept as high-performance non-objects.

Compilation of Source Code



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Robust
The multi-platform environment of the Web places extraordinary demands on a program, because the program must execute reliably in a variety of systems. The ability to create robust programs was given a high priority in the design of Java. Java is strictly typed language; it checks your code at compile time and run time. Java virtually eliminates the problems of memory management and reallocation, which is completely automatic. In a well-written Java program, all run time errors can and should be managed by your program.

Client Server Technologies:
Overview:-
With the varied topic in existence in the fields of computers, Client Server is one, which has generated more heat than light, and also more hype than reality. This technology has acquired a certain critical mass attention with its dedication conferences and magazines. Major computer vendors such as IBM and DEC; have declared that Client Servers is their main future market. A survey of DBMS magazine reveled that 76% of its readers were actively looking at the client server solution. The growth in the client server development tools from $200 million in 1992 to more than $1.2 billion in 1996.

Client server implementations are complex but the underlying concept is simple and powerful. A client is an application running with local resources but able to request the database and relate the services from separate remote server. The software mediating this client server interaction is often referred to as

Middleware.
The typical client either a PC or a Work Station connected through a network to a more powerful PC, Workstation, Midrange or Main Frames server usually capable of handling request from more than one client. However, with some configuration server may also act as client. A server may need to access other server in order to process the original client request.

The key client server idea is that client as user is essentially insulated from the physical location and formats of the data needs for their application. With the proper middleware, a client input from or report can transparently access and manipulate both local database on the client machine and remote databases on one or more servers. A bonus is the client server opens the door to multi-vendor database access indulging heterogeneous table joins.

Feasibility Study
The success of any system resides particularly form the user point that is, does the system provides you the proper information, easy to operate. The crucial part is deciding upon the requirement, to provide him the possible solution. The system should meet the user needs, the system should be economical. The system be easily maintained and enhanced. Feasibility study is conducted to test the operational, economic, and technical feasibility of the system.

CONCLUSION & RECOMENDATION:
The entire project has been developed and deployed as per the requirements Stated by the user, it is found to be bug free as per the testing standards that is implemented. Any specification-untraced errors will be concentrated in the coming versions, which are planned to be developed in near future. The system at present does not take care of the money payment methods, as the consolidated

constructs need SSL standards and are critically to be initiated in the first face; the application of the credit card transactions is applied as a developmental phase in the coming days. The system needs more elaborative technicality for its inception and evolution.