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MINING THE DATA USING AGGREGATOR FROM THE DYNAMIC WEB PAGE

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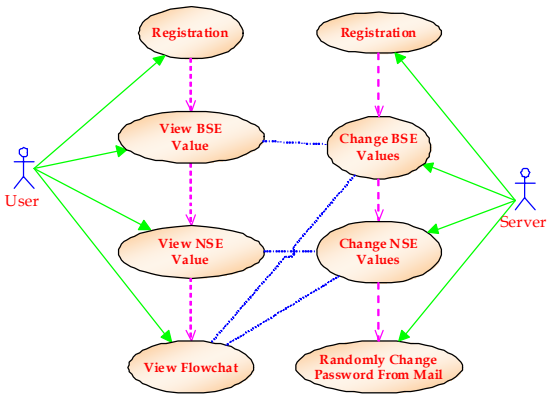
ABSTRACT-.. We present ainexpensive, scalable technique to answer constant aggregation queries using a set of connections of aggregators of active data items.

1. SYSTEM DESIGN

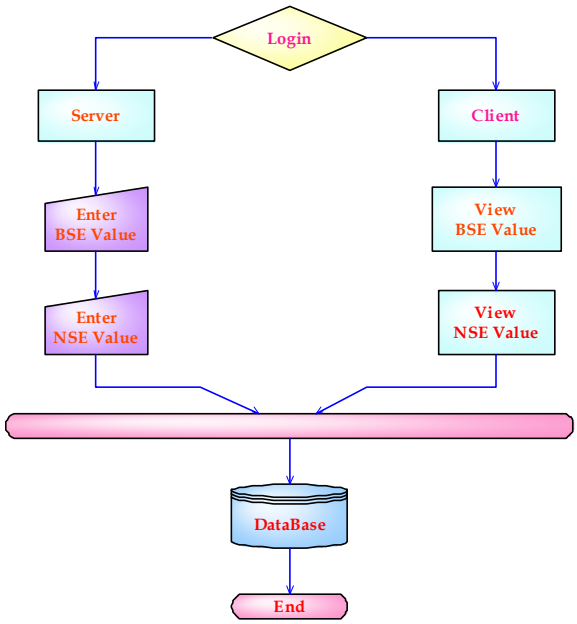
A. Data Flow Diagram / Use Case Diagram / Flow Diagram

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 the input data to the system, various processing carried out on these data, and the output data is generated by the system.

A.Use Case Diagram:



B.Data Flow Diagram:



Our NSE and BSE applications are based on the Data mining concepts to increase performance in time and cost .First server has to register using Registration form and automatically generating random security key for server password to login next time in the server side. Same as client also has to register the registration form and give his own

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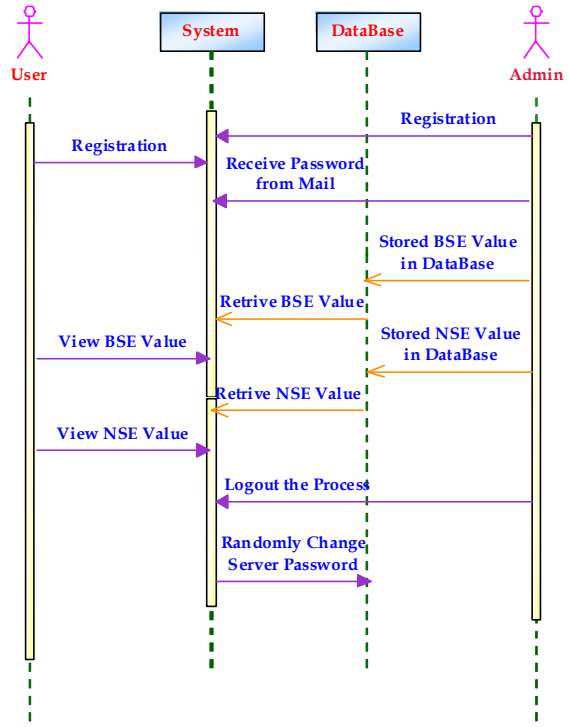
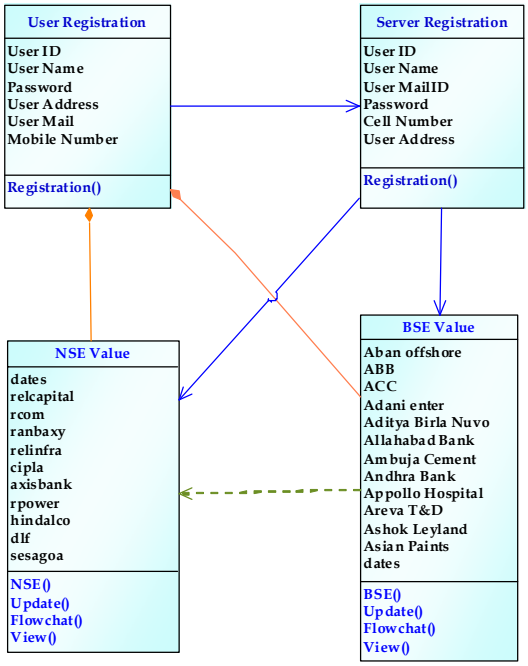
password to login separately. Both information to be stored in the System database and to refer the details for login authentication. Server has store the BSE and NSE share values in the databases. Whenever the client enters to their login he can get the recent updated aggregation value of share values to be displayed. Client need not to update every time changes in the share values automatically gets update by server. These values can be stored in dynamic table created in databases to display in flow chart for updated values to client.

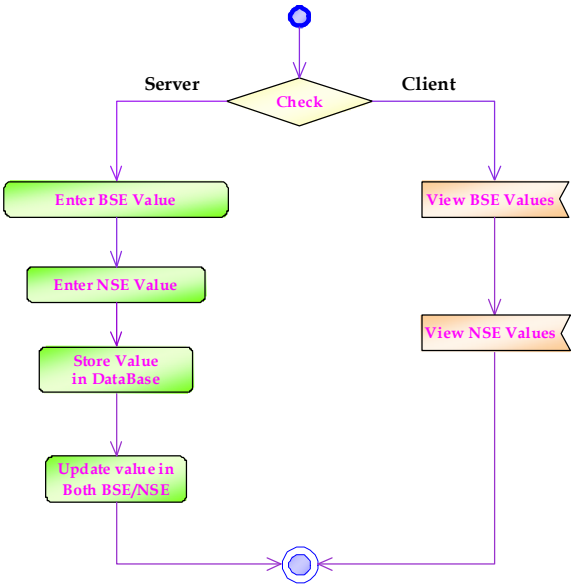
C.SequenceDiagram:



D.ClassDiagram:



E.ActivityDiagram:



2 SYSTEM STUDY

A.EconomicalFeasibility

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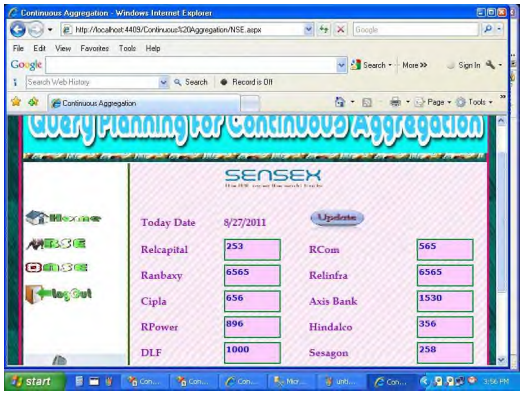
This study is carried out to check the economic impact that the system will have on the organization. The amount of fund that the company can pour into the research and development of the system is limited. The expenditures must be justified. Thus the developed system as well within the budget and this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

B.TECHNICAL FEASIBILITY

This Study Is Carriedout 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.

C.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.



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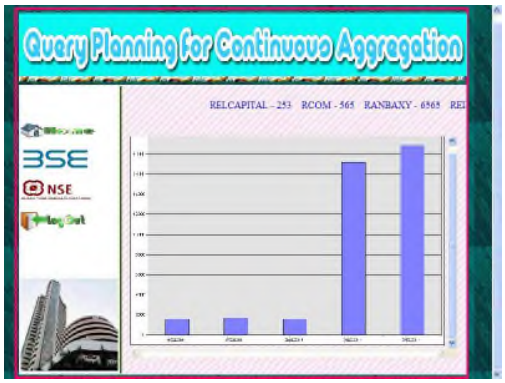

9. Software Environment

FEATURES OF. NET

The .Net Framework:

The .NET Framework has two main parts:

1. The Common Language Runtime (CLR).
2. A hierarchical set of class libraries.

The CLR is described as the "execution engine" of .NET. It provides the environment within which programs run. The most important features are

Conversion from a low-level assembler-style language, called Intermediate Language (IL), into code native to the platform being executed on.

- Memory management, notably including garbage collection.
- Checking and enforcing security restrictions on the running code.
- Loading and executing programs, with version control and other such features.
- The following features of the .NET framework are also worth description:

Managed Code:

The code that targets .NET, and which contains certain extra Information - "metadata" - to describe itself. Whilst both managed and unmanaged code can run in the runtime, only managed code contains the

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information that allows the CLR to guarantee, for instance, safe execution and interoperability.

Managed Data:

With Managed Code comes Managed Data. CLR provides memory allocation and Deal location facilities, and garbage collection. Some .NET languages use Managed Data by default, such as C#, Visual Basic.NET and JScript.NET, whereas others, namely C++, do not. Targeting CLR can, depending on the language you're using, impose certain constraints on the features available. As with managed and unmanaged code, one can have both managed and unmanaged data in .NET applications - data that doesn't get garbage collected but instead is looked after by unmanaged code.

Common Type System:

The CLR uses something called the Common Type System (CTS) to strictly enforce type-safety. This ensures that all classes are compatible with each other, by describing types in a common way. CTS define how types work within the runtime, which enables types in one language to interoperate with types in another language, including cross-language exception handling. As well as ensuring that types are only used in appropriate ways, the runtime also ensures that code doesn't attempt to access memory that hasn't been allocated to it.

Common Language Specification:

The CLR provides built-in support for language interoperability. To ensure that you can develop managed code that can be fully used by developers using any programming language, a set of language features and rules for using them called the Common Language Specification (CLS) has been defined. Components that follow these rules and expose only CLS features are considered CLS-compliant.

Constructors and Destructors:

Constructors are used to initialize objects, whereas destructors are used to destroy them. In other words, destructors are used to release the resources allocated to the object. In C#.NET the sub finalize procedure is available. The sub finalize procedure is used to complete the tasks that must be performed when an object is destroyed. The sub finalize procedure is called automatically when an object is destroyed. In addition, the sub finalize procedure can be called only from the class it belongs to or from derived classes.

Overloading:

Overloading is another feature in C#. Overloading enables us to define multiple procedures with the same name, where each procedure has a different set of arguments. Besides using overloading for procedures, we can use it for constructors and properties in a class.

Multithreading:

C#.NET also supports multithreading. An application that supports multithreading can handle multiple tasks simultaneously, we can use multithreading to decrease the time taken by an application to respond to user interaction.

Structured Exception Handling:

C#.NET supports structured handling, which enables us to detect and remove errors at runtime. In C#.NET, we need to use Try…Catch…Finally statements to create

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exception handlers. Using Try…Catch…Finally statements, we can create robust and effective exception handlers to improve the performance of our application.

. CONCLUSION

This paper presents a rate based come close toreduce the number of refreshes mandatory to implement an incoherency delimitednonstop query. For besteffecting we split the question into sub-queries and assess each sub-query at a selected aggregator. show results that by our method the query can be executed using a reduced amount of one third the communication required for presented schemes. Further we showed that by executing queries such that more activeinformationthings are part of a better sub-query we can advance performance. Our system of query execution can be implemented using schemes like used in CDNs. Our query ratereplica can also be used for other purposes such as load balancing a variety of aggregators, best query finishing plan at an aggregator node, etc. Using the cost replica for other applications and mounting the cost model for more composite queries is our upcoming work.

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