

Smart City Web Base Problem Solver

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Abstract— This Application will help the common people under the jurisdiction of a municipal corporation to register their grievances about day to day problems in their ward through a website which can also be run on Mobile and computers. It will provide a common man to deliver his complaints and problems to municipal authority as well as let the municipal authorities to address the problem in a short period of time. The virtual office is being character to decrease the wastage of time for the employee. Employee can interact through online for doing his regular work which will be done at regular conventional office. The virtual offices is to fully automate the conventional to connect the people with government through online medium.

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I. INTRODUCTION

In India we don't have any direct communication between the government and public in an efficient way for solving the problems

For getting a problem solved in our place we have to bribe the officials and get them solved in 2 months which can be solved actually in 1 month of time.

The main purpose of this project is to help the public in knowing their place details and getting their problems solved in online without going to the officer regularly until the problem is solved.

A. Software:

1) Design Analysis

After analysis the design will start. On the basis of analysis of the system, database is to be design, in development of any database identification of relevant parameter to be include in The database and primary key should be kept in mind .Basically system design is concerned With the conceptual part of the system if it is clear in the mind one can very easily design and understand What is required so conceptual part of the problem is very important. Once the system design part is complete then it is very easy to code the System. Design is essentiality the bridge between requirements specification and the final solution for satisfying requirements.

- Logical Design
- It covers the following aspects:
- Review of the current system
- Preparation of input specification.
- Preparation of output specification.
- Preparation of Logical Design.
- Physical Design
- It covers following aspects.
- Design database.
- Specify input/output screen.
- Specify the report.
- Device attest and validation process.
- Input Design

All the inputs are through simple and user friendly data entry place on the screen. It has the following aspects: It takes care of the nature of data type.

It takes the care of the length of the input filed.

Preparation of Output specification.

Preparation of logical Design.

B. Design Specification

- Performance -: No more than 5-percentage degradation average query all concurrent users are using the system.
- Availability -: Because the system is accessed by Admin and there should not be any single point of failure.
- Reliability -: Because of the need no single point failure, automatic failover will be required. In addition, Existing disaster recovery and backup plans and procedures must be revised to incorporate the Mailing system.
- Scalability -: Protected Mailing System has an average load of 50 concurrent users after the system is fully operational, and expects that to grow by 5 percent each year for the next five years.
- Security-: It is the feature that makes the client more comfortable for outsourcing that data security is the degree of protection to safeguard a nation, union of nations, person or person against danger, damage loss and crime. Securities as a form of protection are structures and processes that provide or improve security as a condition. Every resource in the system are defined by their role and privileged. System administrator assigned user roles and privileged for their access rights.
- Interoperability-: In Protected Mailing System the server is responsible for maintaining interoperability with the other systems.
- Location -: Protected Mailing system can be used with the pcs and android mobiles that support internet connection.
- Setup/Installation -: Setup and installation must not interrupt the user's daily task and work flow.

C. Client

Server communication at a basic level, network-based systems include a server, client and a media for communication. Computer running a program that produces message of invitation for services is termed client machine. A computer running a program that provides requested services from one or more clients is termed server machine. The media for communication are visiting be wired or wireless network. Generally, programs running on client machines make requests to a program (often called as server program) running on a server machine. They involve networking services provided by the transport layer, which could be a component of the net software stack, often called TCP/IP (Transport Control Protocol/Internet Protocol) stack,

shown in Fig. 13.2. The transport layer comprises two forms of protocols, TCP (Transport Control Protocol) and UDP (User Datagram Protocol). the foremost widely used programming interfaces for these protocols are sockets. TCP is additionally a connection-oriented protocol that encompasses a reliable flow of data between two computers. Example applications that use such services are HTTP, FTP, and Telnet. UDP is additionally a protocol that sends independent packets of data, called datagrams, from one computer to a special with no guarantees about arrival and sequencing. Example applications that use such services include Clock server and Ping. The TCP and UDP protocols use ports to map incoming data to a particular process running on a computer. Port is represented by a positive (16-bit) integer value. Some ports are reserved to support common/well known services: ftp 21/tcp telnet 23/tcp smtp 25/tcp login 513/tcp http 80/tcp,udp https 443/tcp,udp User-level process/services generally use port number value:1024

D. System Architecture Acknowledgements

It gives us an exquisite pleasure to finalize this project on "Artificial Intelligence" domain with title. "Smart city web base problem solver" We are thankful to our guide Mr. S.Y Divekar for the encouragement and support that they have extended and also for his or her effort to the last word Capstone project. We would also wish to thank our coordinator, Mr. S.Y Divekar for her valuable guidance and support throughout the processes. We sincerely express thanks to our HOD Mr. V. N. Kukre of Computer Engineering Department for allowing us and providing support for approving our project. We would also thank to any or all or any Staff members of Computer Engineering Department for showing us the way for finalizing project proposal.

II. CONCLUSION

In our project we have got implemented the E-mailing System with Voice and OTP for security purpose so this project is extremely use full for organizations, universities, hospital management, etc. this method will provide a fresh platform for alternative thinking of managing a company.

REFERENCES

- [1] IEEE website: <http://www.ieee.com> This website is referred by us to appear out the topic suitable for the project. From this we have got referred this website to appear out the Email's Paper and its contents are involved in Chapter 3.
- [2] Google website: <http://code.google.com/p/python-graph> We have referred Google to travel looking the concept of MAC and also theory of MD algorithm which is utilized in our Project. Which is included in our Project.
- [3] Wikipedia website: <http://www.wikipedia.com/MAC> Wikipedia gives detailed description of all the topics so we have got studied MAC using this website and also include that within the background and literature survey. Also we have got studied the limited print of the technology and also the languages using Wikipedia that we have got included within the chapter 5 of System Requirement and Specifications.

- [4] Google website: <http://www.google.co.in> Google gives detailed description of all the topics so we have got studied for the Project. Especially for Email we used this website and also include that within the background and literature survey.