

# ECOMMERCE IN CLIENT / SERVER TECHNOLOGY USING SNMP PROTOCOL

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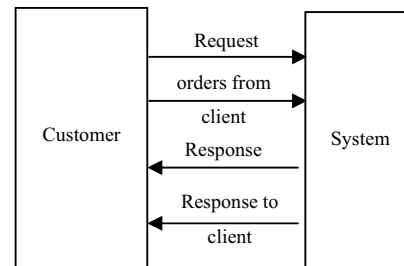
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**Abstract** - Ecommerce is perhaps the biggest change that business has seen after the industrial revolution. The revolution is of much greater magnitude and more global in nature and is beckoning business worldwide. Ecommerce business on net and it is challenging the very basics of the way in which business is done. There are many Challenges to overcome when the business is made online. Data sharing is possible across various applications such as ERP, legacy application supplier system and ecommerce order taking system and collecting payments online. When the individuals are to conduct electronic transaction on the internet. It must be easy for the user to retrieve emails and net through mobiles and in systems using simple network management protocol which is used to store and manage the information in order to transmit and save sensing information. Electronic commerce enabled by internet era technologies for many large organization they connect ISP with the company, university and where ever it maybe. Here we use client/server technology, so the server may run number of applications. When the user want to access for ecommerce he need different applications to run both on client/server technology. It is easy for the consumer to browse an deactivate data from EDI. SNMP is standard protocol only one application is needed. Internet performance are determined by protocol processing. The basic elements of ecommerce are an e-shop on a server, a user with a web browser and internet connection between two. The large ecommerce sites cost millions to set up and sums to maintain and update. The benefits of the SNMP running on client / server technology application includes the abilities to prevent data easy to use and allow administration to control their need to maintain its network. Its popularity is to support by every enterprise network equipment into the word it can also manage any type of network devices. It is based on network management involves initializing, monitoring and modifying the operation of networks and elements connected to network using SNMP as management protocol. The data transfer are polling and trap to send messages from one device to another.

**Keywords** - SNMP, Ecommerce, Emarketing, Client/ Server, Web Browser, Email.

## INTRODUCTION



## Ecommerce in Internet

The basics of ecommerce should be analogous to market stall or a pitch at a car boot sale. The large ecommerce sites cost millions to setup and similar sums to maintain and update.

- Visibility getting a site notices and on the line customer arrive at the site.
- Ease of user once the customer arrive at the site they were able to find what they want with the minimum of hassle.
- Order processing – online orders have to be processed logically electronic order are linked to computerised bank office systems
- After sales :- Queries and faults need to be processed online. The customer can longer simplify pop back to shop

Any form of business transaction in which the parties interact electronically rather than by physical exchange of document or direct meetings among officials. In real time ecommerce is defined as the marketing process where in one consumer can get his desired product at his door step by purchasing online.

A consumer can actually buy desired products by logging into the concerned sites. There are several advantages they are as like delivery at their door step and online purchase. Which stop you from carrying money.

There are challenges that business face while doing business online. If business organization and individuals are to conduct electronic transaction through the internet then the Intelligent Agents are there to conduct routine tasks search and retrieve information and act as domain experts.

## ECOMMERCE CLIENT/SERVER TECHNOLOGY

It is a model of distributed technology where one program communicate exchanging information .client/server architecture concerns how processing

activity is distributed over the network several clients can access a single server as is the case of small lan(or) client can access data from database located on several servers.[1]

A typical client/server interaction consists of following sequences of steps

- The user runs client software to create a query
- the client connects to the server
- The client send the query to server
- The server analyze computes the result of query
- the server sends the result to the client
- The client presents the result to the user.

**SNMP WITH CLIENT/SERVER TECHNOLOGY [2]**

SNMP is the standard protocol only one application is needed. This application then uses SNMP to communicate with the desired device and fetch needed data. Instead of having many applications running on the client and communicating with the database. One has only one applications communicating with many clients and database. The SNMP is the network management solution used by most of industry. It is simple and web based to use all sorts of technologies.

**Features :** It should be standard for the agent to be able to represents the MIB that it is implementing

- may be an SNMP manageable device should be able to send messages representing MIB
- Affects convert from MIB to the required format.
- The queries are made as simple as possible.

**Web based Client/Server with SNMP**

It is used to locate each other so they can send request and response. The time needed to retrieve management data with in the system is higher than the time needed to encode message .data retrieved time increased linearly with number of retrieved objects. So we take a measure of cputime, memory and round trip delay routine time measurements. For the retrieval of interface specific data from within the system we wanted to use the same code in our SNMP web service prototype. The time needed for the retrieval of data from within the system is higher than time needed to encode messages. Net SNMP does not catch previously fetched data so data retrieval time increases linearly with the number of retrieval objects. we focus our measurements on single request response interactions .In the web processing we measure the first TCP segment and last TCP segment. The time was measured in table.[3]

	Objects 1	22	66
Sntp-1	0.4	1.6	5.6
Sntp-2	0.9	1.1	4.2
Sntp-3	0.5	1.1	4.2
Sntp-4	0.5	1.7	4.8
Sntp-5	0.5	1.8	4.8
Sntp-6	0.7	1.6	5.7

(1, 22, 66 objects)

We focus our measurement on single request-response interaction. Delay time depends on number of objects retrieved and several SNMP agents would benefit from some form of caching and after long testing SNMP agent improve the performance of encoding in the web services.

We compare the web services with the SNMP agents and concluded that the web objects have time delay than SNMP agents through calculating cpu usage, roundtrip delay and memory usage.

**IMPLEMENTATION**

The system consists of 6 different modules interacting with each other. The modules are the following.

- 
- client application for processing goods
  - certifying authority
  - merchant server
  - acquiring bank server
  - message provided to the user
  - delivery of goods to the user

**Description on Modules**

**Client Server**

The order is placed with merchant server

- To get an token number
- To receive a catalog and order
- Place an order
- Receive confirmation

**Certifying Authority**

- receiving username and password
- authenticate users based on username and password
- send random token to the authenticated user
- maintain a list of users

**Merchant Server**

- sent catalogs and order forms to order list
- receive order from clients
- get payment
- send order confirmation

**Acquiring Bank Server**

- receive payment from issue bank
- send confirmation of receipt to merchant and issue bank
- bank server send queries to the consumer about the product
- payment details
- payment cheque and d no

**Packet Filtering**

- security is made
- set protocol is used to check the sign of the candidate. These are the steps for the ecommerce to activate the performance of their work .They communicate with the server and client and access the information from the browsers in web. In case particular product is wanted or bought by various dealers then this client/server technology is used to retrieve information at same time from the entire client to the server. In ecommerce they use the

forbidding auction for the consumer products. Immediate queries is sent to the browser by the request of the client. In many situation ecommerce is used an immediate reply and want to retrieve bulk amount of data from the web browser. So we use SNMP to retrieve objects as wells replying at same time to all the clients.

#### IMPLEMENTATION AND OBSERVATION

##### Server

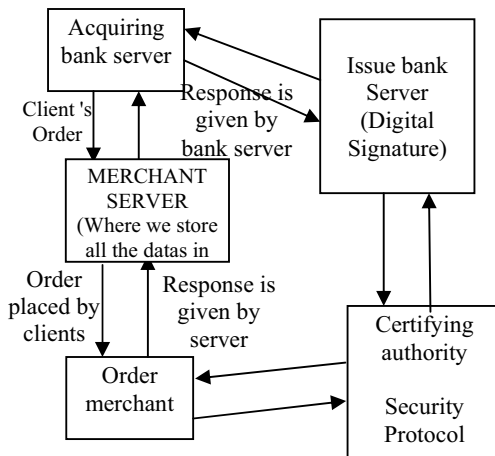
This is done by client/server technology Server side-Bank servers are accessed by the merchant server by an agent. SNMP server is simple and single process that repeatedly waits for an incoming message. It parses each incoming message and translates. To optimize the performance the SNMP server translates into ASN1.1 representation into an internal field format.

##### Client

By using MIB's it stores in database and access the database by the clients in all applications

The user working in this Network selects the data and corrects it to message type and converts into SNMP message. This message is sent down through UDP/IP stack to access the network .The message is sent to the agent to translate in local systems. the agent read the data and stores it for response through get response message.

#### IMPLEMENTATION OF CLIENT/SERVER IN ECOMMERCE



#### CONCLUSION

This way we activate the ecommerce in a better way with SNMP protocol in client/server technology. In future all will be accessing the SNMP network protocol in deciduous manner. All the clients are advised to activate in one application.

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