

Blueprint

Science, Computer Science



In Previous existing systems, actually there are several major problems are occurred. In that mainly concentrate on buddy-list search problem. This problem is take place when huge numbers of messages are occurred continuously. By cause of this search problem, time for passing of messages is very slow. I. E. , time is delayed to reach particular message to the destination. The reason for occurring this type of problem is 'overloaded messages'. I. E. , by cause of overloaded messages this buddy-list search problem is occurred. It is sometimes called as 'scalability problem'.

Search cost is also called as 'communicationcost'. When a user arrives, the total number of messages produced by the presence server is nothing but search cost. Search satisfaction is nothing but, time it takes to search the user's arriving buddy list. When the buddy-list search problem is occurred, at that situation there is a chance to delay the message passing. By this cause time is delayed. At the same time, there is need to store that message temporarily up to reach to destination. By this cause, here require extra space to store that message in temporary memory. I. E. , Like cache memory.

This is also one of the problem in already existing systems. The expected number of search messages generated by this AS (presence server) node per unit is $S = n(n-1)(n-2)\dots(1-n)u = n!u$ (I. E. , $u = p/n$) 6. COST EVOLUTIONS The previous existing systems are facing different types of problems. Those are like, buddy-list search problem, which is occurred by cause of overloaded messages. Searching actions are very slow. And then there is a chance to occur the network traffic. And also high

constant search latency is appeared. Here, Maintenance cost is also named as search cost.

When user arrives, the total number of messages produced by the presence server is nothing but search cost. When user arrives, time it spends to find the user's online buddy list is nothing but search satisfaction. User is satisfied with mobile presence services when those services are worked properly & at the same time, when the cost for maintenance is less or cheap. I. E. , when communication cost is less, then users are attracted to utilize the mobile presence services. Formula for, reducing the communication cost when any data can be where, 'n' is distance between any 2 AS nodes. Figure 8. 1: Presence Cloud server overlay

In Figure 8. 1, For example, we consider '9' AS nodes are present in Presence Cloud for distributing the messages or data. If node '8' is want to send the data to node '3'. I. E. , 803 (consider node '2' is intermediate node). Here, two possibility paths are there. First, node '8' is directly go to node '3' (Consider the distance between node '8' & node '3' is 3 SMS I. E. , 803 = sums). Second, AS '8' is send data to AS '2' first and then AS '2' send that data to AS '3'. (Consider distance between 802 = 2. 5 SMS & 203 = 0. 5 km). Now, calculate the communication cost by using the above formula.

In this testing, tester tests an application on outside knowledge of an application. Test engineers are involved in this testing. Gray Box Testing & black box testing. I. E. , it is conducted based on both white box & black box testing. Regression Testing Regression testing is defines as, tester should perform the test on system which is already tested before; When conducted

test before, at that time outcomes results to made any changes are necessary, at that situation this regression testing perform once again to that system in order to rectify or modify according to user requirements.

Acceptance Testing Acceptance testing is performed based on producing any types of inputs at that time t accepts those inputs & produces the exact and correct outcomes. I. E. , it can accept developer's inputs in order to produce best correct results. **StressTesting** Stress testing is conducted based on producing the wrong inputs to the system at that time, the system is I. E. , here, developer is given fault inputs to his proposed system at that situation also output is produced exact & successive outcomes. In this project, we are performing the two testing. Those are 'acceptance testing & stress testing.

These testing are used to test this presence cloud project in order to provide best outcomes. . E. , provide best presence services through mobiles. 10. 2 - rest cases Test cases are constructed based on the inputs giving in order to get correct outputs. These practical outputs are comparing with the expected values or results. At that time, those two outputs are either matched or reach at least nearing to expected outputs. Test cases are dividing into two categories. Those are, Positive test cases Negative test cases These test cases are explained by using tables. In that each column specifies one some approaches.

In first column we mention the test case description. In column 2, mention actual value which is produced by the system.

For avoiding various existing problems in previous existing systems, here, we introduced or reposed the 'Presence cloud' system. In order to avoid the almost all problems in existing systems. For providing best mobile presence services, here, using some effective modules. These modules are given full of support to avoid existing problems in order to provide best presence services. In future work, we have a chance to extend our proposed system more effectively. For achieving this, we are performed several operations. In proposed system (I. E. , presence cloud) should not address the presence server authentication problem.

At that situation, there is a chance to hack he user's accounts by unauthorized peoples. I. E. , hackers or attackers, or malicious attackers. So, here, there is no privacy for the user accounts. And also another problem is occurred in presence cloud overlay module which is presented in presence cloud. That is, in that overlay, the direction between the each node to another node is unilateral. In future work, we are providing the security for authentication for the users. In order to protect the user accounts from the attackers or hackers. In future work, we provide bi-directions between each node for exchanging data between users.