

SOA Standards for Human Expertise to Process Business Data

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Abstract: Human Provided Services are done through sharing of computing resources or business data. Software based service uses Service Oriented Architecture standards such as SOAP, UDDI and WSDL. Human Provided Service allows the human participation in SOA environment while software based services allows the SOA standards to participate in SOA environment. The most of the existing work focuses on the software based services. We highlight the concepts of a people centric web in a proposed system. People centric web focuses on both software based services as well as Human Provided Services. People centric web clearly demand for provisioning of human expertise along with sharing of computing resources or business data through software based services.

In existing system, the transactions through online are not secured, because it involves email providers in which they can hack the messages which is sent to the user. In proposed system, the transactions through online are secured because it involves only the user and respected company. It cannot be hacked by others.

Keywords: SOAP, UDDI, WASD, WSDL and SOA

I. INTRODUCTION

“Adaptive Human Expertise in business data through standards of service oriented architecture” mainly focuses on financial sector. It involves the process of sending and receiving the data through online in protected manner without any data loss. The protection of data involves the human provided services which enables the human participation in Service Oriented Architecture environment with the human in the loop, SOA transforms pure socio-technical system into technical system web services and SOA deem to the ideal technical framework to realize large-scale socio-technical systems on the web it involves SOAP, UDDI and WSDL standards which enables us to realize socio-technical system on the web. SOAP defines as Simple Object Access Protocol is a protocol specification for exchanging structured information in the implementation of web services in computer networks. SOAP message path is the set of SOAP nodes through which a single SOAP message passes. In the project SOAP is used in both sender (which transmit a SOAP

message) as well as receiver (which accepts a SOAP message). SOAP sender is used to send the details of customer to receiver kit. SOAP receiver is used to receive the details of customer and to save in server.

WSDL defines as Web Service Description Language is an XML format for describing network services as a set of end point operating on messages containing procedure oriented information. In our project if user wants any web services from our site, user can request a service through broker using SOAP message. UDDI defines Universal Description, Discovery and Integration is a directory service where broker register and search for the web services. UDDI communicates via SOAP message. UDDI is a directory of web service interfaces described by WSDL. It is a directory for storing information about web services. In our project, the details of customer which are transferred by the receiver kit are saved in web server using UDDI.

II. EXISTING SYSTEM

In the existing system the data are gathered and maintained manually in the written formats. These data are mostly wired and they are carried over the USB, pen drive, CD's, DVD's, etc., since it is wired in nature, we can't access that data in various locations. Further the existing work involves the transactions through online too, but it is not secured because if we send the financial details of our company through other company such as email provider, it can be hacked by them. It needs more employees to maintain and carry the data. And we have to maintain separate database for all these data.

DRAWBACKS

- The data are not secured and there is a possibility of data crashes and data loss.
- The data can be hacked by unauthorized users.
- There is more time complexity for maintaining the data.

III. PROPOSED SYSTEM

In our proposed system, the transactions are through online, it overcomes the limitation of existing system by using the SOA standards, such as SOAP, WSDL and UDDI. Using these standards this system is fully computerized with embedded system. So no need of more employees. The data are update in both the system server and also in web server. So we can maintain the data in online and also in offline.

The transactions of our company are through online using kit. In transmitter kit, the details of customer are transmitted to the receiver kit. After receiving the details, receiver kit generates report to the user and it saves the details in web server. The details of customer cannot be hacked by other.

ADVANTAGES

- The data are more secured and if there is any system crash, we can recover the data from web server.
- We can access and view the report in various locations using internet.
- Time complexity is less.

IV. CLIENT/SERVER ENVIRONMENT

To design and develop the "Opinion Mining", it is essential to understand the client/server model that plays an important role in the concern, which needs the information to be retrieved in a fast and efficient way. The Client/Server computing model implies a form of processing when requests are submitted by a client or requests the server which processes them and returns the result to the client. The client and the server are two separate logical entities working together over a network to accomplish the task. Conceptually, the client server architecture can be defined as a special case of Co-operative processing where on entire application is shared between the client and a server system.

V. PROBLEM DESCRIPTION

In the existing system the data are entered and updated in the server only through manual invention which may lead to some manual errors and data loss. It needs more employees to maintain and carry the data. And we have to maintain separate database for all these data. These data are mostly wired we can't access that data from various locations, so it leads to time complexity. In case of crashes and attacks the data are lost and not secured. The transactions are carried through offline. So to overcome this problems in finance sector we are developed a system where the update are automatic in the administration server and also the results are published in the web for all users to view so it is available to everyone from any place.

VI. MODULE DESCRIPTION

USER AUTHENTICATION

The entry point of our project provides the separate authentication for staff and admin. It provides the path to view other module details. It gives more security for accessing the information from the database. Staff login are allow viewing the notification and also can register the new customer. Admin login can control and view the entire transaction details and reports.

REPORT CUSTOMER INFORMATION TO SERVER

We make use of two sim cards each for sender and receiver kit to transmit and receive data. Using the sender kit we send the user information to the receiver kit through GSM modem. All the details and reports of the customer information are sending to the server and stored in the data base. The entire transactions is through those two sim cards there is no unauthorized users to hack the details hence the customer information's are more secure.

RESPONSE TO CLIENT

The sender gathers the information such as customer id and amount to pay from the client. Then the sender enters that information in sender kit and sends to receiver kit at that time the sender kit will generate the receipt for the customer. The receipt provides the details of branch name, customer id and amount.

REPORT GENERATION

The report generation is to generate and view the report for the different purposes such as per day collection, total collection, balance enquire and cleared account of the client. In per day collection it will report the collections on the corresponding date. In total collection it will report the all collection detail. In balance enquire it will report the balance to pay for the corresponding customer id. In cleared account it will report the customer name whose account are zero balance.

WEB HOSTING

Our system is hosted in the web by using central server. Through this the admin can generate, view and reports the customer details and transaction details in the various location through internet. There are no attacks or loss of data. In case of system crash the details are updated automatically.

VII. CONCLUSION AND FUTURE ENHANCEMENTS

CONCLUSION

We have proposed an efficient financial system transactions based on sim cards. The details of customer which are registered are saved in the system server and web server in the secured manner. The confidentiality in our project is, unauthorized users cannot hack the transactions. Since the transactions are sim based, it is limited within an individual organization.

Some special features of this project are

- It reduces the manpower to some extent.
- It reduces the time complexity.
- It avoids redundancy of data and also system supports for taking the floppy backups of front end for future enhancements

FUTURE ENHANCEMENTS

We have proposed an efficient financial system in which the transactions are sim based and the details of customer are securely saved both in system server and web server.

Our project may be enhanced in future by implementing the satellite for an individual organization. So, the speed of transaction through satellite will be very fast.

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