WEB CONTENT CHARGING BY USING THREAD

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ABSTRACT

Content management refers to the principles and practices for the development, management, maintenance and deployment of content within a single organization or across multiple organizations. Threads are sequential processes that share memory. The advantage of using a thread group over using a process group is that context switching between threads is much faster than context switching between processes. This paper explores the critical role of conversational threads in facilitating the ongoing, distributed work of one virtual organization. This system is intended to develop the web content charging by using thread. As a communications medium, the Web is, by definition, a source of online content. Most of them are free, but in some cases it needs to be charge for the valuable source of information for user. Thread is a independent process that can run on the web while the user is navigating his/her interest. In this paper, the web content usage is charge by using thread programming.

1. INTRODUCTION

Content management refers to the principles and practices for the development, management, maintenance and deployment of content within a single organization or across multiple organizations [4]. It combines rules, business and manufacturing processes as well as workflows. Content management also provides either centralized or decentralized access to webmasters and web developers, as specified within a business framework or requirements procedures. Content management is a topic which covers a wide range of areas within a business. This report specifically covers the web aspect of a business, which deals with web-related content as well as representation of that content over the web. From a business perspective content is seen as asset to the business. Thus, content management is about managing web assets [4]. Web assets within a business extract the content and logic of operations from raw data. Content management over the web unifies previously separate efforts within the business.

A Thread Group is a set of threads all executing inside the same process. They all share the same memory, and thus can access the same global variables, same heap memory, same set of file descriptors, etc. All these threads execute in parallel. So, this intended to a communications medium, the Web is, by definition, a source of online content. Most of them are free, but in some cases it needs to be charge for the valuable source of information for user. Thread is a independent process that can run on the web while the user is navigating his/her interest. In my paper, the web content usage is charge by using thread programming.

2. MOTIVATION

There are many theories to calculate the web content charge. Thread theory of these is used to calculate the web content charge. The uses of thread theory of these have rapidly done many processes at the same time and then it is used because of calculating of all times. It is effectively for user because thread theory is used in the system. This system is reading the user likely book as Library. Besides, this system can be used the

books as well as other application achieved for the user to calculate the charge by really using thread. Then, the cost is really achieved for the user to calculate the charge by using thread.

3. RELATED WORK

The Content Charging and Revenue Chain Management Solution facilitates next generation mobile service providers in the deployment of content and next generation services through advanced rating, partner management, settlement, and reconciliation.

Deployed on Intel architecture and Hewlett-Packard hardware, Oracle technology combines with Am-Bee's rate-race product to provide a complete content charging and revenue chain management solution. The solution includes best of breed service management; rules based rating functionality, and extend to partner relationship and revenue chain management [5].

The Universal Associative Rating Engine from Am-Bee provides a generic interface for new services, facilitating unanticipated rating scenarios based on any metric. It also allows associative, or point-to-point rating functionality. This allows associations to be used in content rating just as the association between originating and terminating geographies has historically been used in voice telephony. The solution will identify and manage thousands of concurrent services, reporting on trends through the Am-Bee e Reporting suite, demonstrating considerable decision support through advanced reports and online analysis tools.

4. THREADS

In general-purpose software engineering practice, we have reached a point where one approach to concurrent programming dominates all others, namely, threads. Threads are sequential processes that share memory. They represent a key concurrency model supported by modern computers, programming languages, and operating systems. Much general-purpose parallel architecture in use today (such as symmetric multiprocessors, SMPs) is direct hardware realizations of the thread abstraction. A threads facility allows you to write programs with multiple simultaneous points of execution, synchronizing through shared memory [1].

Some applications can very effectively use threads. Independence of these applications, programming is relatively easy, and the abstraction being used is more like processes than threads (where memory is not shared). Where such applications do share data, they do so through database abstractions, which manage concurrency through such mechanisms as transactions [1].

4.1 The Java Thread Model

The java run-time system depends on threads for many things, and all the class libraries are designed with multithreading in mind. Java uses threads to enable the entire environment to be asynchronous. This helps reduce inefficiency by preventing the waste of CPU cycles. The value of a multithreaded environment is best understood in contrast to its counterpart. Single-threaded systems use an approach called an event loop with polling. In this model, a single thread of control runs in an infinite loop, polling a single event queue to decide what to do next. Once this polling mechanism returns with, say a signal that a network file is ready to be read, then the event handler returns, nothing else can happen in the system. This wastes CPU time. It can also result in one part of a program dominating the system and preventing any other event from being processed .In general, in a singled-threaded environment, when a thread blocks because it is waiting for some resource, the entire program stops running.

The benefit of Java's multithreading is that the main loop/polling mechanism is eliminated. One thread can pause without stopping other parts of your program. Threads exist in several states. A thread can be running. It can be ready to run as soon as it gets CPU time. A running thread can be

suspended, which temporarily suspends its activity.

4.2 Thread Priorities

Java assigns to each thread a priority that determines how that thread should be treaded with respect to the other. Thread priorities are integers that specify the relative priority of one thread to another. As an absolute value, a priority is meaningless, a higher-priority thread doesn't run any faster than a lower-priority thread if it is the only thread running>Instead, a thread's priority is used to decided when to switch from one running thread to the next. This is called a context switch. The rules that determine when a context switch takes place are simple. A thread can voluntarily relinquish control. This is done by explicitly yielding, sleeping or blocking on pending I/O .In this scenario, all other threads are examined, and the highest-priority thread that is ready to run is given the CPU.A thread can be preempted by a higher-priority thread. In this case, a lower-priority thread that does not yield the processor is simply preempted no matter what it is doing by a higher-priority thread. Basically, as soon as higher-priority thread wants to run, it does. This is called preemptive multitasking [4].

5. CONTENT MANAGEMENT

The term "content management" is relatively new, content management practices have been around since the late 1980's and is derived from existing techniques. Even though the term itself wasn't established until the corporate business sector started using it, the field of content management was already being practiced through other fields of management within businesses. Content management can be a great advantage for businesses, especially e-businesses. This process enhances e-business technologies and helps maintain an electronic presence over the internet while playing a key role as part of the solution to information and data overload. It is also the key to understanding information, thus adding substance and value to data [2].

Content management refers to the principles and practices for the development, management, maintenance and deployment of content within a single organization or across multiple organizations. Content management is a topic which covers a wide range of areas within a business. This report specifically covered the web aspect of a business, which dealt with web-related content as well representation of that content over the web.

5.1 Content Management and Web Assets

Content management refers to the principles and practices for the development, management, maintenance and deployment of content within a single organization or across multiple organizations. It combines rules, business and manufacturing processes as well as workflows. Content management also provides either centralized or decentralized access to webmasters and web developers, as specified within a business framework or requirements procedures (Nakano 2001). Content management is a topic which covers a wide range of areas within a business. This report specifically covers the web aspect of a business, which deals with web-related content as well as representation of that content over the web. From a business perspective content is seen as asset to the business [2]. Thus, content management is about managing web assets.

Web assets within a business extract the content and logic of operations from raw data. Content management over the web unifies previously separate efforts within the business [2]. Content management of web assets brings the two departments together within a web-based integrated system. As a result of consolidating web assets within an integrated system, the business is able to respond to a dynamic market, while providing fresh content and updated service offerings.

6. SYSTEM FLOW DIAGRAM

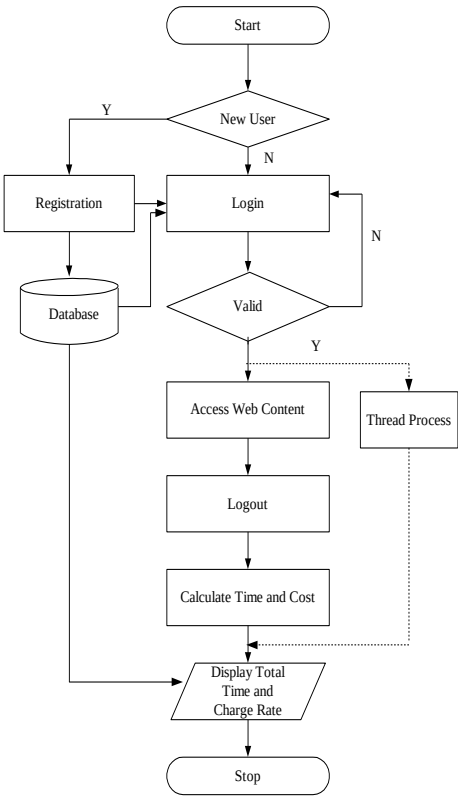

Figure 2.Overview of the System

The old user can directly enter to access Web content, but the new user has only the registration number. And then user's registration number is kept in database with the usage of the registration number, user can respect the items that you want to read. While user login to access web content, thread is starting to calculate time and cost. Similarly, while user logout from web content, thread is beginning to stop the function. After then, the system displays the total time in second and charge rate.

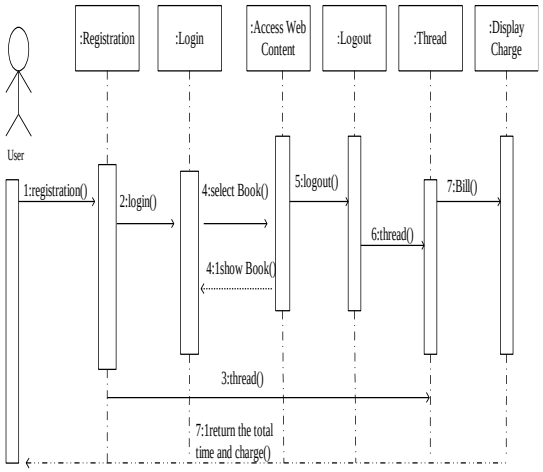

Figure 3.Sequence Diagram of the System

Sequence diagram is the interaction among objects by showing messages. Figure3 represents dynamic interaction between system components. This figure also represents the logic flow in the system usage.

6. IMPLEMENTATION

The functions of the systems are registration process for the new member, login process for the member, reading process for the member, logout process for the reading system and displaying the total time and cost.

There are five option buttons in this system; they are Home, Login User, Register User, Contact Us and Member Information. If the user choose Login User form main home page, a login user page will appear. User member must be known user name and password. If the user name and password checking is succeed, user can buy and read the user's requirement books from the system. User can view information of all books as shown in Figure 3.

If the user selects "Read a Book" menu form welcome page, the system will be displayed about the books information of the user requirement book.

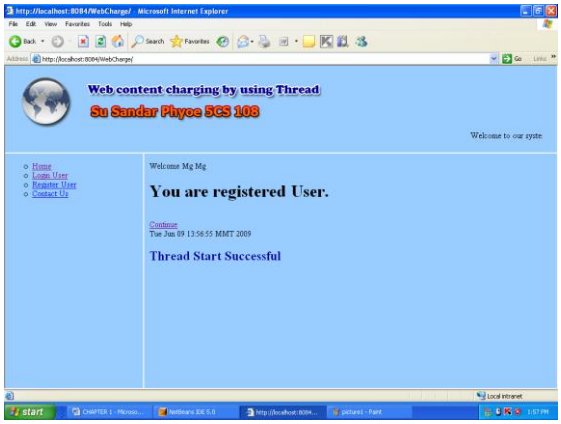

Figure 3. login Form

The above figure is the Login Form for the registered user. If the user name and password is valid, the user can read the desired book from the online reading club.

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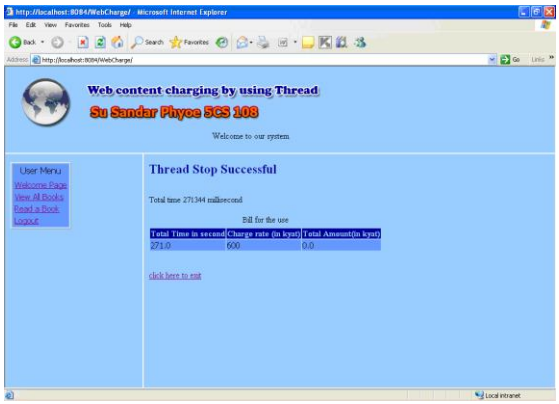

Figure4. Bill Form for the User

This system is reading the user likely book as Library. This system can be used the books as well as other application achieved for the user to calculate the charge by really using thread.

8. CONCLUSION

The purpose of web content charging is to support the user according to requirements. The contents of the system can be maintained effectively by the administrator. A growing trend toward customization along with greater capabilities of Web sites provides customized content. As programming logic and technology improve, the users will likely see more Web content charging. Customization captures data about an individual. This information is refined to "profile" the individual. This then leads to greater understanding of the individual, which better enables the firm to meet the customer's needs.

This system supports the user with the online content, to accurate the calculation of the usage time and apply the theory of Thread. This system make easy for administrator and resolve the conflict about miss calculation and misunderstanding.

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