**Quality Visualization on Web TV**

**ABSTRACT**

We designed a web-based program, Tree View (TV), which uses a dynamic data structure algorithm to draw the phylogenetic tree for a family of homologous proteins. This program has a user friendly interface and can be easily implemented into other programs for convenient protein sequence analysis

**EXISTING SYSTEM**

In existing system, Cable TV has been the shining stars ever since broadcasting started. With the Internet, many "TV" shows are moving on to the World Wide Web. Websites exist so users may watch episodes online. In addition, services such as Netflix grant access to streaming media through a person's Internet connection directly on that person's monitor by subscribing through a monthly fee. Although both of these methods for online video and Internet TV seem convenient, there are disadvantages that may make a potential consumer think twice.

**PROPOSED SYSTEM**

Before covering the existing, it is only fair to mention the benefits of online video and Internet TV. Both can be watched at any time, rather than wait for a specific time slot. If you missed that new episode at 8pm, you just have to wait until the station uploads the episode to their website. Secondly, some people feel they save money. Instead of having both an Internet bill and a cable bill all that is required for watching videos online is Internet. Additionally, services like Netflix tend to be much cheaper than cable TV packages. However, past theses few advantages lie many disadvantages to online video and internet TV.

**Advantages**

1. User easily buys the channel using internet.
2. User receives the signal from set-top box.
3. No wires needed.

**Disadvantages**

1. More cost and limited usage only.
2. Some time make a signal problem in unconditional weather.

**MODULE DESCRIPTION**:

1. **Cloud Computing**
2. **Visualization**
3. **Web Television**

**1. Cloud Computing**

Cloud computing is the provision of dynamically scalable and often virtualized resources as a services over the internet Users need not have knowledge of, expertise in, or control over the technology infrastructure in the "cloud" that supports them. Cloud computing represents a major change in how we store information and run applications. Instead of hosting apps and data on an individual desktop computer, everything is hosted in the "cloud"—an assemblage of computers and servers accessed via the Internet.

Cloud computing exhibits the following key characteristics:

**1. Agility** improves with users' ability to re-provision technological infrastructure resources.

**2. Cost** is claimed to be reduced and in a public cloud delivery model [capital expenditure](http://en.wikipedia.org/wiki/Capital_expenditure) is converted to [operational expenditure](http://en.wikipedia.org/wiki/Operational_expenditure). This is purported to lower [barriers to entry](http://en.wikipedia.org/wiki/Barriers_to_entry), as infrastructure is typically provided by a third-party and does not need to be purchased for one-time or infrequent intensive computing tasks. Pricing on a [utility computing](http://en.wikipedia.org/wiki/Utility_computing) basis is fine-grained with usage-based options and fewer IT skills are required for implementation. The e-FISCAL project's state of the art repository contains several articles looking into cost aspects in more detail, most of them concluding that costs savings depend on the type of activities supported and the type of infrastructure available in-house.

**3.** [**Virtualization**](http://en.wikipedia.org/wiki/Virtualization) technology allows servers and storage devices to be shared and utilization be increased. Applications can be easily migrated from one physical server to another.

**4.** [**Multi tenancy**](http://en.wikipedia.org/wiki/Multitenancy) enables sharing of resources and costs across a large pool of users thus allowing for:

**5. Centralization** of infrastructure in locations with lower costs (such as real estate, electricity, etc.)

1. **Utilization and efficiency** improvements for systems that are often only 10–20% utilized.
2. [**Reliability**](http://en.wikipedia.org/wiki/Reliability_(computer_networking)) is improved if multiple redundant sites are used, which makes well-designed cloud computing suitable for [business continuity](http://en.wikipedia.org/wiki/Business_continuity) and [disaster recovery](http://en.wikipedia.org/wiki/Disaster_recovery).

**8.** [**Performance**](http://en.wikipedia.org/wiki/Computer_performance) is monitored and consistent and loosely coupled architectures are constructed using [web services](http://en.wikipedia.org/wiki/Web_services) as the system interface.

**9.** [**Security**](http://en.wikipedia.org/wiki/Computer_security) could improve due to centralization of data, increased security-focused resources, etc., but concerns can persist about loss of control over certain sensitive data, and the lack of security for stored kernels. Security is often as good as or better than other traditional systems, in part because providers are able to devote resources to solving security issues that many customers cannot afford. However, the complexity of security is greatly increased when data is distributed over a wider area or greater number of devices and in multi-tenant systems that are being shared by unrelated users. In addition, user access to security [audit logs](http://en.wikipedia.org/wiki/Audit_log) may be difficult or impossible. Private cloud installations are in part motivated by users' desire to retain control over the infrastructure and avoid losing control of information security.

**10.** [**Maintenance**](http://en.wikipedia.org/wiki/Software_maintenance) of cloud computing applications is easier, because they do not need to be installed on each user's computer and can be accessed from different places.

**2. Visualization**

Visualization is any technique for creating [images](http://en.wikipedia.org/wiki/Image), [diagrams](http://en.wikipedia.org/wiki/Diagram), or [animations](http://en.wikipedia.org/wiki/Animation) to communicate a message. Visualization through visual imagery has been an effective way to communicate both abstract and concrete ideas since the dawn of man.

**3. Web Television**

Web television is original television content produced for [broadcast](http://en.wikipedia.org/wiki/Broadcast) via the [World Wide Web](http://en.wikipedia.org/wiki/World_Wide_Web). Web TV is a system through which [television](http://en.wikipedia.org/wiki/Television) services are delivered using the [Internet protocol suite](http://en.wikipedia.org/wiki/Internet_protocol_suite) over a [packet-switched network](http://en.wikipedia.org/wiki/Packet-switched_network) such as the [Internet](http://en.wikipedia.org/wiki/Internet), instead of being delivered through traditional [terrestrial](http://en.wikipedia.org/wiki/Terrestrial_television), [satellite](http://en.wikipedia.org/wiki/Satellite_television) signal, and [cable](http://en.wikipedia.org/wiki/Cable_television) television formats.

**System Configuration:-**

**H/W System Configuration:-**

**Processor - Pentium –III**

Speed - 1.1 Ghz

RAM - 256 MB(min)

Hard Disk - 20 GB

Floppy Drive - 1.44 MB

Key Board - Standard Windows Keyboard

Mouse - Two or Three Button Mouse

Monitor - SVGA

**S/W System Configuration:-**

Operating System :Windows95/98/2000/XP

Application Server : Tomcat5.0/6.X

Front End : HTML, Java, Jsp

Scripts : JavaScript.

Server side Script : Java Server Pages.

Database : Mysql

Database Connectivity : JDBC.

**CONCLUSION**

Web TV Technology has brought a lot of innovations including different types of televisions. Before, people can enjoy movie viewing or series watching through cable operated TVs or those that pick up signals with the use of antennas only. Today, people can enjoy a better experience through the use of the internet TV. It has more advantage provided that home viewers know how to choose the [best internet TV](http://bestinternettv.org).