A Specialized Approach for Video Web-Apps without Using Plug-Ins for Smart TVs

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Abstract— Internet is necessity of every client and services of internet applications. It becomes an important part of daily life. Suppose end-user wants to see any movie content on the internet if it is low acceleration then no need to plug-ins for movie content but if the picture quality is in high content then the web-app needs to be plug-in to display web movie for that we proposed a special approach for video web-apps without plug-ins. It mainly deals with movies data base (and playing video in smart TV without plug-ins) especially for any smart TV in the world.

Where users can see all movie details at one place. This allows users to select content from multiple sites. Rather users typing URL in browser, just they can search in this website so that user can know which movie is going on, enabling communication and the management of movie database from anywhere..

Keywords-component; Automatic Location Identifier, Distributed Computing, PLUG-IN Mechanism, Smart TVs, Video Web-app Method.

I. INTRODUCTION

In the improvement of web-technology the users are interact with smart phones and internet web apps. Like as smart phones the technology adapted in television technology i.e.; Smart TVS these smart TVs improvised in web applications that is we connected the number of TVs in distributed manner that is like LAN and we establishes a System server that server will maintained by the server administrator once the server administrator establishes the network then he can provide the movie content for all the end users just the end users switch on the TV and search the movie content then it can display the movie content caste images of movie &which date it was released all the content will be displayed similarly the content of movie will display on end users TV without plug ins. Before developing this application there was no standard for showing videos on a webpage. Before this all videos could only be played with the help of plug-in like flash player.

➢ Need some plug-in to play videos in web page
➢ Administrator needs to maintains the information of outlet location details manually
➢ Tracking all the availability of stocks and update the items is complex
➢ Report generation is a tedious process
➢ Manually calculation and manual storage of data leads to some human errors
➢ Chances of data damage Security Problem

To initiate the existing system, we initially set up our threat model to include our assumptions and playing video in a Smart TV browser without using plug-in and maintaining movie database in easiest manner. Here we have used html5 inbuilt player to play video clips in a browser without using any plug-in. Before html5 there is no such player to play videos without plug- INS. Here we implemented admin feature and display features to perform uploading videos and its detail to web application and end-user can watch all movie details in one place along with movie trailer. Video Web Application Method classified into two categories. Such as Display Feature (Displaying all movies data in particular website) and Admin facility. Display Feature consists of five categories such as Home, New Release, Best Seller, Coming Soon and Outlets categories. Where all data in respected categories can be operated by Administrator. When Users Clicks on New Release Category, all movies from New Release category will display likewise all features will work, initially Home page will display page loads. And when User clicks on respected icon of movie it will pop up and display movie details and trailer of that particular app. It helps a user to access movie details easily.

II. PROPOSED SYSTEM

In this we proposed a specialized method for smart TVS for that we include the techniques automatic location identifier, PLUG-IN mechanism, video web-app method

A. Automatic Location Identifier

The Automatic Identification System (AIS) is an automatic tracking system used on ships and by vessel traffic services (VTS) for identifying and locating vessels by electronically exchanging data with other nearby ships, AIS base stations, and satellites. When satellites are used to detect AIS signatures then the term Satellite-AIS (S-AIS) is used. AIS information supplements marine radar, which continues to be the primary method of

collision avoidance for water transport. A graphical display of AIS data on board a ship. Information provided by AIS equipment, such as unique identification, position, course, and speed, can be displayed on a screen or an ECDIS. AIS is intended to assist a vessel's watch standing officers and allow maritime authorities to track and monitor vessel movements. AIS integrate a standardized VHF transceiver with a positioning system such as a GPS or LORAN-C receiver, with other electronic navigation sensors, such as a gyrocompass or rate of turn indicator. Vessels fitted with AIS transceivers can be tracked by AIS base stations located along coast lines or, when out of range of terrestrial networks, through a growing number of satellites that are fitted with special AIS receivers which are capable of de conflicting a large number of signatures.

The International Maritime Organization's International Convention for the Safety of Life at Sea requires AIS to be fitted aboard international voyaging ships with gross tonnage (GT) of 300 or more, and all passenger ships regardless of size.
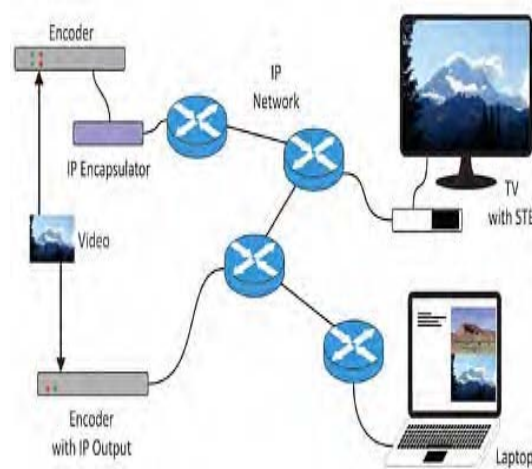

B. Distributed Computing

Distributed computing system is a collection of independent computers (nodes, sites) interconnected by transmission channels, that appear to the users of the system as a single computer.

Each node of distributed computing system is equipped with a processor, a local memory, and interfaces. Communication between any pair of nodes is realized only by message passing as no common memory is available. Usually, distributed systems are asynchronous, i.e., they do not use a common clock and do not impose any bounds on relative

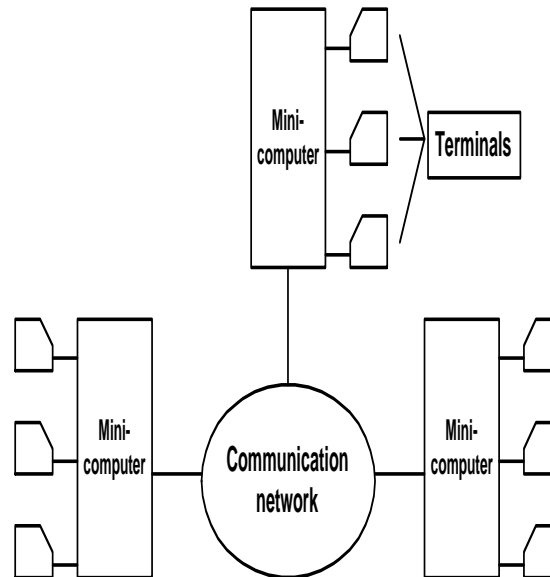Processor speeds or message transfer times.

Networking Technologies
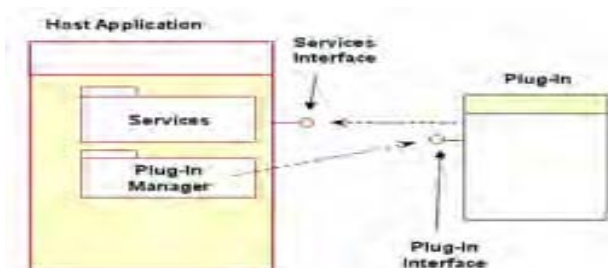
- LAN - Local Area Network:

  Allows several computers located within a building or campus to be interconnected in such a way that these machines could exchange information with each other at data rates of about 10/100/1000/... Mbps;
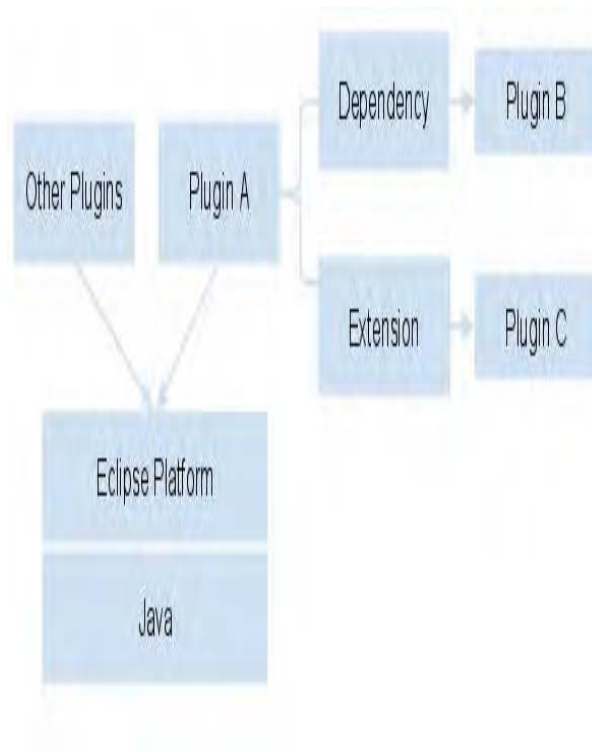
- WAN - Wide Area Network:

  Allows computers located far from each other (e.g. in different countries) to be interconnected in such a way that these machines could exchange information with each other at data rates of about 56Kbps /2/34 /155/ 620/ ... Mbps;

C. Plug-in Mechanism

In computing, a plug-in (or add-in / add in, plug in, extension or add-on / add on) is a software component that adds a specific feature to an existing software application. When an application supports plug-ins, it enables customization. The common examples are the plug-ins used in web browsers to add new features such as search-engines, virus scanners, or the ability to utilize a new file type such as a new video format. Well-known browser plug-ins includes the Adobe Flash Player, the QuickTime Player, and the Java plug-in, which can launch a user-activated Java applet on a web page to its execution on a local Java virtual machine. A theme or skin is a preset package containing additional or changed graphical appearance details, achieved by the use of a graphical user interface (GUI) that can be applied to specific software and websites to suit the purpose, topic, or tastes of different users to customize the look and feel of a piece of computer software or an operating system front-end GUI (and window managers).

The host application provides services which the plug-in can use, including a way for plug-ins to register themselves with the host application and a protocol for the exchange of data with plug-ins. Plug-ins depend on the services provided by the host application and do not usually work by themselves. Conversely, the host application operates independently of the plug-ins, making it possible for end-users to add and update plug-ins dynamically without needing to make changes to the host application. Programmers typically implement plug-in functionality using shared libraries installed in a place prescribed by the host application. HyperCard supported a similar facility, but more commonly included the plug-in code in the HyperCard documents themselves. Thus the HyperCard stack became a self-contained application in its own right, distributable as a single entity that end-users could run without the need for additional installation-steps. Programs may also implement plug-in by loading a directory of simple script files.

D. Smart TVs

Smart TV, sometimes referred to as connected TV or hybrid TV, is a television set or set-top box with integrated Internet and Web 2.0 features, and is an example of technological convergence between computers and television sets and set-top boxes. Besides the traditional functions of television sets and set-top boxes provided through traditional broadcasting media, these devices can also provide Internet TV, online interactive media, over-the-top content, as well as on- demand streaming media, and home networking access. Smart TV should not to be confused with Internet TV, IPTV or with Web TV. Internet TV refers to the receiving television content over internet instead of traditional systems. Internet Protocol television (IPTV) is one of the emerging Internet television technology standards for use by television broadcasters.

Web television is a term used for programs created by a wide variety of companies and individuals for broadcast on Internet TV. In smart TVs, the operating system is preloaded or is available through set-top box. The software applications or apps can be preloaded into the device, or updated or installed on demand via an app store or app marketplace, in a similar manner to how the apps are integrated in modern smart phones.
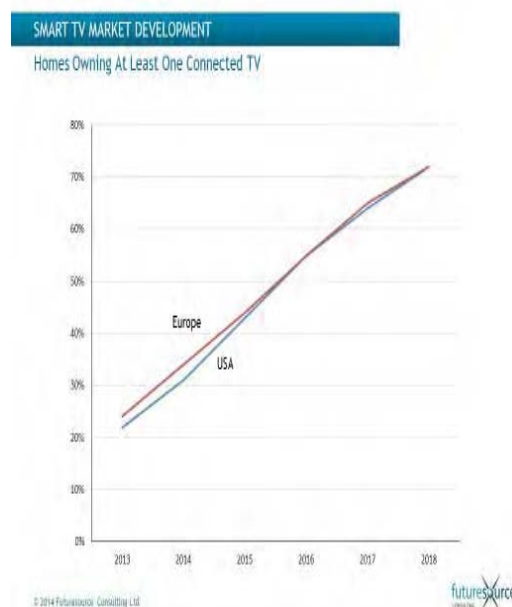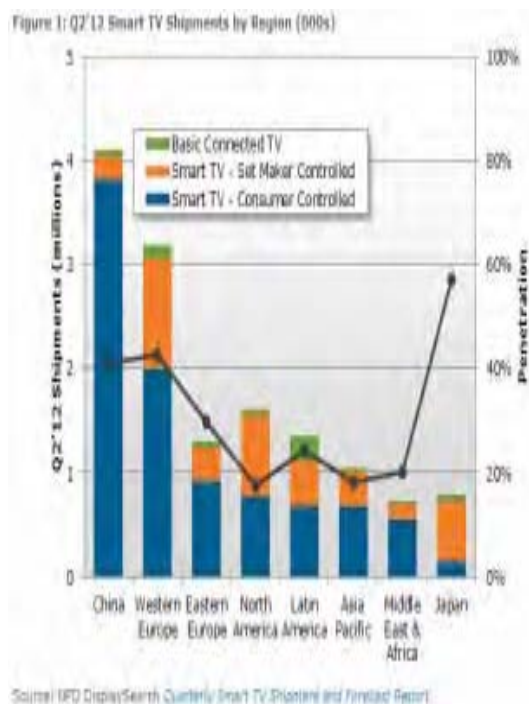

E. Video Web-App Method

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III.   REESULT ANALYSIS

Figure 1: Q2'12 Smart TV Shipments by Region (000s)

IV. CONCLUSION

Data Integrity with different kind of videos is maintained by well-defined security in the database, and running videos in the browser is very easy. so the reports coming out are live and accurate. In total, productivity, quality, safety and user satisfaction are improved greatly in the organization.

Moreover, we showed that this held true for dynamic requests where both retrieval of information and updates to the back-end database occur using the web server front end. When we developed out prototype on a system that employed Apache web server, a blog application, and a XML back end, We Presented an System to play Videos in Smart TV for the best and accurate way without adding any plug-in and maintaining a movie database for Smart TV. Finally, for dynamic web applications, we have innovated to play videos in smart TV's present in the world.

FUTURE ENHANCEMENT

In future work we introduce a all kind of video supportable format for web app smart TVs.

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