Http Server Proxy

Abstract

HTTP Server Proxy Networking using Port Mapping is a proxy, allowing working on the Internet with HTTP and (not always) FTP protocols. It (as well as other proxy servers) can carry out caching of information downloaded from the Internet.

Port mapping between 2 hosts. Put up a server on your local network and share it with the outside network in a secure way. A "server proxy" network tool can share one IP with multiple servers.

Port Mapping is a network tool mapping a local TCP/IP port to a distant port. The system developed is a Proxy Server, which handles HTTP traffic only. This system takes an URL request from the client and it sends reply to the client based upon caching and filtering.

Existing System

The existing system consists of the server which accepting HTTP requests from its clients, but a client to the remote servers it connects to when it is unable to fulfill requests by the means of its local cache.

Limitations in Existing System

The existing system limitations include the following:

- *Single Client connection.*
- *Accept HTTP connections only.*
- *Client has to send Request from client system.*

Proposed System

The proposed system consists of proxy server is a server that handles HTTP requests from clients. If the clients are of a common organization or domain, or exhibit a similarity in browsing behavior, the proxy can effectively cache requested documents. Caching, which migrates documents across the network closer to the users, reduces network traffic, reduces the load on popular Web servers and reduces the time that end users wait for documents to load.

The Advantages of the projects are as follows:

- ✓ *Multiple clients can be connected to the server at the same time.*
- ✓ *Performs caching to reduce the response time and network bandwidth consumption on future, equivalent requests.*

- ✓ *Ability to filter certain documents requested by the clients.*
- ✓ *Ability to define a father proxy server to forward unfulfilled requests*

Scope of the System

The scope of the project is limited to access different servers running on different machines across the world using through Port Mapping. By using this system we can avoid network traffic only.

Technologies to be used

- ***Client – side Scripting:*** *Swings*
- ***Programming Language:*** *Java*
- ***Preferred Technologies:***
- ***Data Structures :*** *Java Collections API*
- ***Graphical User Interface*** *: Java Swing API*
- ***Networking Programming*** *: Java Socket API*
- ***CASE tool:*** *Rational Rose, Visual Paradigm, Enterprise Architect*
- ***Operating System:*** *Windows XP/2000/2003, LINUX, Solaris*
- ***J2EE Web/Application Server:*** *Tomcat/Weblogic/Websphere/JBoss/Glass Fish*
- ***IDEs:*** *Eclipse with My Eclipse plug-ins/Net Beans/RAD*

- ***Browser:*** *IE/Mozilla*

Hardware requirements

- *Pentium processor* -------- *P(IV) 1.06 GHZ or above*
- *RAM Capacity* -------- *256MB*
- *Hard Disk* -------- *40GB*
- *Floppy disk* -------- *1.44 MB*
- *CD-ROM Drive* -------- *32 HZ*
- *KEYBOARD* -------- *108 Standard*