

SECURE LOGIN AUTHENTICATION SYSTEM FOR ACCESSING ANY WEB APPLICATIONS

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ABSTRACT :

The security of our data on the Internet is MYTH now a day's. Regularly we are using lots of services and applications to accomplish a small task or works. Like converting documents to PDF, playing online games knowingly / unknowingly we are giving permissions to the apps for accessing our data by using options like the sign in with Google or sign in with Facebook. Most people are not aware that these apps can access all the information available on that particular platform this user and they can use it for customizing applications and to provide a better experience to the user.

In some cases, the app does not require all the information about the user but collects it. And users don't want to share the information with a particular website or app which they don't trust .So to overcome the scenario we came up with a user verification alternative (Secure Login Authentication System For Accessing Any Web Applications). Where the user can provide his full name, mobile number, email address, date of birth, and password. Apart from this, we will not collect any other information so that if that app tries to access the information it will be available on the server.

The users who don't like to share their information online can use this alternative (Secure Login Authentication System) to verify themselves and share as much as fewer data.

INTRODUCTION:

Secure Login Authentication System is a web application through which users can create an account and access the applications. Through this users can access any web applications by signing in with this account. Usually, nowadays everything is dependent on online regularly we are using many applications so it is difficult to say that our data is protected online. Many of us do not know how the data is being hacked or accessed. Most of the applications access personal information for customizing and for providing a better experience to the user. May everyone be not aware of this. So to overcome this scenario we are using a protected account, instead of using the sign in with Google and sign in with Facebook users can sign in with this protected account (i.e. EAZY USER) where users will provide their name, e-mail address, mobile number and password. Apart from this, we will not collect any other information so that if that app tries to access the information it will be available on the server.

- Secure Login Authentication System is an application that refers to the user's information which is to be protected. When a user registers for an account, the user must create a USER ID and key that will allow them to access their account later on. Generally, a username and password are used as the ID and key, but the credentials can include other forms of keys as well.
- Gain access, users must prove to the website that they are who they say they are. The ID and key are enough to confirm the user's identity, which will allow the system to authorize.
- Regularly we are using lots of services and applications to accomplish a small task or works. knowingly / unknowingly we are giving permissions to those apps for accessing our data.
- In this Term paper, we came up with a protected user account, where the user accesses the particular application with the credentials without sharing the irrelevant data.

SYSTEM ANALYSIS

EXISTING SYSTEM:

The existing system enables that whenever the users download any web applications like pdf converter, photo editors and small games they may ask us to create an account with that particular application or it may ask us to sign in with Google or sign in with Facebook. Sometimes it feels like it is not necessary to create so many accounts and it may lead to confusion while remembering different passwords for different applications. In case, if we sign in with Google or Facebook many of us do not that by sign in with these accounts leads to access to our personal information. Apps access our personal information to know the user's interest and customize it for a better experience of the users. The security of our data on the Internet is a myth now a day's.

PROPOSED SYSTEM:

As the advancement of technology is increasing gradually, the threat of data to the users is also increasing. regularly we are seeing many problems with privacy theft and data hacking. Taking motivation from these conventional systems and their drawbacks and inspiration from the existing system, decided to develop “EAZY USER”. In the proposed system we are trying to develop a web application that reduces challenges for the users to find data protection. We aim at reducing the challenges by providing data protection to the user's account. Here the user can sign up by providing his full name, e-mail address, mobile number, and a password. Apart from this, we are not going to collect any personal information. After filling the required details, it creates an account (i.e. EAZYUSER). Users can log in through this account and can access any application. Authentication plays a major role in this process authorized only can access the account. This is a protected account that there will be no personal information to access through the account except e-mail address and mobile number it cannot be accessed as it is available on the server.

PRODUCT DESCRIPTION:

Secure Login Authentication System is a web application that helps the user to protect their data by creating an account with their details. So, users can access any application through this protected account (i.e,easy user). It helps in protecting data without giving access to personal information.

SIGN UP MODULE:

- Sign-up module allows the user to create an account which includes user's full name, E- mail address, Mobile number and a password.
- After filling the required details, it will create an account and redirects to login page.

LOGIN MODULE:

- Login module is a portal module that allows the users to type their username and password to login.
- When the username and password are matched, it creates a profile page of particular user.

API DOC'S:

It's a concise reference manual containing all the information required to work with the with details about the functions, classes, return types, arguments and more, supported by tutorials and examples.

- API documentation is a technical content deliverable, containing instructions about how to effectively use and integrate with an API.

- The third-party developer, who is your API's main consumer, is Busy solving complex programming challenges .

SOFTWARE TOOLS USED:

The whole Project is divided in two parts the front end and the back end.

FRONT END:

The front end is an interface between the user and the back end. The front and back ends may be distributed amongst one or more systems.

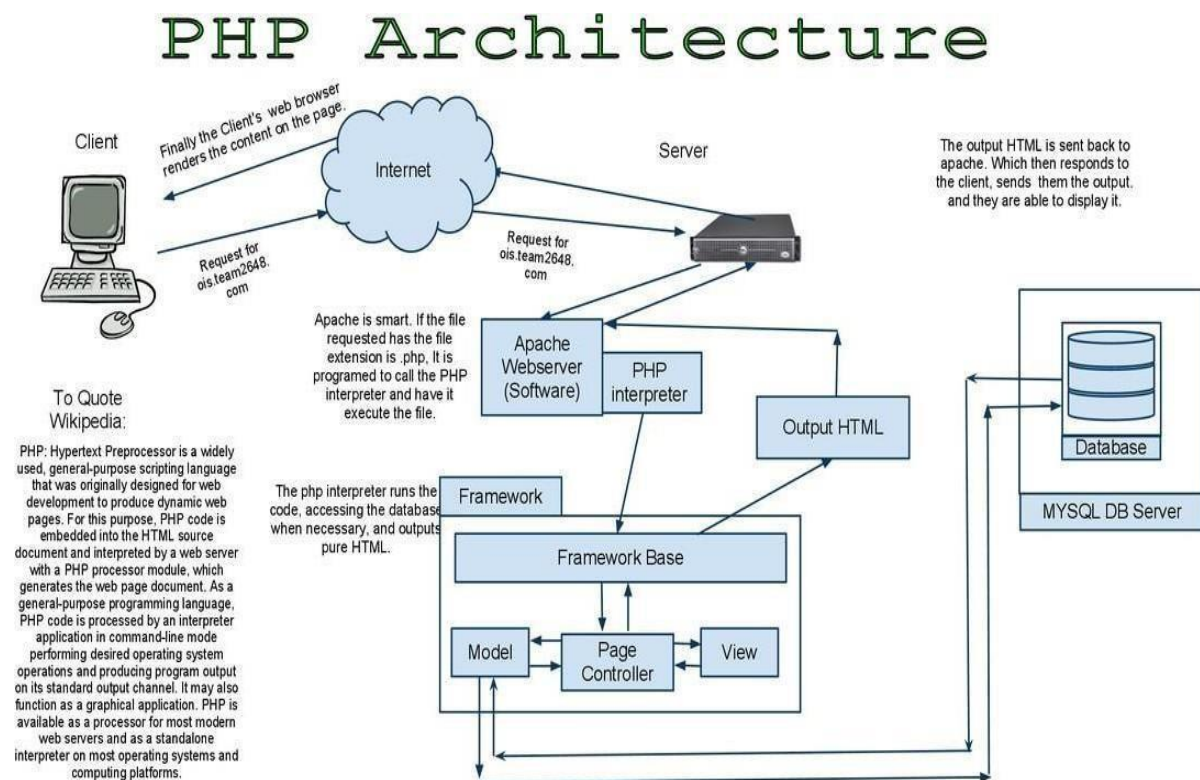
Hyper Text Markup Language : HTML is the backbone of any website development process, without which a web page does not exist. Hypertext means that text has links, termed hyperlinks, embedded in it. When a user clicks on a word or a phrase that has a hyperlink, it will bring another web-page. It is the HTML code that provides an overall framework of how the site will look.

Cascading Style Sheet : (CSS) controls the presentation aspect of the site and allows your site to have its own unique look. It does this by maintaining style sheets which sit on top of other style rules and are triggered based on other inputs, such as device screen size and resolution. CSS is designed to enable the separation of presentation and content, including layouts, colors, and fonts.

JavaScript : It is an event-based imperative programming language that is used to transform a static HTML page into a dynamic interface. JavaScript code can use the [Document Object Model] (DOM), provided by the HTML standard, to manipulate a web page in response to events, like user input.

Using a technique called [AJAX](#), JavaScript code can also actively retrieve content from the web (independent of the original HTML page retrieval), and also react to server-side events as well, adding a truly dynamic nature to the web page experience. These days, front-end development refers to the part of the web users interact with.

PHP: PHP: Hypertext preprocessor is a widely used, general purpose scripting language that was originally designed for web development to produce dynamic web pages. For this purpose, PHP code is embedded into the html source document and interpreted by a web server with a PHP processor model.



ARCHITECTURE OF FRONT END:

Architecture and Concepts:

The query cache plugin is implemented as a PHP extension. It is written in C and operates under the hood of PHP. During the startup of the PHP interpreter, it gets registered as a mysqlnd plugin to replace selected mysqlnd C methods. Hereby, it can change the behaviour of any PHP MySQL extension (mysqli, PDO MySQL, mysql) compiled to use the mysqlnd library without changing the extensions API. This makes the plugin compatible with each and every PHP MySQL application. Because existing APIs are not changed, it is almost transparent

to use. Please, see the mysql and plugin API description for a discussion of the advantages of the plugin architecture and a comparison with proxy based solutions.

Transparent to use:

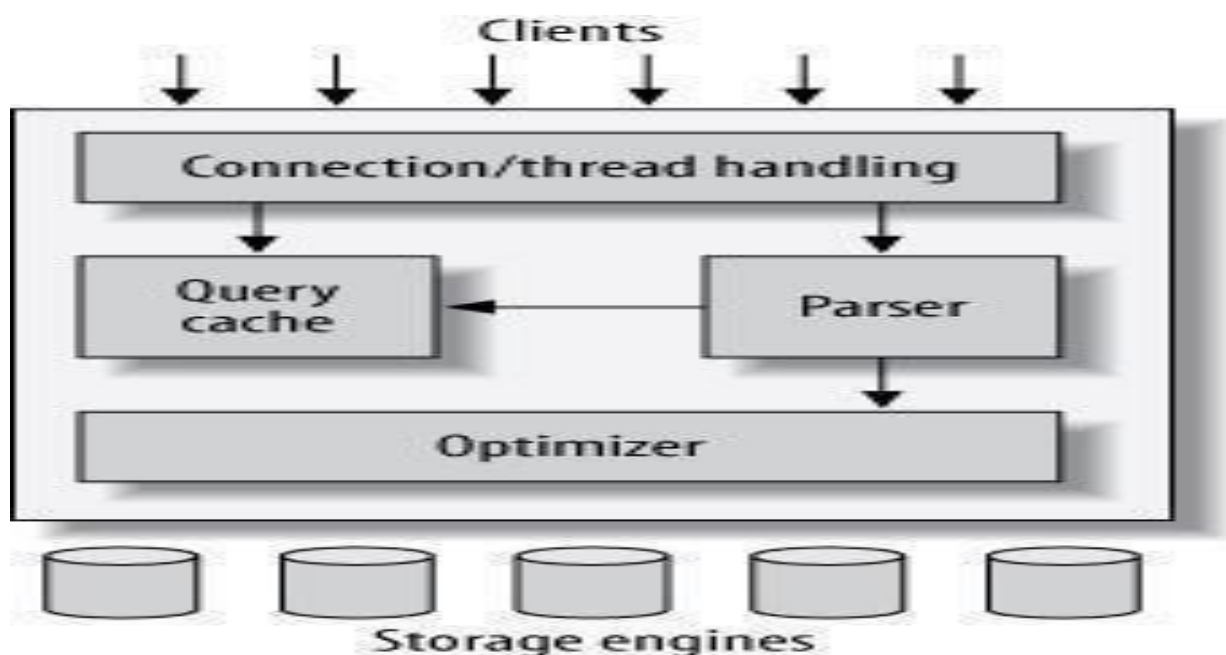
At PHP run time PECL/mysqlnd qc can proxy queries send from PHP(mysqlnd) to the MySQL server. It then inspects the statement string to find whether it shall cache its results. If so, result set is cached using a storage handler and further executions of the statement are served from the cache for a userdefined period. The Time to Live (TTL) of the cache entry can either be set globally or on a per statement basis. A statement is either cached if the plugin is instructed to cache all statements globally using a or, if the query string starts with the SQL hint (*/*qc=on**).

BACK END:

In a previous blog, we talked about how web programmers are concerned with launching websites, updates, and maintenance, among other things. All of that works to support the frontend of the website. The back-end has three parts to it: server, application, and database.

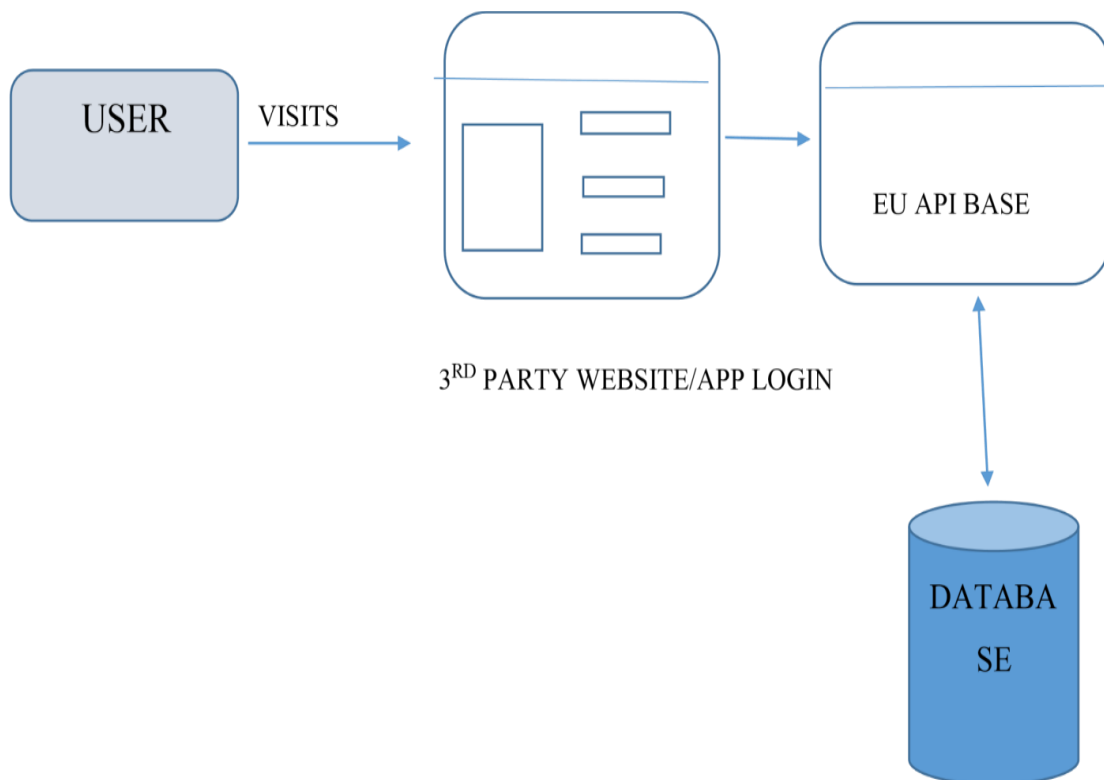
MYSQL's LOGICAL ARCHITECTURE:

The topmost layer contains the services that aren't unique to MySQL .They're services most network-based client/server tools or servers need: connection handling, authentication, security, and so forth.



The third layer contains the storage engines. They are responsible for storing and retrieving all data stored “in” MySQL. Like the various filesystems available for GNU/Linux, each storage engine has its own benefits and drawbacks. The server communicates with them through the *API*. This interface hides differences between storage engines and makes them largely transparent at the query layer. The API contains a couple of dozen lowlevel functions that perform operations such as “begin a transaction” or “fetch the row that has this primary key.” The storage engines don’t parse SQL communicate with each other they simply respond to requests from the server.

SYSTEM DESIGN:



When the user visits the website or app login, the website asks the user to sign in with the protected account (i.e. EAZY USER). Once the user creates an account with easy user account the details are stored into the data base. When the user credentials matched to the details stored in the database, it gives access to the particular website or application.

CONSTRAINTS:

User Interface

The user Interface is provided by the any kind of web browser like Internet Explorer, Mozilla Firefox, msn, safari etc. As the project is the extension of the live project, based on the client's requirement, the project testing will be done for the above specified four browsers so the project would be portable and will have pluggable look and feel.

Communication Interface

This is website so it requires HTTP protocol and Internet connection.

Software Interface

The application mainly interacts with the SQL Server database for storing data at the back end. Other than this it does not deal with any software.

SECURITY TESTING:

Security Testing attempts to verify protection mechanism built into a system will in fact protect it from improper penetration. Security is provided for each user by giving them login name and password. Security testing was done, as any other anonymous user can't log in with a user password if the user is already logged in.

PERFORMANCE TESTING:

Performance Testing is designed to test run time performance of software within the context of an integrated system. Performance Testing occurs throughout all steps in the testing process. Performance tests are often coupled with stress testing and often require both hardware and software instrumentation. So that it is often necessary to measure resource utilization in an exacting fashion. External instrumentation can monitor execution intervals, log events as they occur, and sample machines take on a regular basis. By instrumenting a system the tester can uncover situations that lead to degradation and possible system failure.

CONCLUSION:

The Secure Login Authentication System allows the users to create an account with the required credentials. It is a protected account that any personal will not be taken by the user. users can access any application through this account. This project helps to access the application without sharing personal information. It is applicable for all applications. The main purpose of the data protection and has user friendly interface. There will be no chance for

privacy theft. It is very difficult to say that our data is protected online. Even Most people are not aware that these apps can access all the information. Throughout, the focus has been on protecting the personal information in an easy and intelligible manner. This is very useful for users who don't like to share their personal information online can access the app through this protected account.

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Google <https://www.google.com>

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