## SR-TOWARDS ONLINE SHORTEST PATH

The online shortest path problem aims at computing the shortest path based on live traffic circumstances. This is very important in modern car navigation systems as it helps drivers to make sensible decisions. To our best knowledge, there is no efficient system/solution that can offer affordable costs at both client and server sides for online shortest path computation. Unfortunately, the conventional client-server architecture scales poorly with the number of clients. A promising approach is to let the server collect live traffic information and then broadcast them over radio or wireless network.

Only a small fraction of the index. Our experimental study shows that LTI is robust to various parameters and it offers relatively short tune-in cost (at client side), fast query response time (at client side), small broadcast size (at server side), and light maintenance time (at server side) for online shortest path problem.

## PROBLEM STATEMENT:

There is a disadvantage of finding objects in space from the existing system. In this proposal, we are going to allocate the objects in space by using spatial database.

**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 | - | SVG |

**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 5.0 |
| Database Connectivity | : | JDBC. |