

A Noval Video Streaming & Video Playing Website

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Abstract

As we know video is an essential part of our life and children's can learn so many things from video and it is also an entertainment part of our life. Video Hub is a online Application which stores different categories of video where users of the application can browse any video according to their interest and can comment on any videos. It is a Hub of video where different companies can maintain their channels like TV shows and Movies as per their interest.

Keywords: - Video Surveillance System, Distributed Computing, Smart Camera, Events

1. INTRODUCTION:

Visual surveillance has become one of the recent research areas in computer vision. Due to the growing importance of visual

surveillance for surveillance and security purposes. The traditional video surveillance require continuous manual monitoring which is infeasible because of factors such as human fatigue and cost of manual labour. It is virtually impossible to search through recordings for events such as finding suspicious activity in the past since that would require a playback of the entire duration of video recording. Hence there is a need of an automated system for video surveillance which can detect unusual or suspicious activities on its own. Video surveillance system (VSS) has received a great demand as extremely active application-oriented research areas in computer vision. The early use of monitoring system was the tube camera. Used to broadcast and monitor the industrial

processing. In recent decades expansion in automated video surveillance systems. These lead to inspire evolution in various prominent domains of technology such as: they are crime prevention through indoor and outdoor monitoring ,homeland security , traffic flow analysis, accident detection, traffic monitoring, controlling and airborne traffic management, maritime traffic control , counting moving object (vehicles), human behavior understanding, activity analysis ,motion detection.

2. RELATED WORK

2.1 Existing System

A normal video file in a digital format consists of two parts named codec and container. A codec compresses and decompresses a video file, when video files are too large, to avoid difficulty in downloading or playing the file. Some examples of codecs are FFMeg, DivX, XviD and X264. A container is a collection of files that stores information about the digital file. It basically means a combination of both audio and video data in a single file to furnish simultaneous audio and video playback. AVI, FLV, WMV, MP4 and MOV are some of the popular types of container.

2.2 Proposed System

We propose an adaptive streaming and framework sharing, that is AMES Cloud, the videos can be stored in the cloud, and utilize cloud computing for each mobile user we can construct private agent, by using Scalable Video Techniques, the private agent will reduce the buffering time . Also it can provide non buffering experience of video loading by background work among the Video Base, sub VideoBase and local VideoBase of mobile users. Here we are implementing the framework by using archetype and that can be significant improvement on the adaptivity of the mobile streaming. Here we implement the prototype, while overlooked the cost of programming workload in the cloud.

3. DESIGNING STAGE OF PROJECT

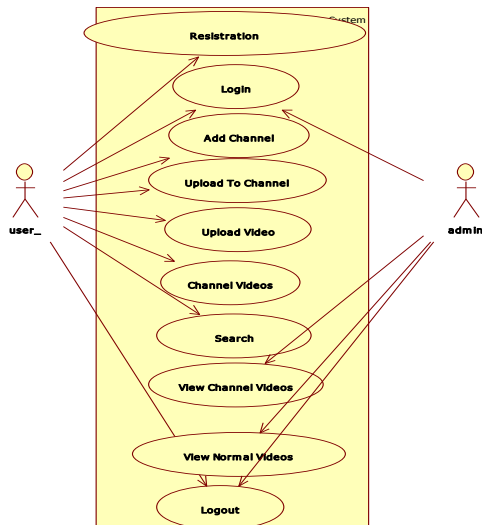


Fig: 1 Showing Use Case Diagram

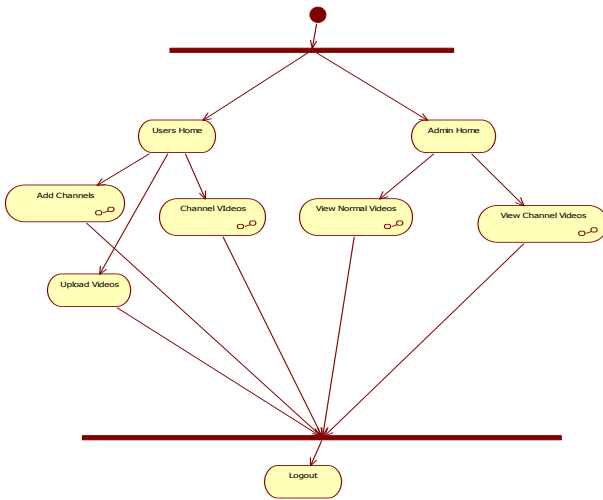


Fig:2 Showing Activity Diagram

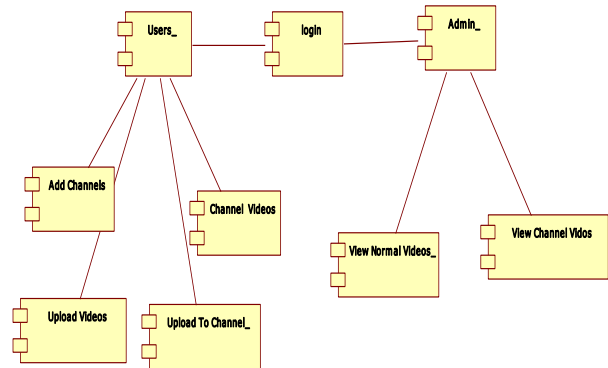


Fig: 3 Showing Component Diagram

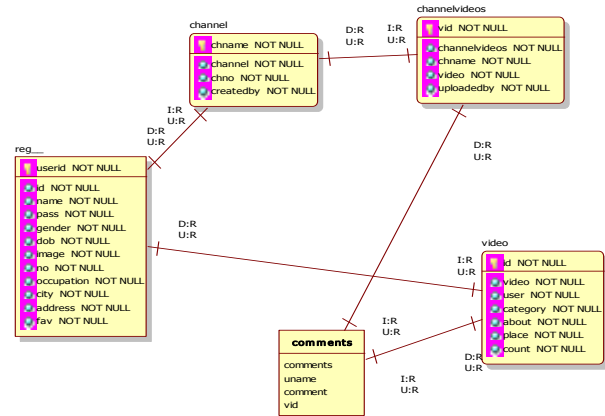


Fig: 4 Showing ER Diagram

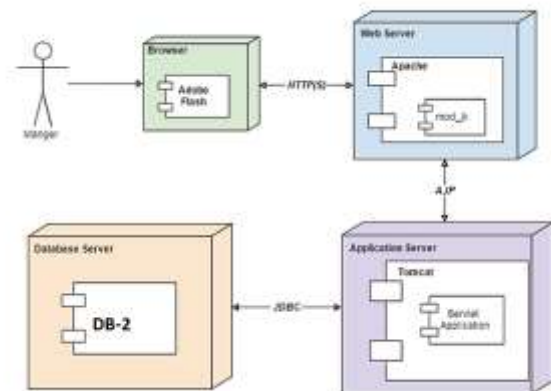


Fig: 5 Showing Deployment Diagram

4. EXPERIMENTAL RESULTS



Fig: 6 Showing Home Page

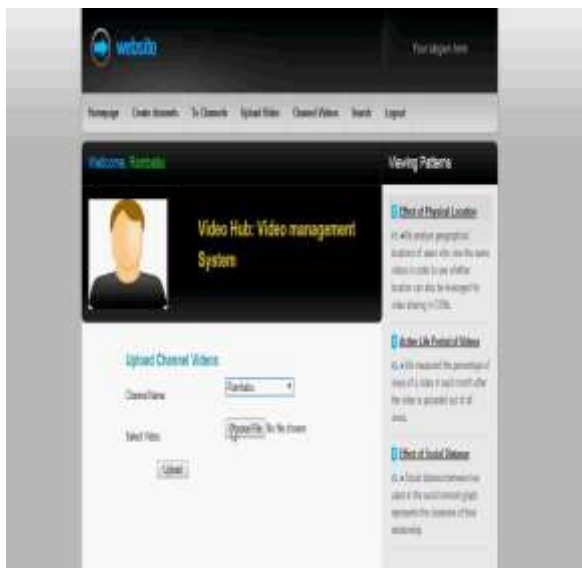


Fig:7 Showing Upload Channel Video Page



Fig: 8 Showing Upload Video Page

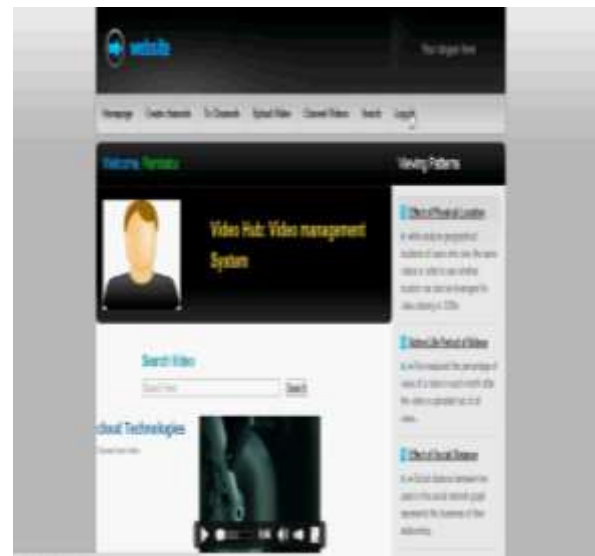


Fig: 9 Showing Searching Video Page

5. CONCLUSION

Finally we conclude that this survey focused on video data streaming with effective frameworks, it works successfully with limited bandwidth. When we share the data through social networks it also requires

security, by these two were in secure cloud environment. While streaming video data user feels live experience by implementing the layers of base, enhanced in sub video clouds. Data are in the form of encoded and adaptable nature. Finally we focus cost effective data streaming with large scale networks in cloud in future means that optimal pricing in data streaming for mobile users. In this paper, we discussed our proposal of an adaptive mobile video streaming and sharing framework, called AMES-Cloud, which efficiently stores videos in the clouds (VC), and utilizes cloud computing to construct private agent (subVC) for each mobile user to try to offer “non-terminating” video streaming adapting to the fluctuation of link quality based on the Scalable Video Coding technique. Also AMES-Cloud can further seek to provide “nonbuffering” experience of video streaming by background pushing functions among the VB, subVBs and localVB of mobile users.

6. REFERENCES

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