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Improved IoT-based Prototype

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Highlights

Blockchain based Payment Merchnat

Fish Feeding and Monitoring System

Discovering Thoughts, Inventing Future

VOLUME 24

ISSUE 1

VERSION 1.0



GLOBAL JOURNAL OF COMPUTER SCIENCE AND TECHNOLOGY: B
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GLOBAL JOURNAL OF COMPUTER SCIENCE AND TECHNOLOGY: B
CLOUD & DISTRIBUTED

VOLUME 24 ISSUE 1 (VER. 1.0)

OPEN ASSOCIATION OF RESEARCH SOCIETY

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An Improved IoT-based Prototype for Fish Feeding and Monitoring System

By Ferdaus Anam Jibon, Farjana Sultana Rafi, Zinia Binte Jamal, Afia Anjum
& Md. Ashraful Islam

International University of Business Agriculture and Technology

Abstract- Fish farming can help meet the ever-increasing demand for seafood and offer nutritious protein to people in underdeveloped countries, while additionally minimizing pressure on wild fish. The global population is supported economically by the fishing industry and related sectors for 10–12% of the total. Presently, cutting-edge technologies such as AI, Machine Learning, Automated Planning, Data Analytics, and IoT are being used in fish farming to increase production, efficiency, and sustainability. In this research, we proposed an IoT-based improved technique for fish feeding and monitoring that will enhance the efficiency of fish farming and increase production while avoiding threats to the environment. This proposed approach uses a microcontroller ESP32 that gathers data from temperature, turbidity, pH, and ultrasonic sensors, alongside a Wi-Fi webcam detecting fish movement. It will be linked to the Blynk app, which gathers and sends this data, informing users about water conditions.

Keywords: *IoT, ESP32, Blynk app, turbidity, pH, servo motor, feeding.*

GJCST-B Classification: *LCC Code: SH151*



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An Improved IoT-based Prototype for Fish Feeding and Monitoring System

Ferdous Anam Jibon ^α, Farjana Sultana Rafi ^σ, Zinia Binte Jamal ^ρ, Afia Anjum ^ω & Md. Ashrafur Islam [¥]

Abstract- Fish farming can help meet the ever-increasing demand for seafood and offer nutritious protein to people in underdeveloped countries, while additionally minimizing pressure on wild fish. The global population is supported economically by the fishing industry and related sectors for 10–12% of the total. Presently, cutting-edge technologies such as AI, Machine Learning, Automated Planning, Data Analytics, and IoT are being used in fish farming to increase production, efficiency, and sustainability. In this research, we proposed an IoT-based improved technique for fish feeding and monitoring that will enhance the efficiency of fish farming and increase production while avoiding threats to the environment. This proposed approach uses a microcontroller ESP32 that gathers data from temperature, turbidity, pH, and ultrasonic sensors, alongside a Wi-Fi webcam detecting fish movement. It will be linked to the Blynk app, which gathers and sends this data, informing users about water conditions. Another remarkable feature is the ability for customers to remotely initiate water-changing procedures and customize feeding parameters using their mobile devices. This method aims to reveal an unprecedented integration of essential sensors encompassing fish rearing, fish movement tracking, remotely manipulating wastewater via a smartphone, supervising the feeding system, and comprehensive water quality monitoring, a unique combination that distinguishes it from existing research. Based on the test results, the servo motor for feeding and changing water gave successful results every time, the success rate of every sensor was around 87% – 97% with an error rate of not more than 7%. Future endeavors involve extending this research to encompass varying pond sizes, incorporating tailored sensors optimized for pond conditions, thus rendering them apt for fish culture.

Keywords: IoT, ESP32, Blynk app, turbidity, pH, servo motor, feeding.

1. INTRODUCTION

In the last 50 years, global fish production has surged, with aquaculture now surpassing wild catch, underscoring its vital role in meeting the rising demand for protein-rich food amid dwindling wild fish stocks. Approximately 700 million people keep fish in tanks, aquariums, or ponds worldwide for aesthetic, economical, or protein purposes. The bulk of fish keepers are focused on upholding the water quality and

feeding system, which must be done on time each day [1]. Yet, struggle to feed due to the inefficiency of time, which may cause fish to be under stress and fish mortality. One technological development that can help fish keepers with these problems in the rapidly evolving digital world is the Internet of Things (IoT).

IoT is an idea that allows for effective data interchange and control by tying up various physical objects, sensors, and computer systems via an internet network [2]. An automated fish feeder may be utilized to ensure adequate feeding at specified times while also monitoring and maintaining the environment suitably. For example, whenever the pH level and temperature of the waterfall are below the minimal values, an automated system should be present to fix the water parameters issues [3]. A concept for feeding fish through the Internet of Things has been released, however, they neglected to include a water monitoring system, which is crucial [4]. Fish are extremely sensitive to alterations in the water's purity. Monitoring variables including pH, dissolved oxygen, temperature, nitrate levels, and ammonia levels helps guarantee that the aquatic environment is still conducive to the health and welfare of the fish.

In light of this sensation of fish, [5-7] has suggested a system to enable the Internet of Things-based smart monitoring for fish farming in one of the earliest and most conventional forms of aquaculture which is pond farming. Economic progress is aided by this pond farming, yet pond aquaculture is also highly costly. Considering raising fish as a leisure activity, some prefer to maintain them in aquariums rather than ponds.

Fish aquarium maintenance is a challenging task that involves cleaning and feeding among other things. Important parts of this method include turning off the power head of the aquarium, feeding by hand, and restarting the air circulation afterward [8]. To decrease the need for manual feeding and observation an automated aquarium with two ultrasonic sensors: one for the fish tank and the other for the feedbox was developed research. If either of the sensors detects low levels, the user will be notified via an app and instructed to take appropriate action [9]. Overfeeding needs to be addressed because it might lead to water pollution. To prevent water degradation and guarantee fish welfare, authorities should give priority to activities like

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illumination maintenance, water replenishment, and attending to various details.

This study focuses on IoT-based fish feeding using the ESP32 microcontroller integrated with a Wi-Fi module. Sensors and the Blynk app facilitate remote monitoring of aquariums, allowing owners to check parameters like pH, temperature, water level, and clarity. A webcam provides real-time views, and a water pump automates water replenishment. Despite occasional internet connectivity issues causing delays, the system effectively monitors and feeds aquarium fish.

The main objective of our proposed prototype is to deliver meticulous care for the aquatic inhabitants by leveraging IoT technology. This includes monitoring the fish's movement, observing water conditions suitable for their well-being, and automatically adjusting or replacing the water if it is not optimal.

The list of prior initiatives for an Internet of Things-based smart aquarium monitoring system is displayed in Table 1 in which this research has filled in the gaps. The last portion of this table shows the contributions made throughout the investigation.

Table 1: Analyzing Previous Studies and this Research

Research	Servo Motor	Temperature Sensor	Water level check sensor	Turbidity sensor	pH sensor	NodeMCU	Water pump	Web cam
[1]	Yes	No	Yes	No	No	Esp8266	No	No
[2]	Yes	Yes	No	No	Yes	No	No	No
[3]	Yes	Yes	Yes	No	Yes	Esp32	Yes	Yes
[4]	Yes	Yes	No	Yes	Yes	No	No	No
[5]	No	Yes	No	Yes	Yes	Esp8266	No	No
[6]	No	Yes	Yes	Yes	Yes	No	No	No
[7]	No	Yes	No	No	Yes	Esp8266	Yes	No
[8]	Yes	Yes	Yes	Yes	Yes	Esp8266	No	No
[9]	Yes	Yes	Yes	No	No	Esp8266	No	No
Proposed Prototype	Yes	Yes	Yes	Yes	Yes	Esp32	Yes	Yes

This research synthesizes the constraints identified in existing research to inform the direction of our study. By integrating insights from prior work, we aim to address gaps and advance understanding in our field which is the merit of this research. Also, this proposed prototype has the enticing feature of being able to use the Internet of Things to replace and replenish water in the event of contamination while also tracking the movement of the fish.

II. RELATED WORK

In the process of developing this work, we conducted a comprehensive analysis of recent research articles. These scholarly papers serve as invaluable resources, offering our project a wealth of insightful information that encapsulates the forefront of current research within our field. Through diligent examination and scrutiny of these articles, we have fortified our understanding and enhanced the execution of our work, thereby ensuring that we are positioned at the leading edge of innovation and knowledge advancement in our domain.

To enhance aquatic lives a sensor-equipped real-time monitoring system was presented by Balaji et al. [10]. Nevertheless, neither Wi-Fi modules nor fish-feeding functionality were included in their system. Its lack of these qualities may limit its usefulness in some applications, even with its sensor-based monitoring

capabilities. Authors [11] used a Raspberry Pi to develop a mobile application-based method for self-feeding, to enable self-feeding, this approach combines a Raspberry Pi with a mobile application. It lacks the vital sensors needed to monitor the water. In 2019, Cheng et al. [12] utilized Arduino and esp8266 for temperature and water quality monitoring. The pH sensor, which is crucial for fish health, was not used in this study. The design and development of an automatic fish feeder system with various sensors were proposed by Izzeldin et al. [13], however, they could not measure the water temperature and alter the water. The feeding method used by the authors [14] correctly scheduled fish meals and had a 1% error rate. Bin et al. [15] employed a system with remote water monitoring with pH and ultrasonic sensors. They lacked a turbidity and temperature sensor. A turbidity sensor is used in the automated aquarium system that the authors of [16] built but they didn't make extensive use of the other required sensors. Shweta et al. [17], designed an IoT Smart Fish Tank with customizable feeding and water change scheduling but they didn't use a temperature sensor which is important for fish farming. Conversely, though, Albert et al. [18], proposed a system that didn't address issues like scalability, data security, and power consumption. In 2020a study suggested an IoT-based smart aquarium prototype with NodeMCU and Arduino MEGA controllers for smartphone-controlled fish feeding

and pH monitoring. It aimed to maintain optimal pH levels for specific fish types. Using an analog pH sensor, the result is shown on a liquid crystal display (LCD) [19]. Murizahet al. [20] developed an IoT System for dynamic fish feeders based on fish existence for agriculture aquaponics breeders.

Their system included waterproof ultrasonic sensors, humidity sensors, and ultrasonic sensors. They lacked a pH and temperature sensor as well as a means for restoring or changing the water. An autonomous fish feeder was created by Shafie et al. [21] using a real-time clock. For timed feeding, this method ignores the use of sensors in favor of a real-time clock mechanism that offers more functionality and flexibility. A wireless sensor network was proposed by Chen et al. [22] to simulate circumstances found in fish farms. With the use of technology and sensors, they can detect temperature, measure water level, calculate pH, and calculate the amount of dissolved oxygen. When the dissolved oxygen value falls below the range the central processing system will automatically send a signal to start the load to improve the amount of dissolved oxygen in the water by inflator and when the temperature drops, the heater automatically increases the temperature. They could not detect fish movement and lacked a technique for changing or restoring the water. In 2019, Abdullah et al. [23] suggested a smart feeder monitoring system for automated and manual fish feeding. It focuses on small-scale breeders with few employees and information on fish pellet intake. For development, Firebase and Arduino Uno are utilized. The study assesses the benefits of the system over manual data feeding and storage techniques. They didn't employ several of the required sensors. A smart aquarium architecture was developed by Hafid et al. [24] and incorporates hardware with sensors providing data to mega 328 microcontrollers. It makes use of sensors for light, humidity, and water levels. The software provides an online interface for aquaponics system monitoring. Another aquaculture 4.0 was created by European research projects. They employed PROTEUS sensors for Internet of Things (IoT)-based water monitoring, which was economical in Ghana's WAZIUP case and ecologically benign and clever in the IMPAQT project [25]. Haryanto et al. [26] developed a smart aquaponics system featuring a mobile app for water monitoring. Despite its capabilities, the system fell short in detecting fish movement. IOT-based fish feeders and monitoring systems were introduced in [27-30]. They were mainly focused on feeding and food storage. They have not focused on water monitoring.

This research has made an effort to get over the aforementioned constraints and flaws. Separate sensors are lacking in separate research. Certain papers have excessive costs, some don't have a water monitoring system, and some are manual systems without IoT. This

project has combined all these constraints to overcome each one and enhance its efficiency.

III. PROPOSED METHOD

The proposed IoT-based fish feeder system seeks to provide an affordable, efficient, and observant means of providing fish with food in aquaculture environments. To automate the feeding of fish, this system combines hardware and software components, resulting in accurate feeding and decreased labor needs. Since water temperature is crucial to fish rearing, the temperature sensor measures the water's temperature in Celsius. It should continue to be between 25 and 28 degrees Celsius. A turbidity sensor gauges how hazy the water is. Obstacles such as food waste or fish waste can cause cloudiness in the water. There shouldn't be more than eight NTUs (Nephelometric Turbidity Units) of cloudiness. The water's distance is measured by the ultrasonic sensor, which aids in estimating the water level. The aquarium needs to be filled with new water as the distance increases, as this indicates that the water level is dropping. Since fish farming is now one of the main sources of seafood production, the pH and other mechanisms utilized in this work aim to be used in aquaculture, or bigger surfaces.

Figure 1 depicts the overall design of the suggested IoT-based fish feeding and monitoring system for fish rearing. The first step in operating the system is to launch the Blynk app. From there, the motor can be rotated and dispense food by pushing the ON button on the Blynk app. The temperature, turbidity, PH, and ultrasonic sensor information will be shown on the Blynk app too. The water's state can be determined after examining all the data. Water may be changed using a servo motor via the Blynk app once the water's quality is assessed by the turbidity sensor.

a) System Model

The project underwent extensive planning before moving into its practical phase. The circuit layout was carefully followed by the hardware components, and cables from the servo motor were used to connect the Arduino Uno to the temperature and turbidity sensors. Effective power and ground connections on the bread board were guaranteed by a shortcircuit. After that, the code was uploaded to the Arduino IDE, fusing the separate programs for every part. The hardware operated smoothly as soon as it was deployed, turning on the servo motor continuously and showing real-time sensor readings on the serial monitor of the Arduino IDE.

Subsequently, the emphasis turned to creating an interface for the Blynk app on smartphones. A button and gauge were integrated to show the analysis of water condition and send commands to the servo motor. A critical step after the design stage was connecting the ESP 32 to the Blynk app so that sensor data could be

transmitted and stored. The user's commands to rotate the motor for fish feeding and changing water were made easier with the ESP 32.

The synchronization between the hardware and software is depicted in Figure 2. The user can quickly

check the water quality by logging into his mobile device. Additionally, a notice system will be in place for when the quality of the water deteriorates.

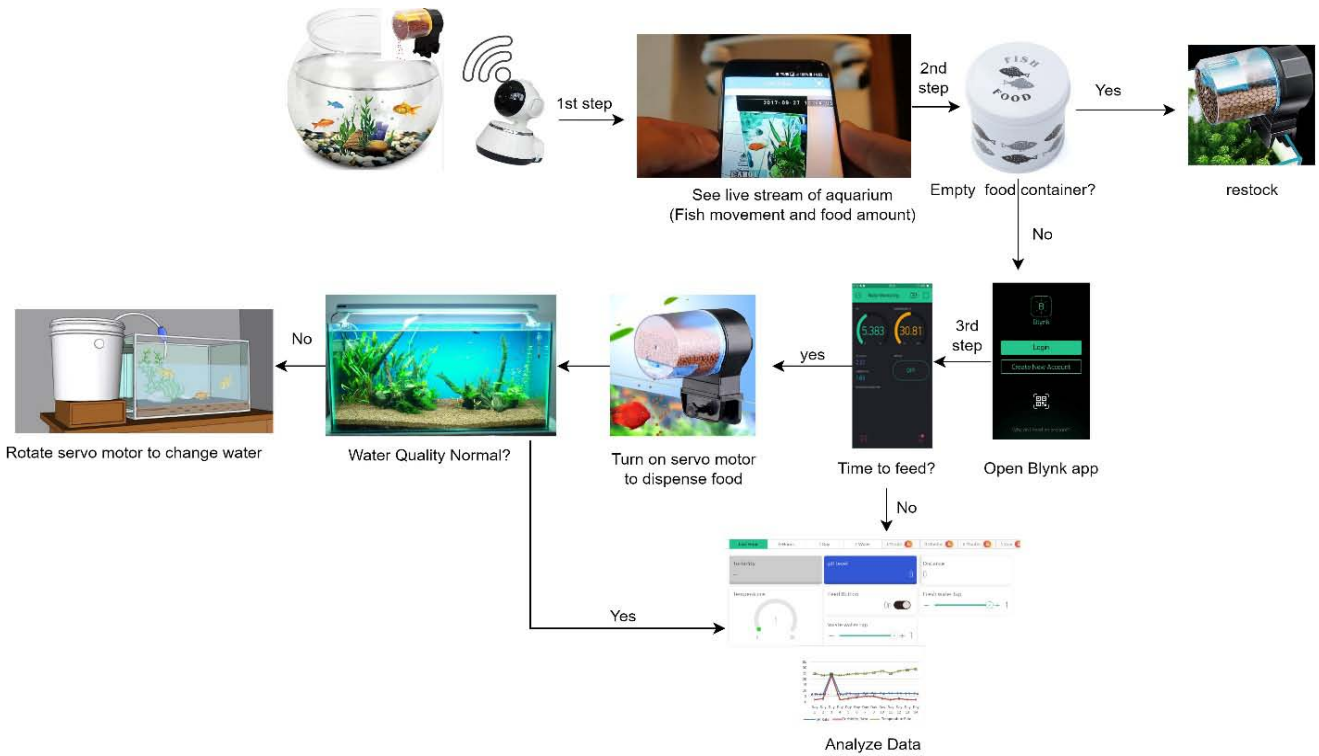


Figure 1: System Design of the Proposed Structure

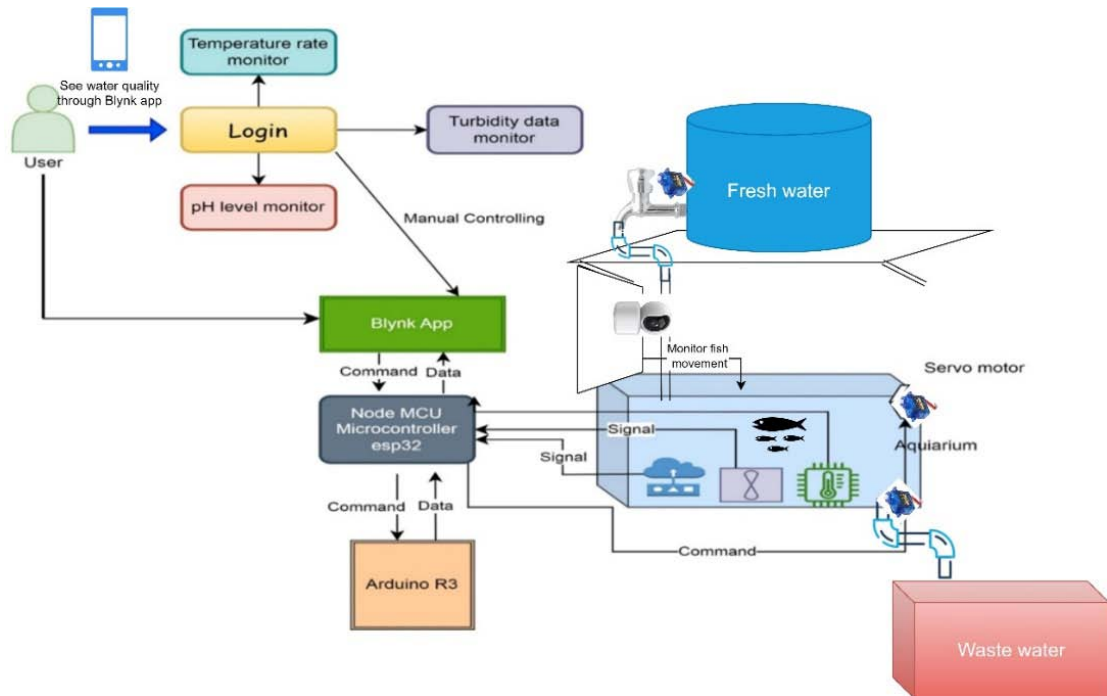


Figure 2: Use Case Diagram of IoT based Fish Feeding System

With the aid of all these characteristics, a user can raise healthy fish without worrying about how he will care for them when he is away from home. Let's provide a clearer demonstration of the system model.

i. Hardware Design

The project commenced its practical phase following comprehensive preparations. Every component of the hardware was assembled in accordance with the circuit schematic. Subsequently, the temperature sensor and turbidity sensor were connected to the Arduino Uno through cables originating from the servo motor. To establish a power source and ground connection for both rows of the breadboard, a short circuit was constructed at the power and ground points. All the hardware used in this project played an important role in overcoming the obstacles of other research.

1. *Temperature sensor:* The TMP36 is a low voltage, precision centigrade temperature sensor. It provides a voltage output that is linearly proportional to the Celsius temperature. This sensor has measured the temperature of the water where the fish are kept. The perfect water temperature for fish is around 25° Celsius to 27° Celsius.
2. *Turbidity Sensor:* DC5V has determined the turbidity of a liquid solution, this turbidity sensor uses an optical approach. A turbidity sensor is used to detect the clearness of water. As healthy fish need a healthy environment, for rearing fish the turbidity level of water should not be more than 8 NTU (Nephelometric Turbidity Units) of cloudiness.
3. *Waterproof Ultrasonic Distance Sensor:* MOD-00231 sensor is used to detect the water level. It detects the water level in the aquarium so that the owner of the aquarium can change the water according to the result.
4. *pH sensor:* The pH sensor is used to measure the pH level of water. The main motive for using the pH sensor is implementing it when the proposed project is taken to the next level like fish farming. For aquariums, pH can be avoided as the water quality has already been measured through the turbidity sensor.
5. *Servo motor:* There have been three servo motors utilized in this project. The first is for turning the food container around. The second one is for clearing the way to dump the effluent. The third one will open the pathway that will allow fresh water to enter the aquarium must be opened as the final step.
6. *Wi-Fi webcam:* The purpose of applying the V380 Wi-Fi Camera 720P is to monitor fish movement, whether they are alive or not.



Figure 3 shows the conceptual framework of the proposed project:

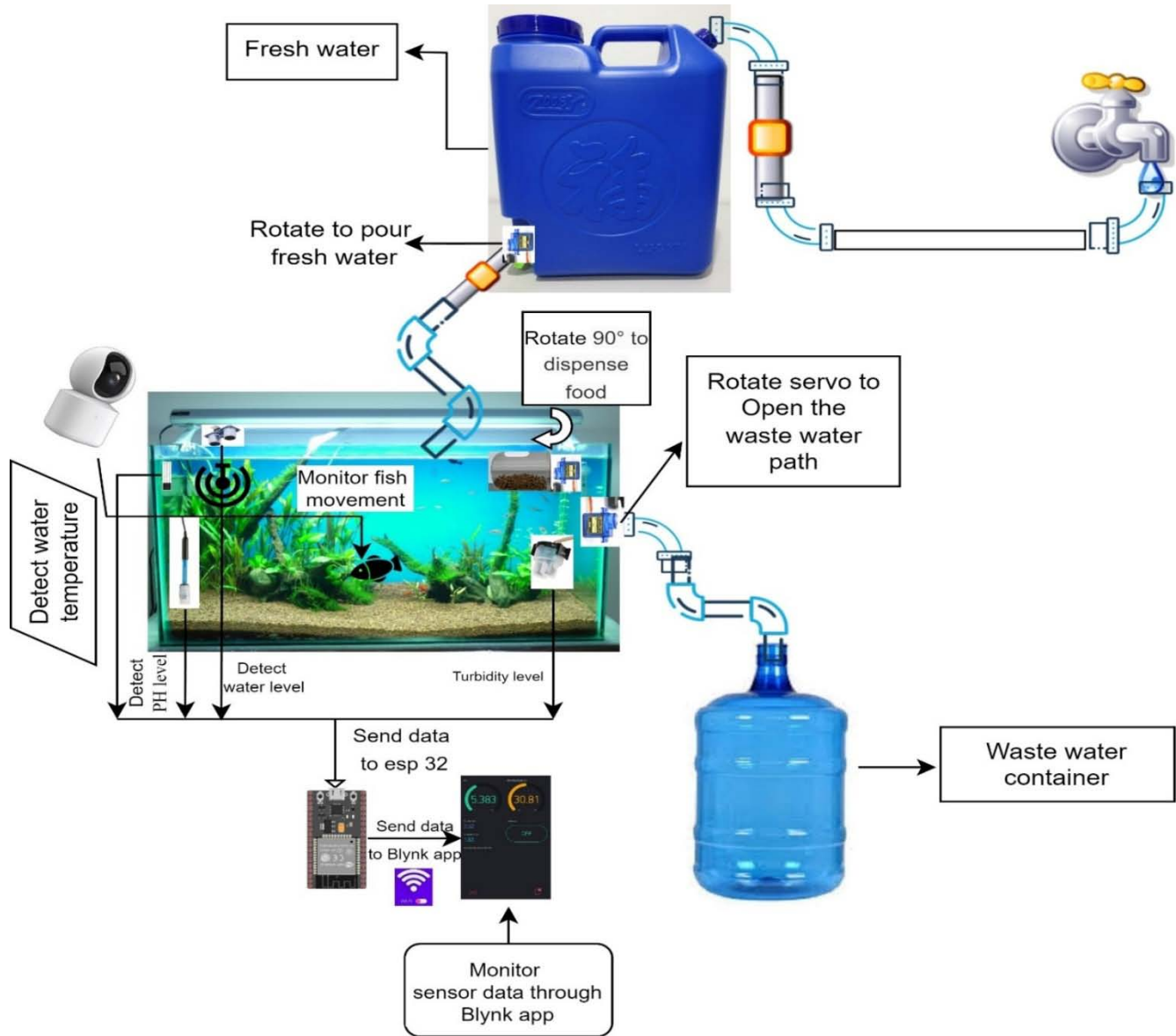


Figure 3: Hardware Design of the Proposed Structure

ii. Circuit layout

The team meticulously created a circuit design, taking into consideration all the nuances of the procedure, to guarantee accurate and flawless hardware connections. Tinker CAD's use was crucial in increasing output and simplifying tasks since it made it possible to pre-design each connection. The accompanying graphic meticulously presents the circuit schematic (see Figure 4), a visual depiction of the electronic layout of the project. This calculated technique improved overall productivity and simplicity of labor in addition to enabling precise hardware connections.

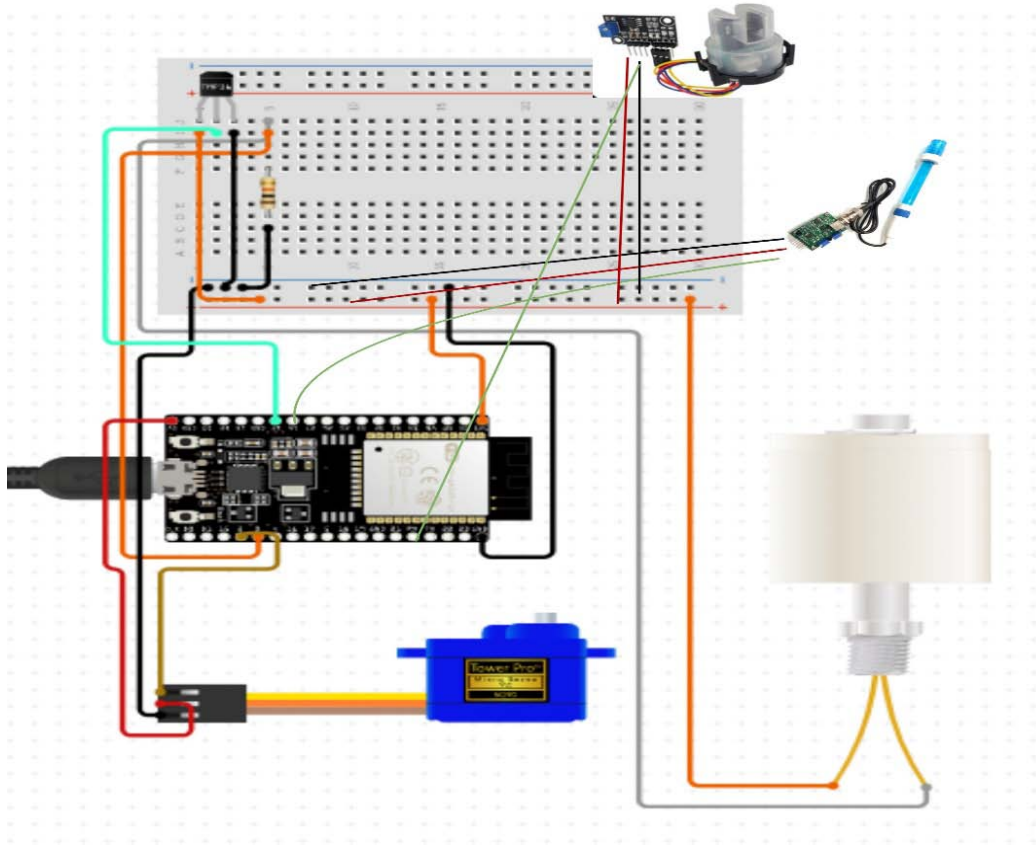


Figure 4: Circuit Diagram of Proposed System

iii. Software Implementation

Blynk, designed for the Internet of Things, facilitates storage, visualization, and remote operation of hardware, including sensor data display. The app offers diverse widgets for creating impressive project interfaces, with communication between the smartphone and hardware managed by the Blynk Server. This built-in program has switches, gauges, and other features as shown in Figure5, that let the owner customize the surface to their choice and needs. After the hardware was connected to the Blynk app, which allowed the user to operate the aquarium and get real-time water condition updates, this system truly came to life.

The installation of software links for the Internet of Things-based fish feeding and monitoring system was a major advancement, taking the research to a new level of accuracy. This project included learning the nuances of Blynk app creation for the smartphone interface in addition to creating and uploading code into the Arduino IDE. To put it simply, the addition of software connections increased the project's level of complexity and guaranteed that the fish feeding and monitoring system functioned with a high level of precision, responsiveness, and controllability. During this stage, hardware and software came together to provide a comprehensive and effective Internet of Things solution for managing aquatic habitats.

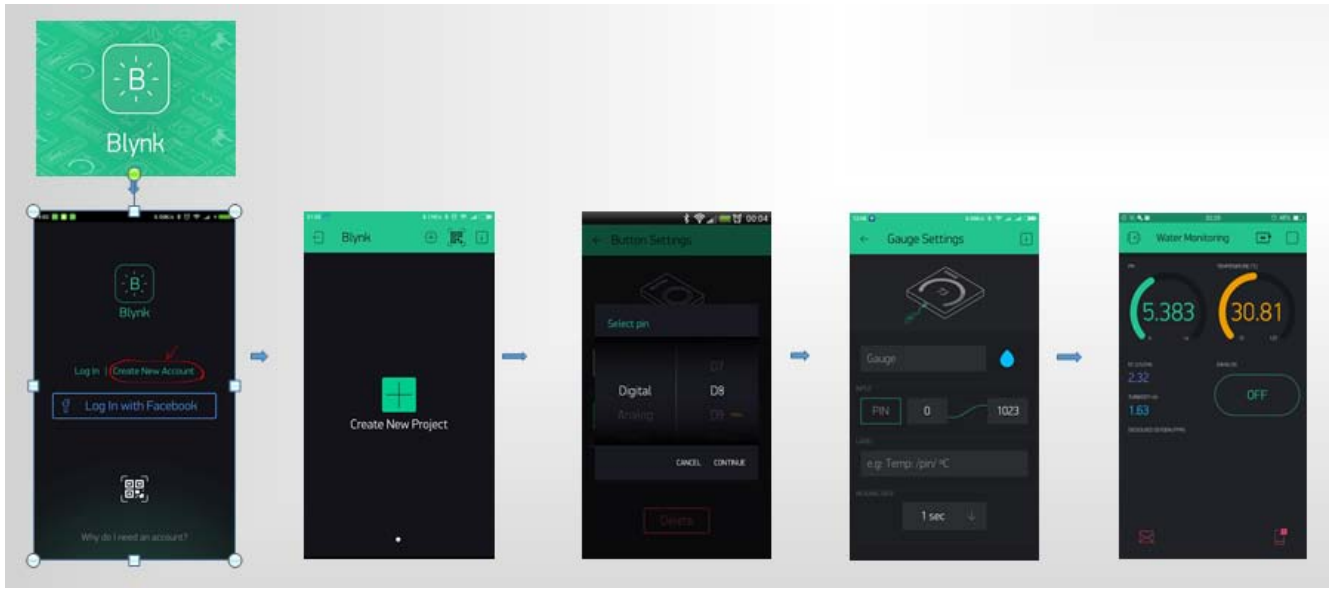


Figure 5: Blynk App Setting and Interface

IV. RESULT

The superiority of this research lies in developing a user-friendly system equipped with all essential tools and sensors for comprehensive fish and water monitoring. Its most unique feature is that it possesses the capability to track fish movement with precision while simultaneously ensuring water replenishment through meticulous examination of both label information and water quality parameters. This section presents the results of the experiments carried out to evaluate the performance of the proposed system. These outcomes rely on two categories of analysis. Among them are the following:

1. Based on waiting time.
2. Based on success or error rate.

a) *Waiting Time*

Some of these analyses give results on the waiting time such as the Wi-Fi connection, servo motors rotation, and turbidity testing. A concise explanation is given in the following tables:

i. *Testing of Wi-Fi Connection to NodeMCU ESP32*

Test Wi-Fi connections to a NodeMCU ESP32 were examined with intervals of waiting, and the outcomes of the assessment are delineated in Table 2.

Table 2: Testing the ESP32's Wi-Fi Connectivity

Testing	Condition	Waiting Time (s)	Accuracy (%)
1 st Test	Connected	5	Medium
2 nd Test	Connected	4	Good
3 rd Test	Connected	6	Medium
4 th Test	Connected	3	Good
5 th Test	Connected	4	Good
6 th Test	Connected	4	Good
7 th Test	Connected	5	Medium
.....
15 th Test	Connected	5	Medium

ii. *Servo motor for feeding*

The Servo motor can feed successfully at a 90°-0° angle which is shown in Table 3. The pivotal component of this system, the servo motor, has proven to be highly effective in facilitating successful feeding at a versatile range of angles, specifically within the 90°- 0° spectrum.

Table 3: Servo Motor Testing for Feeding

Testing	Condition	Waiting time(s) of Servo motors	Servomotor angle
1 st	Successful feeding	4	90°- 0°
2 nd	Successful feeding	3	90°- 0°
3 rd	Successful feeding	2	90°- 0°
4 th	Successful feeding	5	90°- 0°
5 th	Successful feeding	4	90°- 0°
6 th	Successful feeding	3	90°- 0°
7 th	Successful feeding	4	90°- 0°
.....	Successful feeding
15 th	Successful feeding	3	90°- 0°

iii. *Water-Changing Servo Motors*

To change the water, two servo motors successfully rotated. The cork opens and allows water to fall into the second container beneath the aquarium when the motor rotates from 90° to 0°.

Subsequently, an additional servo motor will be turned, allowing the container situated above the aquarium to open and allow water to fall into it. Table 4 indicates that the waiting time affects how well the outcomes are produced.

Table 4: Testing the Water-Changing Servo Motor

Testing	Condition	Waiting Time (s)	Servo motor angle
1 st	Successful water change	2	90°- 0°
2 nd	Successful water change	3	90°- 0°
3 rd	Successful water change	4	90°- 0°
4 th	Successful water change	2	90°- 0°
5 th	Successful water change	4	90°- 0°
6 th	Successful water change	2	90°- 0°
7 th	Successful water change	3	90°- 0°
.....	Successful water change
15 th	Successful water change	4	90°- 0°

iv. *Turbidity Sensor Testing*

An extensive analysis of the results is given in Table 5. The overall environmental conditions of the fish aquarium can be evaluated using this data as a useful indication. This integrated turbidity sensor has been very

helpful in determining the water's quality. In contaminated water, fish cannot survive. The purpose of this sensor is to guarantee that the fish remains in clean water. Figure 6 shows the turbidity rate over 15 days through a chart.

Table 5: Testing Turbidity Sensor

Testing	Water-Condition (NTU)	Waiting time(s)	Accuracy (%)
Day 1	2.4	4	Good
Day 2	2.6	3	Medium
Day 3	2.6	2	Medium
Day 4	2.7	5	Good
Day 5	2.7	4	Medium
Day 6	2.9	3	Good
Day 7	2.0	4	Medium
.....
Day 15	2.8	3	Medium



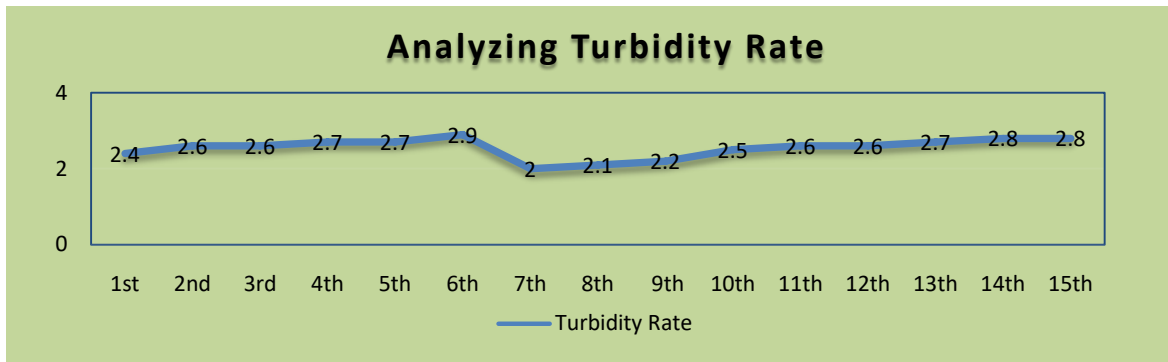


Figure 6: Turbidity Rate Chart

b) Result Based on Success or Error Rate

By the aqueous state's efficacy or error ratio, the temperature, JSN-SR04T sensor, and pH sensors yield discernment.

results of testing the pH sensor for the acidity (pH) meter throughout 15 tests indicate that the biggest error value is 7.59% and the smallest value is 0%.

This test's objectives are to calibrate the pH sensor and gauge the water's acidity in the aquarium or container. The pH rate during the 15 days is displayed in Figure 7.

i. Evaluation of pH in Water

A comparison is made between the sensor data and the digital pH meter displayed in Table 6. The

Table 6: Testing the pH Sensor

Testing	pH sensor	Digital pH meter	Success (%)	Error (%)
1 st	6.6	6.68	98.80	1.19
2 nd	6.71	6.82	98.39	1.61
3 rd	6.75	6.9	97.82	2.17
4 th	6.83	7	97.57	2.43
5 th	7.30	7.9	92.41	7.59
6 th	7.60	7.60	100	0
7 th	7.60	7.60	100	0
.....
15 th	7.51	7.6	98.82	1.18

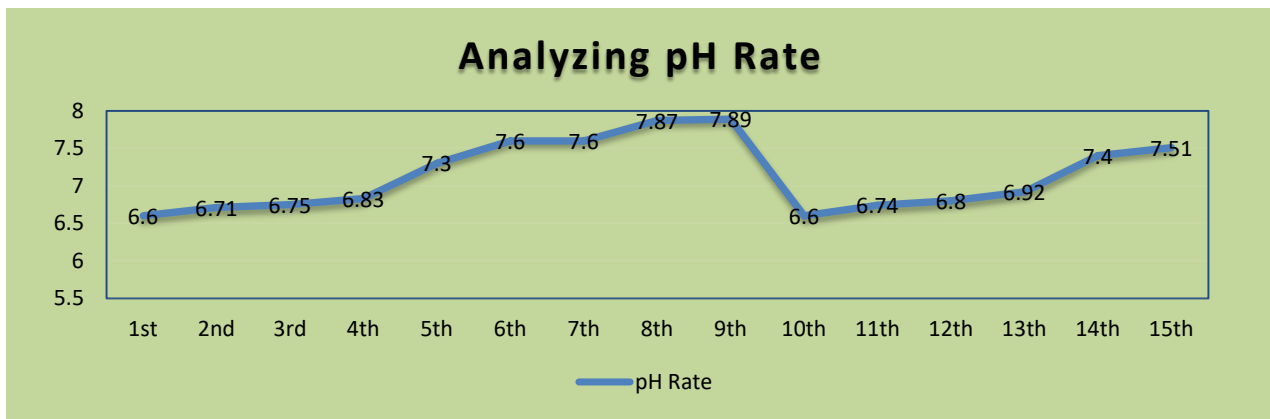


Figure 7: pH Rate Chart

ii. Temperature Sensor Testing

Temperature sensor data, which has been painstakingly documented and organized in Table 7, offers important insights into the ideal temperature maintenance that this system achieves. Based on Table 7, the results of testing the temperature sensor over the 15 tests show that the biggest error value is 4.95% and the smallest value is 0%.

The accurate measurement of water temperature is greatly aided by this built-in temperature sensor. The water must be at the proper temperature for the fish. The chart of Figure 8 shows the temperature during the 15 days, expressed in degrees Celsius.

Table 7: Testing Temperature Sensor

Testing	Temperature sensor	Digital Thermometer	Success(%)	Error(%)
1 st	28 °C	27.2 °C	97.14	2.85
2 nd	27 °C	27 °C	100	0
3 rd	25 °C	26 °C	96.2	3.8
4 th	26 °C	26.5 °C	98.11	1.89
5 th	26 °C	25 °C	96.15	3.85
6 th	26.3°C	26.3	100	0
7 th	26.3°C	25°C	95.06	4.95
.....
15 th	27	26 .1°C	96.7	3.3

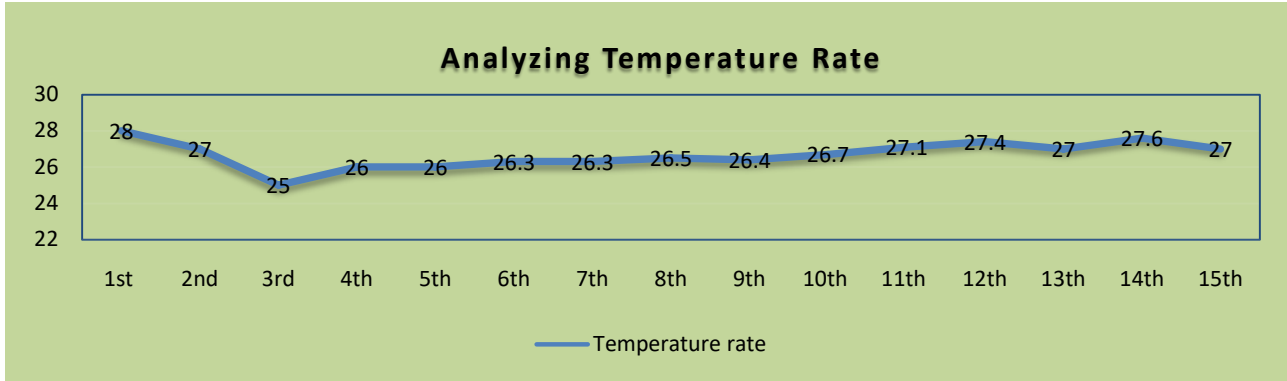


Figure 8: Temperature Rate Chart

iii. JSN-SR04T Sensor Testing

It is clear from the results of tests that the JSN-SR04T sensor has performed correctly. The test results in Table 8 showing the readings of the ultrasonic sensor for the water level are accurate. Figure 9 indicates a progressive increase in distance. This indicates that the

aquarium's water level is dropping slowly. Knowing how much water is remaining allows for replenishment. To analyze the water quality, see Figure 10. Combining all the data, the result shows the water quality in the chart. (see Figure 11).

Table 8: Testing Water level

Testing	Water level JSN-SR04T sensor(cm)	Manual (cm)	Success (%)	Error (%)
1 st	7	7.3	95.9	4.1
2 nd	8	8	100	0
3 rd	8	8.2	97.56	2.4
4 th	9	9	100	0
5 th	10	10	100	0
6 th	11	11	100	0
7 th	12	12.4	96.8	3.2
.....
15 th	12	12	100	0

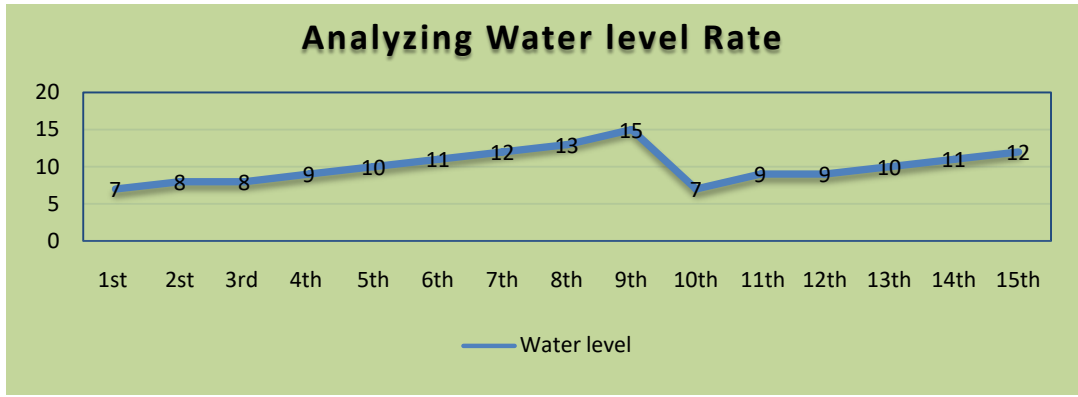


Figure 9: Water Level Chart

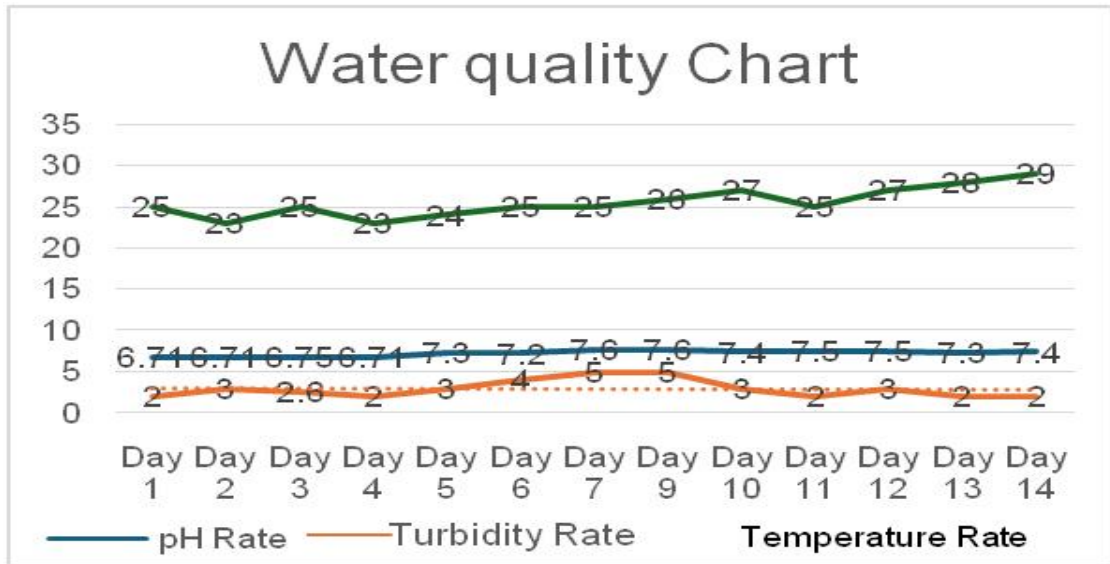


Figure 10: Analyzing Water quality

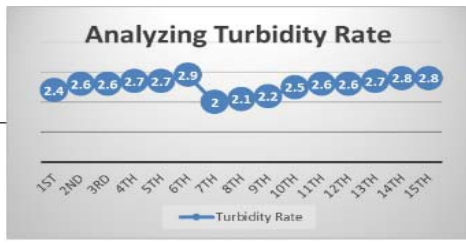


Figure 6: Turbidity rate chart.

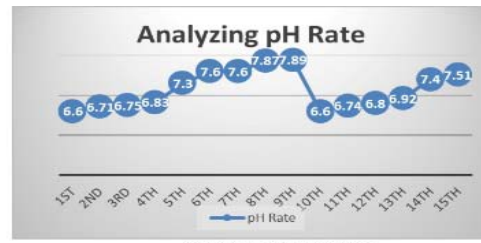


Figure 7: pH rate chart.

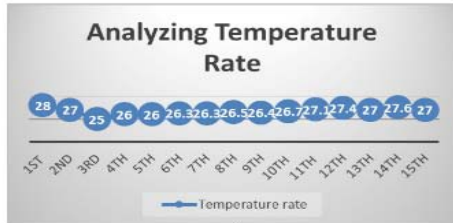


Figure 8: Temperature rate chart.

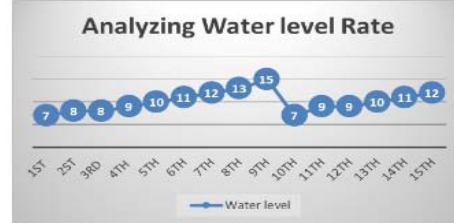


Figure 9: Water Level chart.

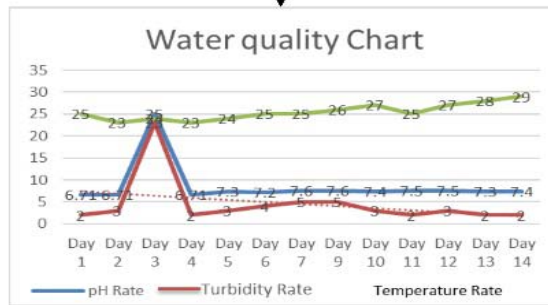


Figure 10: Analyzing Water quality

Figure 11: Combination of all Sensor Chart Data

By conducting essential tests on various types of water, as outlined in Table 11, we can ascertain the suitability of the water for the fish and ensure the aquarium maintains an adequate water level. The entirety of this process is facilitated seamlessly through IoT, effectively fulfilling our objectives. The advantageous feature of this research that sets it apart from earlier studies is that all available sensors were employed to enable mobile device monitoring of the fish's health and water quality as well as remote feeding of the fish. A more efficient comparison is shown in Table 1.

V. CONCLUSION

This implementation aims to mitigate the challenges associated with feeding inefficiencies arising from temporal constraints, stress-induced responses in fish, and subsequent mortalities among the piscine population. The proposed IoT-based system utilizes esp32 to collect data from temperature, turbidity, pH, and ultrasonic sensors. It also employs a Wi-Fi webcam to monitor fish activity and water changes and refill through servo motors according to one's preferences.

All Information is transferred to the Blynk app, enabling remote control of the aquarium's water monitoring and fish feeding. This research stands out from others since it not only overcomes the obstacles that many other studies have faced but also successfully tracks fish movements and replenishes water, setting it apart from earlier research efforts.

a) Future Work

This research was primarily designed for small-scale aquariums but could also be implemented on a larger scale. For future work, we wanted to enhance our idea to cover pond size by employing pond-specific sensors built for fish farming.

Declarations:

Conflict of interest:

The authors have no conflicts of interest to declare that they are relevant to the content of this article.

Ethics approval: Not applicable

Consent to participate: Not applicable

Consent to Publish: Not applicable

Availability of data and materials: Not applicable

Funding: There is no funding for this research.

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Comprehensive Study on Industry 4.0, Service Quality, and Total Quality Management

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Abstract- The purpose of this study is to examine the present status of the literature with regard to the relationships among Industry 4.0, quality management, and Total Quality Management (TQM). This article's goal was to identify the topics and concerns that should be brought up while discussing with regard to termed quality 4.0. A systematic review of the literature was used in this study. For this review study around 15 papers from various sources were examined in total using predetermined selection and exclusion criteria. The topics were divided into the following four categories, creating value for the company using high-quality (big) data, analysis, as well as the use of artificial intelligence (AI) to develop a high-quality 4.0 culture and expertise for high-quality staff members, co-creating value for customers; and deploying cyber-physical platforms and enterprise resource planning (ERP) to assure quality and control. This essay also attempted to investigate whether Quality 4.0 had a definition based on established practices.

Index Terms: *industry 4.0, quality management, total quality management (tqm), artificial intelligence, big data, internet of things (iot).*

GJCST-B Classification: *UDC Code: 658*



Strictly as per the compliance and regulations of:



Comprehensive Study on Industry 4.0, Service Quality, and Total Quality Management

W. L. P. D. M. P. Wijethunga^α & N. Kuruwitaarachchi^σ

Abstract- The purpose of this study is to examine the present status of the literature with regard to the relationships among Industry 4.0, quality management, and Total Quality Management (TQM). This article's goal was to identify the topics and concerns that should be brought up while discussing with regard to termed quality 4.0. A systematic review of the literature was used in this study. For this review study around 15 papers from various sources were examined in total using predetermined selection and exclusion criteria. The topics were divided into the following four categories, creating value for the company using high-quality (big) data, analysis, as well as the use of artificial intelligence (AI) to develop a high-quality 4.0 culture and expertise for high-quality staff members, co-creating value for customers; and deploying cyber-physical platforms and enterprise resource planning (ERP) to assure quality and control. This essay also attempted to investigate whether Quality 4.0 had a definition based on established practices.

As for limitations of this research can be known as some restrictions on the quantity and validity of the papers it reviewed. There may have been some interesting papers that were overlooked accidentally.

Index terms- industry 4.0, quality management, total quality management (TQM), artificial intelligence, big data, internet of things (IOT)

I. INTRODUCTION

I 4.0, a high-tech strategy plan to boost the competitiveness of the German manufacturing industry, was first suggested in Germany in 2011. It immediately became clear that numerous additional concerns may be included under the I4.0 terminology. In reality, I4.0 may be thought of as an entirely novel framework in which "cyber-physical systems" (CPSs) are inter-connected to one another via the Internet of Things (IoT) or the World Wide Web, culminating in the development of a smart factory [1].

Enterprises today adopt a variety of technologies, including additive manufacturing, robots and collaborative robots (COBOT), smart sensors, smart human interfaces (SHI), augmented reality also known as AR, self-driving automobiles, big data, and analytics, artificial intelligence (AI), simulation, and virtualization, to

mention just a few. Over time, numerous new technological advances as well as traditional technologies incorporated through the internet entities have been invented and introduced. Since I4.0 is an emerging field, there are some undiscovered avenues for research, particularly those related to the management of quality and the overall quality management (TQM) industry as a whole. According to the literature analysis, only a small number of studies have examined I4.0 and its close ties to quality management, and also the TQM quality tools and principles. As a result, by analyzing the state of the literature in terms of the connections between I4.0, quality management, and TQM, and suggesting new research directions, this study seeks to broaden this type of discourse [2]. Throughout the connection between I4.0 and TQM enables fresh TQM implementation practices. Fig.1. such as, customer focus, leadership, people engagement process approach, improvement, evidence-based decision making, management of relationships and, quality assurance of quality.

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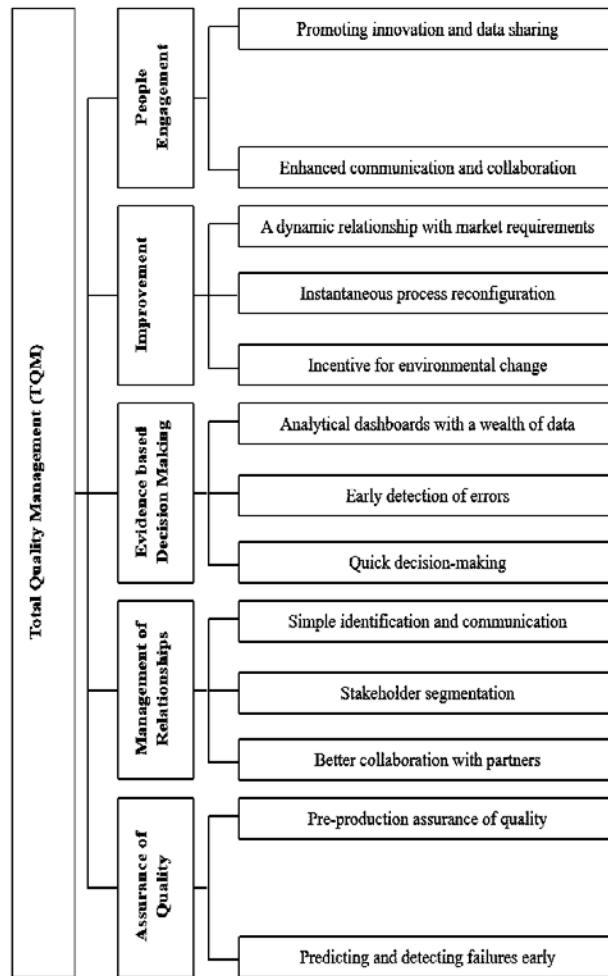


Fig.1: TQM in Relation to Industry 4.0

II. RESEARCH PROBLEM

It is necessary to find out If the technology called data science and industry 4.0 is essential for the management of overall quality of something to be at a very high level in any company. Therefore, if there are any business organizations that have not adapted to the industry 4.0 technology, there is a problem whether this technology will affect their quality management. Regarding this should be studied.

III. RESEARCH OBJECTIVES

The main goal of this review paper is to analyze the current state of the literature in the context of the relationship among Industry 4.0, quality management, as well as total quality management. Additionally, this study aimed to find gaps within the literature and identify topics and issues that might be thought of as the most relevant in relation to the well-known quality 4.0.

Regarding those would be further discussed through the study.

IV. REVIEW OF LITERATURE

In this section the author has used past work, past scholars literature to give more strengthen to this research topic and for the purpose of giving more value to the background of this study.

a) Industry 4.0 Landscape

According to Zonnenshain and Kenett, the quality of the product, quality of process, quality of service, management quality, design quality, and information quality are the six stages through which quality is said to have progressed, according to the authors [3]. The latter is substantially connected to the advancement of the production operation system software and the enterprise resource planning, or ERP (Enterprise Resource Planning), system. With this strategy, organizations are shifting their focus away from

products and through data, and quality combined with I4.0 has been recognized as an entirely discipline of data driven. According to Sisodia and Villegas developed a transition plan for Quality 4.0, with managing data being related to the final stage [4]. The writers also covered the significance of adding value within the organization so that people may access the appropriate data and share it with coworkers at every level of the hierarchy. The preceding study demonstrated how technologies from I4.0 enable the acquisition of high-quality, previously unobtainable data. The authors claim that the difficulty is in deciding where, how, and what to gather, as well as how to analyze the generated massive data [5]. In order to improve the quality of design, data could be gathered throughout the entire product cycle, based on past research, big data will enable companies to better balance design factors like the expense and value of the product by enabling an understanding of customers' needs [6]. This problem with the data raises yet another important issue pertaining to how people are attempting to handle quality data alongside the many CPSs provided by I4.0. This, was stated by Radziwill, due to the fact that intelligent automation is becoming more prevalent in organizations as a result of digital transformation [7]. The issue also has an impact on quality professionals who must acquire new skills to help their businesses successfully adopt I4.0. Gregory H. Watson investigated the implications of big data and AI (artificial intelligence) on the quality occupations and individuals associated with quality management, notably the Six Sigma field [8]. The difference between quality professionals and data scientists will be replaced by a new approach known as "collaborative analytics." According to Ai Qiang Lipaper in this particular issue found important implications for human capital in the product-service structure of I4.0; the findings of the article implied that employees are undeveloped regardless of the impact of staff in utilizing the digitization and value collaboration, and researchers require an organization with learning capabilities for the "diffusion of innovation" [9]. I4.0 technologies are expected to meet high expectations from both employees and quality managers. The necessity for traditional ideas of quality to adapt to I4.0 developments and difficulties was examined by Pavol Durana in 2019 [10]. According to the authors, I4.0 implementation and quality management are closely related to the development of a culture of quality rather than being solely technological.

b) *Technologies of Industry 4.0*

Refers to the below Fig. 2 and this illustrates those new areas after digital transformation of the I4.0.



Fig. 2: Digitalized transformation of the industry 4.0.

i. *Big Data*

Is a term used to describe the latest wave of technologies and infrastructures that allow businesses to find, collect, and analyze enormous amounts of data. Organizations generate more information as a result of using increasingly sophisticated tools, processes, and products[11].

ii. *Cloud Computing*

Is a smart network production paradigm known as cloud-based manufacturing facilitates product personalization, more worldwide collaboration, knowledge innovation, and a quicker capacity to react to market changes [12].

iii. *Internet of things*

The Internet of Thing is a technological infrastructure that makes it possible to identify, locate, track, and monitor items as well as gather and transmit data between devices. It is a synthesis of many technologies centered around the linkage between actual things and the internet[13].

iv. *Cyber Security*

The digital environment of the 4th industrial revolution connects people, machines, products, and other entities, forming interconnected industrial networks that extend across the supply chain. For processes to be successfully completed in real-time, digital interactions among points need to be trustworthy and secure. As a result, a few of the most essential criteria to stop cyberattacks is cyber security. In fact, it acts as an effective shield against threats and instability for digital operations [14].

c) *Importance of industry 4.0 for Quality*

Albert Albers in 2016, conducted study on "how I4.0 technologies might impact business performance" [15]. Industry 4.0 may greatly increase the satisfaction of customers, as estimated by 45% of the participants, by eliminating the use of faulty products and offering better service. The design team and production operations may get automated and quick transmissions of customer data and information. According to Nicola

Cobelli and Andrea Chiarini in 2019, businesses that want to use digital applications can't only grow their technological capacity [16]. To handle those socio-technical developments, these organizations should acquire and strengthen effective relationship and collaboration abilities. The study also highlighted how I4.0 technologies have a substantial impact on the phenomenon that is known as "digital servitization" [17]. With the help of smart sensors and radio frequency identification (RFID), all kinds of data and information relating to materials in shipment, work that is being done, and finished items may be detected, monitored, and registered [5]. The opportunity to automatically gather and examine typical quality ensure/control information as well as data, such as peer review and the findings of an audit non-conforming commodities, and calibration outcomes, to mention a few, is now available. Additionally, CPS particularly intelligent detectors, SHI, and RFID could be beneficial in reducing errors and defects in human and automated activities [18].

d) TQM Implementation Practices Relation to Industry 4.0

Considering a variety of valid reasons, including those referred to as Total Quality Management principles, proper maintenance of an organization's entire condition management is necessary. The author encounters discussed how general approaches to quality management affect Industry 4.0 in this section. In this way, they are connected to industry 4.0 Fig. 1.

i. People Engagement

All service providers should contribute equally to quality management in a company with efficient quality management. In other words, employees in every position of authority inside the company ought to provide this. It has an impact on the productivity of the company, and industry 4.0 helps to achieve this goal by helping to maintain effective internal communication and collaboration.

In this industry 4.0, enterprise resource planning tools and artificial intelligence make it simple for anyone to contribute new goods to the company, which promotes innovation [19].

ii. Improvement

The continuation of the business is one of quality management's key goals. That is, to maintain a high level of customer satisfaction while meeting their demands and ensuring the company's continued existence by upgrading its manufacturing operations. In other words, this is a unique place to perform the root cause analysis that influences the incidence of an error. A company organization's continuous survival and the ongoing process improvement of production are supported by this industry 4.0.

It improves the performance of the overall production process itself. Also, this industry 4.0 helps to early detection of machine breakdown, machine maintenance. This industry 4.0 is useful to detect system failures early [19].

iii. Evidence Based Decision Making

Decisions made based on accurate data and information only affect the survival of the business, achieving the goals of the business and saving the unnecessary expenses of the business. Industry 4.0 as well as big data, artificial intelligence and cloud computing help to make such decisions efficiently. Also, industry 4.0 industries help to know the breakdowns of machine systems in the early stages as well as to maintain them in a timely manner [19].

iv. Management of Relationships

All the factors that contribute to the effectiveness of any organization in which quality control is implemented. It is very important to maintain good and productive relationships between investors, suppliers, consumers and other parties. It affects the organization to maintain a steady flow of goods and services.

Effective communication and collaboration between all departments in the institution leads to good quality management. For example, suppliers are constantly aware of the organization's demand volumes, enabling problem-free product supply and customer demand. It is with the help of data science [19].

v. Assurance of Quality

Industry 4.0 helps to produce more advanced products with high technology and high quality. This industry 4.0 helps to identify any defect in a product item with the help of smart technology, improve the efficiency of the processes, and make corrections to produce defect free products [19].

V. RESULTS AND DISCUSSION

The defining of Quality 4.0 was our first step. We discovered some attempts, as was previously said, but they are unrelated to any theoretical approaches. Therefore, the author should further try to clarify the term through investigations that allow for the confirmation or rejection of certain research predictions, such as case studies or surveys.

Finally, the researcher think that a lot of papers have been written about the investigation of Industry 4.0 ciber physical systems to be used for enhancing quality assurance and control issues like recognizing products and routing in addition to tool as well as gauge management in the literature. There are several more pieces of I4.0 literature on technical subjects that researchers didn't consider taking into account for our review work. As was already mentioned, research is necessary to contextualize the findings from these articles into a more widespread Quality 4.0

implementation paradigm. Future researchers can complete their studies further regarding this area. Therefore, this study is a good attempt for future scholars to complete their studies further improving this subject [1].

VI. CONCLUSION

Researchers believe the research's conclusions would be intriguing from a practical standpoint even if it were based on an SLR. Many useful and well-researched approaches could be used by experts and leaders in the development and implementation of their own quality 4.0 models. The author has conducted this study by studying the literature investigations of previous studies. Only 12 past scholarly research articles have been taken into consideration when completing this study. According to the recent literature surveys, the investigation looked at the way industry 4.0 might affect quality.

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GLOBAL JOURNAL OF COMPUTER SCIENCE AND TECHNOLOGY: B CLOUD & DISTRIBUTED

Volume 24 Issue 1 Version 1.0 Year 2024

Type: Double Blind Peer Reviewed International Research Journal

Publisher: Global Journals

Online ISSN: 0975-4172 & PRINT ISSN: 0975-4350

Blockchain based Payment Merchnat

By Harsh Vardhan, Dr. Santosh kr. Dwivedi & Mr. Raghvendra Singh

Abstract- Blockchain technology has revolutionized various industries, and its potential is now being realized in the realm of payment systems. This abstract explores the concept of a blockchain-based payment merchant, which leverages the decentralized and immutable nature of blockchain to provide secure, transparent, and efficient transactions.

Traditional payment systems often suffer from issues such as high transaction fees, lengthy settlement times, and vulnerabilities to fraud. However, by utilizing blockchain technology, payment merchants can overcome these challenges. Blockchain offers a decentralized network where transactions are recorded on a distributed ledger, eliminating the need for intermediaries and reducing transaction costs.

GJCST-B Classification: QA 76.9.B56



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Blockchain based Payment Merchnat

Harsh Vardhan^α, Dr. Santosh kr. Dwivedi^σ & Mr. Raghvendra Singh^ρ

Abstract- Blockchain technology has revolutionized various industries, and its potential is now being realized in the realm of payment systems. This abstract explores the concept of a blockchain-based payment merchant, which leverages the decentralized and immutable nature of blockchain to provide secure, transparent, and efficient transactions.

Traditional payment systems often suffer from issues such as high transaction fees, lengthy settlement times, and vulnerabilities to fraud. However, by utilizing blockchain technology, payment merchants can overcome these challenges. Blockchain offers a decentralized network where transactions are recorded on a distributed ledger, eliminating the need for intermediaries and reducing transaction costs.

In a blockchain-based payment merchant system, merchants and customers interact directly, with transactions being recorded as blocks on the blockchain. These blocks are linked together through cryptographic algorithms, ensuring the integrity and immutability of the transaction history. This transparency not only prevents fraud but also enhances trust between parties.

Overall, blockchain-based payment merchants offer numerous advantages, including enhanced security, transparency, reduced costs, and faster settlement times. However, challenges such as scalability, regulatory frameworks, and user adoption still need to be addressed for widespread implementation. As blockchain technology continues to evolve, it holds immense potential for transforming the payment landscape and reshaping the way we conduct transactions.

I. INTRODUCTION

Blockchain-based payment merchant systems are innovative solutions that leverage blockchain technology to facilitate secure, transparent, and efficient financial transactions between merchants and customers. By eliminating the need for intermediaries and utilizing the decentralized nature of blockchain, these systems enhance trust, reduce costs, streamline settlements, and protect sensitive financial data. This abstract provides a concise overview of the key features, benefits, and challenges associated with blockchain-based payment merchant systems, highlighting their potential to revolutionize the way

payments are made and create a more secure and efficient financial landscape.

While blockchain-based payment merchant systems offer numerous advantages, they also face certain challenges that need to be addressed. Scalability remains a significant concern, as blockchain networks must handle a high volume of transactions to compete with existing centralized systems. Additionally, regulatory frameworks and legal considerations surrounding cryptocurrencies and digital assets need to be established to ensure compliance and consumer protection.

Despite these challenges, blockchain-based payment merchant systems have the potential to revolutionize the financial landscape. As the technology continues to mature, it is expected to reshape the way payments are made, bringing greater security, transparency, and efficiency to businesses and consumers alike.

II. WORKFLOW

Customer Initiation: The customer initiates a payment transaction by selecting the desired goods or services from the merchant's website or physical store. The payment process begins with the customer providing their payment details.

Transaction Creation: The merchant generates a payment request that includes transaction details such as the payment amount, recipient address, and additional information. This request is then broadcasted to the blockchain network.

Transaction Verification: The blockchain network participants, known as nodes or validators, validate the transaction. They verify the authenticity of the transaction, ensuring that the customer has sufficient funds and that the transaction meets the network's consensus rules.

Transaction Confirmation: Once the transaction is validated, it is confirmed and added to a block. The block contains a collection of transactions that are linked to the previous blocks, forming a chain of blocks, hence the term "blockchain." This process ensures the immutability and transparency of the transaction.

Merchant Notification: The merchant receives a notification that the payment has been successfully processed and settled. They can proceed with providing the goods or services to the customer.

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Transaction Completion: The customer receives confirmation of the completed payment and the transaction details. This confirmation serves as proof of payment, providing both parties with a transparent and tamper-proof record of the transaction.

By implementing a blockchain-based payment merchant system, businesses can benefit from increased security, transparency, and efficiency in their payment processes, while customers enjoy reduced transaction costs and improved privacy. The decentralized nature of blockchain ensures trust, while the transparent ledger provides a reliable audit trail for financial transactions.

III. PROPOSED SYSTEM

The proposed system is a blockchain-based payment merchant system that aims to revolutionize the way financial transactions are conducted between merchants and customers. By leveraging the power of blockchain technology, this system offers enhanced security, transparency, efficiency, and cost-effectiveness in the payment process.

a) Key Features

1. *Decentralization:* The proposed system eliminates the need for intermediaries, such as banks or payment processors, by leveraging the decentralized nature of blockchain. Transactions are directly conducted between merchants and customers, reducing reliance on third-party entities.
2. *Immutable Transaction Ledger:* The system utilizes a blockchain ledger to record and store transaction details. Each transaction is cryptographically secured and linked to previous transactions, ensuring immutability and transparency. This provides an auditable trail of transactions, minimizing the risk of fraud or data manipulation.
3. *Enhanced Security:* The system employs cryptographic algorithms to secure transactions, protecting sensitive customer data and preventing unauthorized access. Blockchain's decentralized architecture adds an additional layer of security, as tampering with transaction records requires altering multiple copies distributed across the network.
4. *Real-Time Transaction Settlement:* The proposed system enables near real-time settlement of transactions. Without the need for intermediaries, payments can be processed and settled directly between the merchant and customer. This reduces settlement times and eliminates delays associated with traditional payment systems.
5. *Lower Transaction Costs:* By removing intermediaries, the system reduces transaction fees and associated costs. Blockchain-based transactions often involve lower fees compared to traditional payment methods, enabling merchants to

save on transaction expenses and potentially pass on these savings to customers.

IV. ANALYSIS

The use of blockchain technology in payment merchant systems has been a topic of significant research and analysis in recent years. Scholars and experts have explored the potential benefits, challenges, and implications of implementing blockchain-based solutions in the financial industry. This research analysis provides a brief overview of the key findings and trends in the field.

a) Security and Trust

Research consistently highlights the enhanced security and trust offered by blockchain-based payment merchant systems. The decentralized nature of blockchain eliminates the need for intermediaries, reducing the risk of fraud, data manipulation, and unauthorized access. The use of cryptographic algorithms and consensus mechanisms ensures the integrity of transactions, creating a high level of trust among participants.

b) Efficiency and Cost Savings

Studies indicate that blockchain-based payment systems can significantly improve transaction efficiency and reduce costs. The removal of intermediaries streamlines the payment process, resulting in faster settlement times and lower transaction fees. The automation capabilities of smart contracts further enhance efficiency by eliminating manual processes and reducing administrative overhead.

c) Transparency and Accountability

Blockchain's transparent and immutable ledger enables easy tracking and auditing of transactions. Research emphasizes the potential for increased transparency and accountability in payment merchant systems. The ability to trace transactions back to their origin promotes a higher level of accountability among participants and reduces the likelihood of disputes or fraudulent activities.

d) Scalability Challenges

One prominent challenge highlighted in research is the issue of scalability. Blockchain networks, particularly those based on public blockchains like Bitcoin and Ethereum, face limitations in terms of transaction throughput and speed. As payment systems require high transaction volumes, scalability solutions such as layer 2 protocols or alternative consensus algorithms are actively researched to address these limitations.

e) Regulatory and Legal Considerations

The regulatory landscape surrounding blockchain-based payment systems is still evolving. Research underscores the importance of establishing robust

regulatory frameworks to ensure compliance, consumer protection, and mitigate risks such as money laundering and fraud. Legal considerations related to digital assets, smart contracts, and privacy also require attention to foster the widespread adoption of blockchain-based payment systems

V. CONCLUSION

In conclusion, research on blockchain-based payment merchant systems demonstrates the significant potential of blockchain technology to transform the financial landscape. The studies and analyses conducted in this field consistently highlight several key findings.

Firstly, the use of blockchain in payment systems offers enhanced security and trust. By leveraging decentralized networks and cryptographic mechanisms, blockchain eliminates the need for intermediaries, reduces the risk of fraud, and ensures the integrity of transactions. This increased security fosters trust among participants and creates a transparent and tamper-proof record of transactions.

Secondly, blockchain-based payment systems provide efficiency gains and cost savings. By removing intermediaries, transaction times are reduced, settlement is streamlined, and transaction fees are lowered. The automation capabilities of smart contracts further enhance efficiency by eliminating manual processes and reducing administrative overhead.

Thirdly, the transparency and accountability of blockchain-based payment systems have been emphasized. The immutable and transparent nature of the blockchain ledger allows for easy auditing and tracking of transactions, promoting transparency and reducing disputes. Participants have a clear view of the transaction history, enhancing accountability and reducing the potential for fraudulent activities.

However, researchers have identified challenges that need to be addressed for wider adoption of blockchain-based payment systems. Scalability remains a key concern, as blockchain networks must handle high transaction volumes to compete with centralized systems. Regulatory frameworks and legal considerations surrounding cryptocurrencies and digital assets.

Despite these challenges, research recognizes the potential impact of blockchain-based payment systems on financial inclusion, particularly in underserved regions. The ability to provide secure and affordable financial services to the unbanked population can empower individuals and contribute to economic growth.

In summary, research on blockchain-based payment merchant systems confirms the numerous benefits, including enhanced security, efficiency, transparency, and potential for financial inclusion.

Overcoming challenges such as scalability and regulatory frameworks will be crucial for the widespread adoption and realization of the transformative potential of blockchain technology in the payment industry. Continued research, collaboration, and industry engagement will drive the advancement of blockchain-based payment systems, paving the way for a more secure, efficient, and inclusive financial future.

VI. FUTURE WORK

The future of blockchain-based payment merchant systems is bright, with several areas of development and innovation on the horizon. Advancements in scalability, interoperability, privacy, security, user experience, and integration with decentralized finance will shape the evolution of these systems. Continued research, collaboration among academia, industry, and regulatory bodies, and the exploration of new use cases will drive the realization of a more secure, efficient, and inclusive financial ecosystem powered by blockchain technology.

a) *Enhanced User Experience*

Improving the user experience of blockchain-based payment systems is essential for widespread adoption. Future research will focus on designing intuitive and user-friendly interfaces, simplifying the onboarding process, and providing seamless integration with existing payment solutions. By enhancing the user experience, merchants and customers will have a more seamless and convenient payment experience, fostering greater acceptance and adoption of blockchain-based payment systems.

b) *Integration of Decentralized Finance (DeFi)*

The integration of blockchain-based payment systems with decentralized finance (DeFi) holds significant potential for the future. Researchers will explore ways to leverage blockchain technology to enable decentralized lending, borrowing, and other financial services within payment merchant systems. This integration will provide merchants with access to a broader range of financial services and enable customers to utilize their digital assets for payments and investments.

c) *Privacy and Security Enhancements:*

As blockchain-based payment systems continue to evolve, ensuring privacy and security will be a key focus of future research. Advanced cryptographic techniques and privacy-enhancing technologies will be explored to protect sensitive transaction data while maintaining transparency and integrity. Innovations in privacy-preserving smart contracts and zero-knowledge proofs will enable merchants and customers to conduct transactions securely without compromising confidentiality.

ACKNOWLEDGEMENT

We would like to express our gratitude to our friends, family, teachers, and other staff at Shri Ramswaroop Memorial College of Management for supporting and mentoring me. A special thank you to my instructor for suggesting the best and most appropriate course of action.

We would like to first and foremost convey our sincere gratitude to my mentor MR Raghvendra Singh, for his essential leadership, mentorship, and support throughout this research effort.

Last but not least, we want to express our gratitude to our family, friends, and other loved ones for their unfailing help, compassion, and inspiration throughout this research trip.

Their unwavering faith in us has been the source of our inspiration and tenacity.

Although it is impossible to thank everyone who has helped in some way, we sincerely appreciate all the assistance we have received

Finally, I want to sincerely thank my family for their constant help, compassion, and endurance during the entire study process. Their never-ending support has served as a source of inspiration and motivation. In conclusion, this research project would not have been possible without the help and support of everyone indicated above. They were instrumental in making this study possible, and for that, I sincerely appreciate them.

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GLOBAL JOURNAL OF COMPUTER SCIENCE AND TECHNOLOGY: B
CLOUD & DISTRIBUTED

Volume 24 Issue 1 Version 1.0 Year 2024

Type: Double Blind Peer Reviewed International Research Journal

Publisher: Global Journals

Online ISSN: 0975-4172 & PRINT ISSN: 0975-4350

Analysis of the UNIX Operating System and Improvement of the Password Authentication Technique

By Aryan Pratap Singh

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Abstract- The UNIX operating system is an operating system that safeguards against illegal access and other threats to the computer system. In this paper, the UNIX file system is analyzed, the security weaknesses are x-rayed, an improved on-time password authentication technique is presented, and the underlying model used for the design is described. Moreover, a password authentication programme was designed which implements an improvement of the general one-time password technique. Passwords, which are individually selected by users from a codebook are now randomly selected by the system for the user in the improved programme. Real-data entries into the programme demonstrate an enhancement of the security of the system even on the event of the loss of the codebook.

Keywords: authentication, codebook, simulation access control, one time password technique.

GJCST-B Classification: LCC: QA76.76.O63



ANALYSIS OF THE UNIX OPERATING SYSTEM AND IMPROVEMENT OF THE PASSWORD AUTHENTICATION TECHNIQUE

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Abstract- The UNIX operating system is an operating system that safeguards against illegal access and other threats to the computer system. In this paper, the UNIX file system is analyzed, the security weaknesses are x-rayed, an improved on-time password authentication technique is presented, and the underlying model used for the design is described. Moreover, a password authentication programme was designed which implements an improvement of the general one-time password technique. Passwords, which are individually selected by users from a codebook are now randomly selected by the system for the user in the improved programme. Real-data entries into the programme demonstrate an enhancement of the security of the system even on the event of the loss of the codebook.

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1. INTRODUCTION

An operating system presents the computer user with an equivalent of an extended machine or virtual machine that makes it a lot easier to programme and make general use of the computer. This set of manual and automatic procedures also enable a group of people to share a computer installation efficiently. Most times people compete for use of physical resources such as processor time, storage space and peripheral devices; at other times people can co-operate by exchanging programmes and data on the same installation. The operating system makes these activities tolerable.

An operating system must have a policy for choosing the order in which competing users are served and for resolving the conflicts of simultaneous requests for the same resources; it must also have a way of enforcing this policy in spite of the presence of erroneous or malicious user programmes and access (Per, 1990). The simultaneous presence of data and programmes belonging to different users requires that an operating system protect users against each other. This task the operating system must perform automatically.

The UNIX operating system is a multitasking, multi-user and highly portable operating system that

provides a powerful and hospitable program development environment. It controls the computer resources and provides a base upon which the application program runs. The UNIX operating system uses a hierarchical file system that is organized as a tree with the root node called "The Root" and represented by a single '/' (slash). The hierarchical file system has the 'root' file system at the top of the hierarchy of files and this file system is the key to the UNIX operating system. File systems often contain information that is highly valuable to their users. Therefore protecting this information against unauthorized usage is a major concern of all file systems with UNIX inclusive.

One of the most important security features used today are passwords. It is important to have secure, unguessable passwords.

However secure and unguessable the password may seem, it is pertinent to have in place a system that can authenticate the password whenever it is being used to log on the system.

However, the problem with passwords is that they are easily transferable with the owner's connivance and most times unfortunately, without owner's permission. Therefore, though passwords have been and are used widely in the computer world, it is the easiest to compromise. However, the real problem with the use of passwords is that they are transferable and substantially static. Users with or without agreements can end up transferring the password to a third party who can then pretend to be the genuine user. Indeed the worst feature of all is the inability after the event to prove what really happened. There exists no simple way to determine who actually gave the password. The vulnerability of passwords is due entirely to their predictability. The adoption of procedures (authentication techniques) that reduce this must form the basis of any security strategy.

a) Historical Background of Unix

The UNIX operating system was the fallout of the quest by MTT (MASSACHUSETTS Institute of Technology), Bell laboratories and the UNIX operating system's main thrust was providing a convenient working environment for programming. In addition to gaining wide acceptance, particularly in the academic

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world UNIX has influenced the design of many modern Operating Systems. UNIX has a long history as an open development environment. UNIX performs the typical operating system task, but also includes a standard set of commands and library interfaces. The building block approach of UNIX makes it an ideal system for creating new applications. The traditional operating system consists of a small kernel that runs processes such as user applications and services.

The UNIX kernel is a solid core that changes little from system to system, while processes are added at the user's discretion. This makes upgrades easier since the entire operating system does not need to be recompiled. (Thomas, et al 1996i)

b) *Motivation*

The major motivation for this work was that in spite of the fact that the UNIX Operating System is over thirty seven (37) years old, the UNIX operating system has continued to attain wide spread popularity. Though traditionally used on minicomputers and workstations in the academic community. UNIX is now available in personal computers. Previous PC and mainframe users are now looking to UNIX as their operating system solution.

Another feature of UNIX that motivated this work is that the UNIX implementation now includes TCP/IP and support for Ethernet. UNIX therefore provides in one package the ability to install a powerful operating system on a computer that lets user's computers through one of the most common and powerful networking protocols in the industry.

c) *Our Contribution*

Our major contributions in the work include the following;

1. Knowledge of the security flaws in the UNIX operating system has been highlighted.
2. Knowledge of the counter measures against security weakness of the UNIX operating system has been gained.
3. The UNIX password system has been improved upon.
4. An intrinsic knowledge of the UNIX file system has been provided.

III. BACKGROUND AND LITERATURE REVIEW

UNIX is a trademark of AT and T Bell laboratories now known as Lucent Technologies (Waran, 1993). According to the designers, the file system is the key to UNIX. It offers compatible devices, file and inter-process input/output. In essence, the user simply sends and receives data. All data are treated as strings of bytes and no physical structure is imposed by the system, instead by the data. The result is a

considerable freedom from any concern for physical input/output (Davis, 1992).

UNIX is a multiple-user operating system in which commands are processed by a shell that lies between the user and the resident operating system (fig. 2.1). The shell is not really part of the operating system. The idea of a command processor that is independent from the operating system was an important UNIX innovation (Sobell, 1989).

A UNIX user communicates with the system through a shell. Essentially through a command interpreter, the shell is treated much like an application programme and is technically not part of the operating system (Sobell, 1989). This allows a user to replace the standard shell with a custom shell. The Bourne shell can be replaced with a custom shell having a graphic user interface (GUI) with icons or menus replacing traditional commands (Manger, 1992).

Among its resident modules, UNIX contains an input/output control system, a file system, and routines to swap segments, handles interrupts, schedules the processor's time, manages memory space and allocates peripherals device (Bourne, 1983). Additionally, the operating system maintains several tables to track the system's status. Routines that communicate directly with the hardware are concentrated in a relatively small kernel (Fig 2.1). The kernel is hardware dependent and varies from system to system. However, the interface to the kernel is generally consistent across implementation. UNIX is a time-sharing system with programme segments swapped in an out of memory as required (Bourne, 1983). To ensure reasonable response tune, processor access is limited by time slicing. Segmentations is the most addressing scheme, and most UNIX systems implement virtual memory techniques (Sobell, 1989).

The key to the UNIX operating system is the file. UNIX handles files as it has done since its inception in 1969, namely by allowing users' access to them from the command line. Secondly the new graphical user interface that sits atop the UNIX allows the handling of files graphically through the use of icons (Southerton., 1993).

a) *General Feature of Unix File System*

The UNIX file system manages all the data stored on the System's mass strong devices. UNIX provides a built-in protection system against unauthorized access to file by allowing the root or super user to assign permission to file (Southerton, 1993). From the command line, the user can determine the permission level of a file by using the "is" command (list command) to list the file and examine a coded format (Andrew, 1990).

Hierarchical Structure: The UNIX system organizes the file using an upside-down hierarchical tree structure. All files will have a 'parent' file, apart from a directory called

the 'root' directory, which is the parent of all file on the system. The hierarchical component also adds to the dynamic flexibility of the filesystem.

Structureless Files: Files are also said to be structure less, since the utility that creates the file normally dictates the internal format of that file.

Dynamic File Expression: The file-system structure is dynamic. Its size is not determined by any rule other than the amount of disk storage that is available on the system. A file size can be changed at will by the user at any time.

Security: Files are protected using file ownership mechanism. This allows only a specific class of users to access certain files.

b) *The Shell and Shell Scripts*

The UNIX Shell is a customized command line interpreter. UNIX commands are processed by a shell, usually, the shell starts a command as soon as it is entered and then waits for it to terminate before displaying the next prompt. The idea of a custom shell was an important UNIX innovation (Sobell, 1989). When a user logs on, the shell overlays the login, process text and data segment, but the system data segment is not affected. Thus the shell standard input, output and error files are open. The result is that the user can begin issuing commands without opening these standard files (Bourne, 1983).

Many data processing applications are run daily, weekly or at other regular intervals. Some are repeated many times for example a programme treat. When such applications are run, a set of command must issued repeating the application means repeating the commands. Retyping the same commands repeatedly can be frustrating and error prone. The option is to write a shell script a shell scripts is to write a shell script is to write a shell script. A shell script is a file that consists of series of commands. The shell is actually a highly sophisticated interpretive programming language, with its now variables, expressions, sequence, decision and repetitive structure (Southern, 1993).

c) *Security Issues*

In the ever-changing world of global data communication, inexpensive Internet connection and fast paced software development, security is becoming more and more an issue. Security is now a basic requirement because global computing is inherently insecure. Unintended individuals may gain access to a computer and maliciously intercept, alter or transform data into something not intended.

Additionally, unauthorized access to the system may be obtained by an intruder, known as crackers, who then use advanced knowledge to impersonate, steal information or even deny the legitimate user access. Through the need to ensure security of a

system is worthy, however it should be noted that no computer system can ever be completely secure. All that can be done is to make it increasingly difficult for a security compromise to occur.

Unfortunately, UNIX was not designed with security is mind, but a UNIX system can be made secure if the correct procedures are adopted. The problem of Security is UNIX's flexibility as an operating system (Pfleeger, 1989). Its versatile file-system structure allows users to browse extensively through many of the systems file. It is also commonly found that non-privileged user have access to administrative tools simply because the correct access permissions is not set on the relevant file. The issues is UNIX security can be viewed as two categories; Issues related to protecting the system from the user/owner/any multi-user system requires real security among other things protect user from greenhorns.

The most important way to safeguard a system is to limit access to dangerous functions (Wood, et al., 1983). This can be achieved by login as root only as root only when absolutely necessary and by creating administrative logins for each of the system administration functions (Southern, 1993). Equally important is the need to ensure that the root password is known to only trusted persons.

d) *File System Security*

Despite very good efforts at establishing and implementing a good security strategy, the operating system can still be broken into. A cracker's goal is to ensure continued access once access has been gained by breaking a user's password it could be charged to something more secure. Another way the cracker might ensure continued access is to install new accounts on the computer. If access is gained by breaking a user's password it could be changed to something more secure. A good file system security helps prevent or detect these modifications and discovery from a break in (Lane, 1993). System configuration files may be writable by users other than the root. Also device files may have insecure file permission and programmes, furthermore, configuration files may even be owned by user other than root.

Configuration files writable by non-root account may allow a cracker to alter or changes system memory to gain more privileges, snoop terminals, or by pass the normal UNIX files protection to read files from or alter information on deal or tape storage (Smith, 1994). A cracker can alter account. This is one of the reasons most breaches of UNIX security take place at the file level because access permission settings are not set correctly when the system is installed or because file permission settings are inevitable changes a time for various reasons (Manager, 1992). The failure to reset the permission correctly leads to all kinds of security breaches. For instance the "chimed" (change mode)

command is used to alter access permission settings of a particular file or group of files. The syntax is `Chimed [options] <mode> <file.....> (*)`.

It is ideal that a UNIX system maintains proper file system security (intension prevention), and also a means to detect unauthorized file system changes (intrusion detection).

e) File Permissions

Security in UNIX is centered on the UNIX unified file system concept. This is a concept, which treats device drivers, text files, and communications channels as being streams of data accessible via a file mane in the directory. Each UNIX file has a set of three permissions. Via:

- Owner (U) Rights the owner has to access the file.
- Group (g) Rights the owner's group have to access the file.
- World (o) Rights other users have to access file.

This information is stored as a series of flags together with the numeric ID of the owner and group of the files in a structure known as the "inode" associated with each other.

f) User Authentication

Many protection schemes are based on the assumption that the system knows the identity of each user. The problems of identifying users when they log in is called User Authentication, most authentication methods are based on identifying something the user knows, something the user has, or something the user is.

One of the most important security features used today are passwords. Passwords are widely used form of authentication in which the user is require to type a set of alphanumeric characters which is then mapped by the system before login is permitted. Password protection is easy to understand and easy to implement. In UNIX it works like this. The login programme asks the user his name and password. The passwords are immediately encrypted. The login programme then reads the password file until it finds the line containing the user's login name. If the encrypted password contained in this line matches the encrypted password just computed, the logins is permitted, otherwise it is refused.

Morris and Thompson (1979) made a study of passwords on UNIX systems. They compiled a list of likely password: First names, Last names, street names, city names, words from a moderate – sized dictionary, valid license plate numbers, words spelled backwards and short strings of random characters.

Each of them were then encrypted using know password encryption algorithm and checked to see if any of the encrypted passwords matched entries in their list. Order 86 percent of all passwords turned up in their list. Therefore it is important that passwords should be

as secure and unguessable as possible one way this can be achieved is to require / encourage users to pick better passwords and by having the computer offer advice. Some computer have a programme that generate random easy to pronounce nonsense words that can be used as passwords. Eg *totally*, *garbuNgy* or *Bipltry* (some with upper case and special characters). The most extreme form of password security measures is the one-time password. When onetime passwords, are used, the user gets a book containing a list of passwords. Each login uses the next password in the list. If an intruder ever discovers a password, it will not do him any good, since next time a different password must be used. The real problem with the use of password is that they are transferable and substantially static. User with or without agreements can end up transferring the password to a third party who can then purport to be the genuine user.

It goes almost without saying that while a password is being type in, computer should not display the typed in, the computer should not display the typed characters to keep them from prying eyes near the terminal, unencrypted in the computer and even computer center management should not have unencrypted password copies.

Hence, we distinguish this paper by the following contributions.

The standard login command improves password security in two ways:

- Incorrect login name response does not cause immediate errors, thus preventing a remote hacker from rapidly determining that a certain login name is valid on the machine.
- Password entries are not echoed (printed) by UNIX. UNIX.

UNIX password are stored in encrypted from in the/etc/password file. While it is difficult to invert the cipher and procedure the plaintext version of a password, it is comparatively easy to encrypt a selection of possible password and compare them against the encrypted string in/etc/passwd, a favourite crackers ploy. UNIX attempt to lesson the severity of this attack by using a seed value produced at the time of password change to modify the standard DES algorithm to frustrate the use of hardware DES chipsets. This seed is stored with the encrypted password in/etc/ password. Thus two users may have identical passwords, but due to differences in seeds may have different encrypted forms. Hence plaintext search may break one user's password but give no due to the fact that the other user's password is identical.

On recent version of UNIX, the programme/etc/pwck (password validation) checks the password file for any inconsistencies (Ferbrache, et al, 1992). The check include validation of the number of fields, login name, user ID, and whether the login directory and

the programme/etc/grpck checks entries in the group files. The checks include validation of the number of fields; group name, ID and whether all login names appear in the password file. These programmes should be run whenever a change is made to the password or group file (Ferbrache, et al, 1992).

III. RESEARCH METHODOLOGY

a) General One Time Password Aging

The general one time password aging mechanism requires the user to access the system with a new password during login depending on the password life span. Usually the user is issued with a codebook containing a list of password that are used serially and each used password crossed off the list. The next password is then used at the next login. The major drawback of this technique is the requirement to use the password list serially and cross off. This makes it easy for password sniffers, hacker (in the case of loss of the codebook) to determine which password is to be used next.

A model to imitate the implementation of an improved administrative technique, which protects against this drawback, is created.

b) Simulation Models

4.0 In our work, we created models which formed the basis of the design used for this work.

This one-time password aging technique modelled above is an improvement on the general one-time password aging mechanism. In this model the new user (A) is made to undergo an identification procedure with the system administrator (B). After the identification procedure is completed, a list of serially numbered passwords is generated and printed out for the new authorized user (C) in the form of a codebook. The user (C) uses the first randomly chosen password in his codebook at first long-in. simultaneously the user account (D) demands the serial number for the next login password from the system administrator randomly picks a password serial number, which it sends to the user account (D). As user (C) log's out, the user account (D) gives a prompt, which displays the next password login serial number before log-out is completed.

As an added security measure, the user who owns the codebook is advised not to cross off used passwords. This feature is employed so that if the book falls into the hands of unauthorized persons, they will have a hard time guessing which password has been used or which hasn't. The system is programmed to shut down if a wrong password is entered up to three times.

IV. SYSTEM DESIGN

The one-time password aging mechanism was originally designed in a way that authorized users

serially picked their passwords from a list of numbered passwords were crossed off.

In this system designed, passwords are not picked by the individual user, but instead they are randomly chosen by the system administrator for the user's use. Coding of this mechanism would require the in-corporation of a number of modules.

a) Password Generator

This module generates passwords using a combination of permissible characters e.g. upper and lower case letters, digits, punctuation characters, control to form a password list of a specified length. Password generated have keys i.e. serially numbered, generated passwords are stored is a codebook.

b) Random Number Generator

This generator generates passwords characters randomly to from passwords which make up the password list. This generator also randomly picks or generates password keys, which belong to specific passwords. Passwords generated are allocated to user for subsequent logins.

c) Allocator

This module makes use if the random number generator to generate a password key by which belongs to a password from the password list. Chosen passwords are screened to verify if passwords have already been used. If yes, another password key is generated until an unused password is gotten. The password is then allocated to the user.

d) Merits of the Improved One-Time Password

The improved one-time password has a number of merits and advantages over the general one time password.

In the improved one time password mechanism passwords are randomly chosen or selected by the system from the codebook for the user to use, whereas in the general one time password mechanism the passwords are chosen by the user himself for use. After use, the user crosses off the used password from the list of serially number passwords in the codebook. The loophole in this technique is that if a user misplaces his codebook or the codebook happens to be stolen, a malicious user or even a hacker can easily log into the system easily without any sweat by simply following the password sequence using password next to the last crossed off password. The hacker gains continued access to the system since he now has the codebook and the system sees him as a legitimate user.

However, in the improved one time password technique, the password sequence is not known although it is serially numbered. User are also advised not to cross off used passwords as an added advantage. The legitimate user or a hacker does not know the order in which the passwords are chosen

since they are randomly selected by the system from the codebook for use.

Note: The system also has a copy of the codebook. If by chance the codebook is misplaced or stolen, the hacker will have a big problem deciding which passwords have been used and which passwords have not been used as well as not knowing which is the next valid password for login.

If the hacker keys in the wrong password thrice in an attempt to grind out the password selection sequence or the next valid password, the system automatically logs out and deactivates that particular account.

As an added advantage when the system randomly picks and gives out a password, it does not give out the password itself but the password number or key. The user knows which number of key belongs to which password using his codebook. Onlookers or spies will find it difficult knowing which is the actual password attached to the number seen since they do not have the codebook.

e) *Simulation of the Password Generator*

The password generator was simulated using the C++ programming language. The major modules of this simulated programme were;

1. A codebook generator
2. A sample log in test utility
3. An exit option

f) *Using the Codebook Generator*

The codebook generator creates a user codebook consisting of five passwords. To generate a codebook, select the 'Generate new codebook' option from the main menu by entering a 1 at the menu prompt. A codebook is created for the specified user. The codebook created for the user is named in the following format; (user name) code bktxt, and is stored in the current working directory (usually the directory in which the programme was execute), where the system administrator can access it.

g) *Using the 'Login' test Utility*

The 'Log in' test utility is part of the password generator programme, it provides the user with a platform to test the access control operations of the password generator making use of the passwords generated for a given user by the book generator.

To utilize these features, select the "Log in" option from the programme main menu by entering a 2 at the menu prompt. The test utility prompts for a username, which should be the name of a user with an existing codebook. Following the user password to be provided must come from the codebook that was generated for that user.

Note: Once a password is used, it cannot be reused (For this reason, they are called one-time passwords).

The test utility allocates a password key to the user through which the user determines the next password to use in the next "Login" session. Also, if all password needs to be generated for that user.

The "Long in" test utility allows a maximum of three login attempts before a user with an invalid password is denied access.

h) *To Exit the Password Generator Programme*

Select the 'Exit' option from the main menu display and a user is automatically logged out.

V. RESULTS AND DISCUSSION

a) *Creating a Codebook for a user*

When a user name has been specified, the generate subroutines of the password generator invoke the create Random Password routine repeatedly to create a list of unique passwords. This list of passwords is passed on to the Save Passwords routine of the File Handler module which saves the passwords to a codebook and then invokes the encode routine of the File Handler module to encrypt the codebook. An unencrypted copy of the codebook is also stored for use by the system administrator.

b) *Logging in a user*

When a user attempts to log in by providing a user name and password. The Allocator module is given the user name, which it uses to locate the user's codebook and this loads the password in the user's codebook through a call to the File Handler module's getPasswords routine. The check Password routine of the Allocator module is invoked with the user password as an argument. This routine (that is, the check Password routine) invokes the findPassword routine of the searcher module to locate the specified password from the list of passwords in the user codebook. On successful location of the password, the deAllocate routine of the masker module is invoked to mark the password as used. The allocate Password routine of the Allocator module is invoked to allocate a new password key to the user. This routine starts by getting a count of valid passwords left in the codebook through a call to the search module's gatecount routine. If any valid passwords are available, the random index pointing to any password in the user codebook. The crosscheck routine of the searcher module is called to confirm that the password at the randomly picked index is valid, if not valid, the process is repeated by invoking the random number generate again. On matching the index with a valid password, the allocatPassword routine assigns the index value to the user as the key to the next password.

VI. CONCLUSION

The UNIX operating system is a portable multiuser and rugged operating system that provides a

powerful programme development environment. In spite of the ruggedness of the UNIX operating system, this paper highlights the glairs of its password authentication system, gives an overview of the UNIX file systems, proposes on improved password authentication technique, provides a framework for the implementation of this technique and demonstrates a simulation of this technique.



Fig. 2.1: Shell between the user and the Resident Operating System

Fig. 3.1: Simulation Model of the one-time Password Aging with an Improved Authentication Technique

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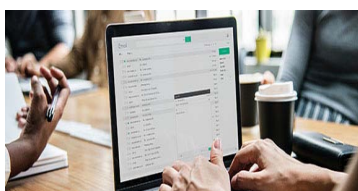
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1. Authors must go through the complete author guideline and understand and *agree to Global Journals' ethics and code of conduct*, along with author responsibilities.
2. Authors must accept the privacy policy, terms, and conditions of Global Journals.
3. Ensure corresponding author's email address and postal address are accurate and reachable.
4. Manuscript to be submitted must include keywords, an abstract, a paper title, co-author(s) names and details (email address, name, phone number, and institution), figures and illustrations in vector format including appropriate captions, tables, including titles and footnotes, a conclusion, results, acknowledgments and references.
5. Authors should submit paper in a ZIP archive if any supplementary files are required along with the paper.
6. Proper permissions must be acquired for the use of any copyrighted material.
7. Manuscript submitted *must not have been submitted or published elsewhere* and all authors must be aware of the submission.

Declaration of Conflicts of Interest

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- Words (language)
- Ideas
- Findings
- Writings
- Diagrams
- Graphs
- Illustrations
- Lectures



- Printed material
- Graphic representations
- Computer programs
- Electronic material
- Any other original work

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2. Drafting the paper and revising it critically regarding important academic content.
3. Final approval of the version of the paper to be published.

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Unless specified in the notification, the Editorial Board's decision on publication of the paper is final and cannot be appealed before making the major change in the manuscript.

Acknowledgments

Contributors to the research other than authors credited should be mentioned in Acknowledgments. The source of funding for the research can be included. Suppliers of resources may be mentioned along with their addresses.

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PREPARING YOUR MANUSCRIPT

Authors can submit papers and articles in an acceptable file format: MS Word (doc, docx), LaTeX (.tex, .zip or .rar including all of your files), Adobe PDF (.pdf), rich text format (.rtf), simple text document (.txt), Open Document Text (.odt), and Apple Pages (.pages). Our professional layout editors will format the entire paper according to our official guidelines. This is one of the highlights of publishing with Global Journals—authors should not be concerned about the formatting of their paper. Global Journals accepts articles and manuscripts in every major language, be it Spanish, Chinese, Japanese, Portuguese, Russian, French, German, Dutch, Italian, Greek, or any other national language, but the title, subtitle, and abstract should be in English. This will facilitate indexing and the pre-peer review process.

The following is the official style and template developed for publication of a research paper. Authors are not required to follow this style during the submission of the paper. It is just for reference purposes.



Manuscript Style Instruction (Optional)

- Microsoft Word Document Setting Instructions.
- Font type of all text should be Swis721 Lt BT.
- Page size: 8.27" x 11", left margin: 0.65, right margin: 0.65, bottom margin: 0.75.
- Paper title should be in one column of font size 24.
- Author name in font size of 11 in one column.
- Abstract: font size 9 with the word "Abstract" in bold italics.
- Main text: font size 10 with two justified columns.
- Two columns with equal column width of 3.38 and spacing of 0.2.
- First character must be three lines drop-capped.
- The paragraph before spacing of 1 pt and after of 0 pt.
- Line spacing of 1 pt.
- Large images must be in one column.
- The names of first main headings (Heading 1) must be in Roman font, capital letters, and font size of 10.
- The names of second main headings (Heading 2) must not include numbers and must be in italics with a font size of 10.

Structure and Format of Manuscript

The recommended size of an original research paper is under 15,000 words and review papers under 7,000 words. Research articles should be less than 10,000 words. Research papers are usually longer than review papers. Review papers are reports of significant research (typically less than 7,000 words, including tables, figures, and references)

A research paper must include:

- a) A title which should be relevant to the theme of the paper.
- b) A summary, known as an abstract (less than 150 words), containing the major results and conclusions.
- c) Up to 10 keywords that precisely identify the paper's subject, purpose, and focus.
- d) An introduction, giving fundamental background objectives.
- e) Resources and techniques with sufficient complete experimental details (wherever possible by reference) to permit repetition, sources of information must be given, and numerical methods must be specified by reference.
- f) Results which should be presented concisely by well-designed tables and figures.
- g) Suitable statistical data should also be given.
- h) All data must have been gathered with attention to numerical detail in the planning stage.

Design has been recognized to be essential to experiments for a considerable time, and the editor has decided that any paper that appears not to have adequate numerical treatments of the data will be returned unrefereed.

- i) Discussion should cover implications and consequences and not just recapitulate the results; conclusions should also be summarized.
- j) There should be brief acknowledgments.
- k) There ought to be references in the conventional format. Global Journals recommends APA format.

Authors should carefully consider the preparation of papers to ensure that they communicate effectively. Papers are much more likely to be accepted if they are carefully designed and laid out, contain few or no errors, are summarizing, and follow instructions. They will also be published with much fewer delays than those that require much technical and editorial correction.

The Editorial Board reserves the right to make literary corrections and suggestions to improve brevity.



FORMAT STRUCTURE

It is necessary that authors take care in submitting a manuscript that is written in simple language and adheres to published guidelines.

All manuscripts submitted to Global Journals should include:

Title

The title page must carry an informative title that reflects the content, a running title (less than 45 characters together with spaces), names of the authors and co-authors, and the place(s) where the work was carried out.

Author details

The full postal address of any related author(s) must be specified.

Abstract

The abstract is the foundation of the research paper. It should be clear and concise and must contain the objective of the paper and inferences drawn. It is advised to not include big mathematical equations or complicated jargon.

Many researchers searching for information online will use search engines such as Google, Yahoo or others. By optimizing your paper for search engines, you will amplify the chance of someone finding it. In turn, this will make it more likely to be viewed and cited in further works. Global Journals has compiled these guidelines to facilitate you to maximize the web-friendliness of the most public part of your paper.

Keywords

A major lynchpin of research work for the writing of research papers is the keyword search, which one will employ to find both library and internet resources. Up to eleven keywords or very brief phrases have to be given to help data retrieval, mining, and indexing.

One must be persistent and creative in using keywords. An effective keyword search requires a strategy: planning of a list of possible keywords and phrases to try.

Choice of the main keywords is the first tool of writing a research paper. Research paper writing is an art. Keyword search should be as strategic as possible.

One should start brainstorming lists of potential keywords before even beginning searching. Think about the most important concepts related to research work. Ask, "What words would a source have to include to be truly valuable in a research paper?" Then consider synonyms for the important words.

It may take the discovery of only one important paper to steer in the right keyword direction because, in most databases, the keywords under which a research paper is abstracted are listed with the paper.

Numerical Methods

Numerical methods used should be transparent and, where appropriate, supported by references.

Abbreviations

Authors must list all the abbreviations used in the paper at the end of the paper or in a separate table before using them.

Formulas and equations

Authors are advised to submit any mathematical equation using either MathJax, KaTeX, or LaTeX, or in a very high-quality image.

Tables, Figures, and Figure Legends

Tables: Tables should be cautiously designed, uncrowned, and include only essential data. Each must have an Arabic number, e.g., Table 4, a self-explanatory caption, and be on a separate sheet. Authors must submit tables in an editable format and not as images. References to these tables (if any) must be mentioned accurately.



Figures

Figures are supposed to be submitted as separate files. Always include a citation in the text for each figure using Arabic numbers, e.g., Fig. 4. Artwork must be submitted online in vector electronic form or by emailing it.

PREPARATION OF ELETRONIC FIGURES FOR PUBLICATION

Although low-quality images are sufficient for review purposes, print publication requires high-quality images to prevent the final product being blurred or fuzzy. Submit (possibly by e-mail) EPS (line art) or TIFF (halftone/ photographs) files only. MS PowerPoint and Word Graphics are unsuitable for printed pictures. Avoid using pixel-oriented software. Scans (TIFF only) should have a resolution of at least 350 dpi (halftone) or 700 to 1100 dpi (line drawings). Please give the data for figures in black and white or submit a Color Work Agreement form. EPS files must be saved with fonts embedded (and with a TIFF preview, if possible).

For scanned images, the scanning resolution at final image size ought to be as follows to ensure good reproduction: line art: >650 dpi; halftones (including gel photographs): >350 dpi; figures containing both halftone and line images: >650 dpi.

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TIPS FOR WRITING A GOOD QUALITY COMPUTER SCIENCE RESEARCH PAPER

Techniques for writing a good quality computer science research paper:

1. Choosing the topic: In most cases, the topic is selected by the interests of the author, but it can also be suggested by the guides. You can have several topics, and then judge which you are most comfortable with. This may be done by asking several questions of yourself, like "Will I be able to carry out a search in this area? Will I find all necessary resources to accomplish the search? Will I be able to find all information in this field area?" If the answer to this type of question is "yes," then you ought to choose that topic. In most cases, you may have to conduct surveys and visit several places. Also, you might have to do a lot of work to find all the rises and falls of the various data on that subject. Sometimes, detailed information plays a vital role, instead of short information. Evaluators are human: The first thing to remember is that evaluators are also human beings. They are not only meant for rejecting a paper. They are here to evaluate your paper. So present your best aspect.

2. Think like evaluators: If you are in confusion or getting demotivated because your paper may not be accepted by the evaluators, then think, and try to evaluate your paper like an evaluator. Try to understand what an evaluator wants in your research paper, and you will automatically have your answer. Make blueprints of paper: The outline is the plan or framework that will help you to arrange your thoughts. It will make your paper logical. But remember that all points of your outline must be related to the topic you have chosen.

3. Ask your guides: If you are having any difficulty with your research, then do not hesitate to share your difficulty with your guide (if you have one). They will surely help you out and resolve your doubts. If you can't clarify what exactly you require for your work, then ask your supervisor to help you with an alternative. He or she might also provide you with a list of essential readings.

4. Use of computer is recommended: As you are doing research in the field of computer science then this point is quite obvious. Use right software: Always use good quality software packages. If you are not capable of judging good software, then you can lose the quality of your paper unknowingly. There are various programs available to help you which you can get through the internet.

5. Use the internet for help: An excellent start for your paper is using Google. It is a wondrous search engine, where you can have your doubts resolved. You may also read some answers for the frequent question of how to write your research paper or find a model research paper. You can download books from the internet. If you have all the required books, place importance on reading, selecting, and analyzing the specified information. Then sketch out your research paper. Use big pictures: You may use encyclopedias like Wikipedia to get pictures with the best resolution. At Global Journals, you should strictly follow here.



6. Bookmarks are useful: When you read any book or magazine, you generally use bookmarks, right? It is a good habit which helps to not lose your continuity. You should always use bookmarks while searching on the internet also, which will make your search easier.

7. Revise what you wrote: When you write anything, always read it, summarize it, and then finalize it.

8. Make every effort: Make every effort to mention what you are going to write in your paper. That means always have a good start. Try to mention everything in the introduction—what is the need for a particular research paper. Polish your work with good writing skills and always give an evaluator what he wants. Make backups: When you are going to do any important thing like making a research paper, you should always have backup copies of it either on your computer or on paper. This protects you from losing any portion of your important data.

9. Produce good diagrams of your own: Always try to include good charts or diagrams in your paper to improve quality. Using several unnecessary diagrams will degrade the quality of your paper by creating a hodgepodge. So always try to include diagrams which were made by you to improve the readability of your paper. Use of direct quotes: When you do research relevant to literature, history, or current affairs, then use of quotes becomes essential, but if the study is relevant to science, use of quotes is not preferable.

10. Use proper verb tense: Use proper verb tenses in your paper. Use past tense to present those events that have happened. Use present tense to indicate events that are going on. Use future tense to indicate events that will happen in the future. Use of wrong tenses will confuse the evaluator. Avoid sentences that are incomplete.

11. Pick a good study spot: Always try to pick a spot for your research which is quiet. Not every spot is good for studying.

12. Know what you know: Always try to know what you know by making objectives, otherwise you will be confused and unable to achieve your target.

13. Use good grammar: Always use good grammar and words that will have a positive impact on the evaluator; use of good vocabulary does not mean using tough words which the evaluator has to find in a dictionary. Do not fragment sentences. Eliminate one-word sentences. Do not ever use a big word when a smaller one would suffice.

Verbs have to be in agreement with their subjects. In a research paper, do not start sentences with conjunctions or finish them with prepositions. When writing formally, it is advisable to never split an infinitive because someone will (wrongly) complain. Avoid clichés like a disease. Always shun irritating alliteration. Use language which is simple and straightforward. Put together a neat summary.

14. Arrangement of information: Each section of the main body should start with an opening sentence, and there should be a changeover at the end of the section. Give only valid and powerful arguments for your topic. You may also maintain your arguments with records.

15. Never start at the last minute: Always allow enough time for research work. Leaving everything to the last minute will degrade your paper and spoil your work.

16. Multitasking in research is not good: Doing several things at the same time is a bad habit in the case of research activity. Research is an area where everything has a particular time slot. Divide your research work into parts, and do a particular part in a particular time slot.

17. Never copy others' work: Never copy others' work and give it your name because if the evaluator has seen it anywhere, you will be in trouble. Take proper rest and food: No matter how many hours you spend on your research activity, if you are not taking care of your health, then all your efforts will have been in vain. For quality research, take proper rest and food.

18. Go to seminars: Attend seminars if the topic is relevant to your research area. Utilize all your resources.

19. Refresh your mind after intervals: Try to give your mind a rest by listening to soft music or sleeping in intervals. This will also improve your memory. Acquire colleagues: Always try to acquire colleagues. No matter how sharp you are, if you acquire colleagues, they can give you ideas which will be helpful to your research.



20. Think technically: Always think technically. If anything happens, search for its reasons, benefits, and demerits. Think and then print: When you go to print your paper, check that tables are not split, headings are not detached from their descriptions, and page sequence is maintained.

21. Adding unnecessary information: Do not add unnecessary information like "I have used MS Excel to draw graphs." Irrelevant and inappropriate material is superfluous. Foreign terminology and phrases are not apropos. One should never take a broad view. Analogy is like feathers on a snake. Use words properly, regardless of how others use them. Remove quotations. Puns are for kids, not grunt readers. Never oversimplify: When adding material to your research paper, never go for oversimplification; this will definitely irritate the evaluator. Be specific. Never use rhythmic redundancies. Contractions shouldn't be used in a research paper. Comparisons are as terrible as clichés. Give up ampersands, abbreviations, and so on. Remove commas that are not necessary. Parenthetical words should be between brackets or commas. Understatement is always the best way to put forward earth-shaking thoughts. Give a detailed literary review.

22. Report concluded results: Use concluded results. From raw data, filter the results, and then conclude your studies based on measurements and observations taken. An appropriate number of decimal places should be used. Parenthetical remarks are prohibited here. Proofread carefully at the final stage. At the end, give an outline to your arguments. Spot perspectives of further study of the subject. Justify your conclusion at the bottom sufficiently, which will probably include examples.

23. Upon conclusion: Once you have concluded your research, the next most important step is to present your findings. Presentation is extremely important as it is the definite medium through which your research is going to be in print for the rest of the crowd. Care should be taken to categorize your thoughts well and present them in a logical and neat manner. A good quality research paper format is essential because it serves to highlight your research paper and bring to light all necessary aspects of your research.

INFORMAL GUIDELINES OF RESEARCH PAPER WRITING

Key points to remember:

- Submit all work in its final form.
- Write your paper in the form which is presented in the guidelines using the template.
- Please note the criteria peer reviewers will use for grading the final paper.

Final points:

One purpose of organizing a research paper is to let people interpret your efforts selectively. The journal requires the following sections, submitted in the order listed, with each section starting on a new page:

The introduction: This will be compiled from reference matter and reflect the design processes or outline of basis that directed you to make a study. As you carry out the process of study, the method and process section will be constructed like that. The results segment will show related statistics in nearly sequential order and direct reviewers to similar intellectual paths throughout the data that you gathered to carry out your study.

The discussion section:

This will provide understanding of the data and projections as to the implications of the results. The use of good quality references throughout the paper will give the effort trustworthiness by representing an alertness to prior workings.

Writing a research paper is not an easy job, no matter how trouble-free the actual research or concept. Practice, excellent preparation, and controlled record-keeping are the only means to make straightforward progression.

General style:

Specific editorial column necessities for compliance of a manuscript will always take over from directions in these general guidelines.

To make a paper clear: Adhere to recommended page limits.



Mistakes to avoid:

- Insertion of a title at the foot of a page with subsequent text on the next page.
- Separating a table, chart, or figure—confine each to a single page.
- Submitting a manuscript with pages out of sequence.
- In every section of your document, use standard writing style, including articles ("a" and "the").
- Keep paying attention to the topic of the paper.
- Use paragraphs to split each significant point (excluding the abstract).
- Align the primary line of each section.
- Present your points in sound order.
- Use present tense to report well-accepted matters.
- Use past tense to describe specific results.
- Do not use familiar wording; don't address the reviewer directly. Don't use slang or superlatives.
- Avoid use of extra pictures—include only those figures essential to presenting results.

Title page:

Choose a revealing title. It should be short and include the name(s) and address(es) of all authors. It should not have acronyms or abbreviations or exceed two printed lines.

Abstract: This summary should be two hundred words or less. It should clearly and briefly explain the key findings reported in the manuscript and must have precise statistics. It should not have acronyms or abbreviations. It should be logical in itself. Do not cite references at this point.

An abstract is a brief, distinct paragraph summary of finished work or work in development. In a minute or less, a reviewer can be taught the foundation behind the study, common approaches to the problem, relevant results, and significant conclusions or new questions.

Write your summary when your paper is completed because how can you write the summary of anything which is not yet written? Wealth of terminology is very essential in abstract. Use comprehensive sentences, and do not sacrifice readability for brevity; you can maintain it succinctly by phrasing sentences so that they provide more than a lone rationale. The author can at this moment go straight to shortening the outcome. Sum up the study with the subsequent elements in any summary. Try to limit the initial two items to no more than one line each.

Reason for writing the article—theory, overall issue, purpose.

- Fundamental goal.
- To-the-point depiction of the research.
- Consequences, including definite statistics—if the consequences are quantitative in nature, account for this; results of any numerical analysis should be reported. Significant conclusions or questions that emerge from the research.

Approach:

- Single section and succinct.
- An outline of the job done is always written in past tense.
- Concentrate on shortening results—limit background information to a verdict or two.
- Exact spelling, clarity of sentences and phrases, and appropriate reporting of quantities (proper units, important statistics) are just as significant in an abstract as they are anywhere else.

Introduction:

The introduction should "introduce" the manuscript. The reviewer should be presented with sufficient background information to be capable of comprehending and calculating the purpose of your study without having to refer to other works. The basis for the study should be offered. Give the most important references, but avoid making a comprehensive appraisal of the topic. Describe the problem visibly. If the problem is not acknowledged in a logical, reasonable way, the reviewer will give no attention to your results. Speak in common terms about techniques used to explain the problem, if needed, but do not present any particulars about the protocols here.



The following approach can create a valuable beginning:

- Explain the value (significance) of the study.
- Defend the model—why did you employ this particular system or method? What is its compensation? Remark upon its appropriateness from an abstract point of view as well as pointing out sensible reasons for using it.
- Present a justification. State your particular theory(-ies) or aim(s), and describe the logic that led you to choose them.
- Briefly explain the study's tentative purpose and how it meets the declared objectives.

Approach:

Use past tense except for when referring to recognized facts. After all, the manuscript will be submitted after the entire job is done. Sort out your thoughts; manufacture one key point for every section. If you make the four points listed above, you will need at least four paragraphs. Present surrounding information only when it is necessary to support a situation. The reviewer does not desire to read everything you know about a topic. Shape the theory specifically—do not take a broad view.

As always, give awareness to spelling, simplicity, and correctness of sentences and phrases.

Procedures (methods and materials):

This part is supposed to be the easiest to carve if you have good skills. A soundly written procedures segment allows a capable scientist to replicate your results. Present precise information about your supplies. The suppliers and clarity of reagents can be helpful bits of information. Present methods in sequential order, but linked methodologies can be grouped as a segment. Be concise when relating the protocols. Attempt to give the least amount of information that would permit another capable scientist to replicate your outcome, but be cautious that vital information is integrated. The use of subheadings is suggested and ought to be synchronized with the results section.

When a technique is used that has been well-described in another section, mention the specific item describing the way, but draw the basic principle while stating the situation. The purpose is to show all particular resources and broad procedures so that another person may use some or all of the methods in one more study or referee the scientific value of your work. It is not to be a step-by-step report of the whole thing you did, nor is a methods section a set of orders.

Materials:

Materials may be reported in part of a section or else they may be recognized along with your measures.

Methods:

- Report the method and not the particulars of each process that engaged the same methodology.
- Describe the method entirely.
- To be succinct, present methods under headings dedicated to specific dealings or groups of measures.
- Simplify—detail how procedures were completed, not how they were performed on a particular day.
- If well-known procedures were used, account for the procedure by name, possibly with a reference, and that's all.

Approach:

It is embarrassing to use vigorous voice when documenting methods without using first person, which would focus the reviewer's interest on the researcher rather than the job. As a result, when writing up the methods, most authors use third person passive voice.

Use standard style in this and every other part of the paper—avoid familiar lists, and use full sentences.

What to keep away from:

- Resources and methods are not a set of information.
- Skip all descriptive information and surroundings—save it for the argument.
- Leave out information that is immaterial to a third party.



Results:

The principle of a results segment is to present and demonstrate your conclusion. Create this part as entirely objective details of the outcome, and save all understanding for the discussion.

The page length of this segment is set by the sum and types of data to be reported. Use statistics and tables, if suitable, to present consequences most efficiently.

You must clearly differentiate material which would usually be incorporated in a study editorial from any unprocessed data or additional appendix matter that would not be available. In fact, such matters should not be submitted at all except if requested by the instructor.

Content:

- Sum up your conclusions in text and demonstrate them, if suitable, with figures and tables.
- In the manuscript, explain each of your consequences, and point the reader to remarks that are most appropriate.
- Present a background, such as by describing the question that was addressed by creation of an exacting study.
- Explain results of control experiments and give remarks that are not accessible in a prescribed figure or table, if appropriate.
- Examine your data, then prepare the analyzed (transformed) data in the form of a figure (graph), table, or manuscript.

What to stay away from:

- Do not discuss or infer your outcome, report surrounding information, or try to explain anything.
- Do not include raw data or intermediate calculations in a research manuscript.
- Do not present similar data more than once.
- A manuscript should complement any figures or tables, not duplicate information.
- Never confuse figures with tables—there is a difference.

Approach:

As always, use past tense when you submit your results, and put the whole thing in a reasonable order.

Put figures and tables, appropriately numbered, in order at the end of the report.

If you desire, you may place your figures and tables properly within the text of your results section.

Figures and tables:

If you put figures and tables at the end of some details, make certain that they are visibly distinguished from any attached appendix materials, such as raw facts. Whatever the position, each table must be titled, numbered one after the other, and include a heading. All figures and tables must be divided from the text.

Discussion:

The discussion is expected to be the trickiest segment to write. A lot of papers submitted to the journal are discarded based on problems with the discussion. There is no rule for how long an argument should be.

Position your understanding of the outcome visibly to lead the reviewer through your conclusions, and then finish the paper with a summing up of the implications of the study. The purpose here is to offer an understanding of your results and support all of your conclusions, using facts from your research and generally accepted information, if suitable. The implication of results should be fully described.

Infer your data in the conversation in suitable depth. This means that when you clarify an observable fact, you must explain mechanisms that may account for the observation. If your results vary from your prospect, make clear why that may have happened. If your results agree, then explain the theory that the proof supported. It is never suitable to just state that the data approved the prospect, and let it drop at that. Make a decision as to whether each premise is supported or discarded or if you cannot make a conclusion with assurance. Do not just dismiss a study or part of a study as "uncertain."



Research papers are not acknowledged if the work is imperfect. Draw what conclusions you can based upon the results that you have, and take care of the study as a finished work.

- You may propose future guidelines, such as how an experiment might be personalized to accomplish a new idea.
- Give details of all of your remarks as much as possible, focusing on mechanisms.
- Make a decision as to whether the tentative design sufficiently addressed the theory and whether or not it was correctly restricted. Try to present substitute explanations if they are sensible alternatives.
- One piece of research will not counter an overall question, so maintain the large picture in mind. Where do you go next? The best studies unlock new avenues of study. What questions remain?
- Recommendations for detailed papers will offer supplementary suggestions.

Approach:

When you refer to information, differentiate data generated by your own studies from other available information. Present work done by specific persons (including you) in past tense.

Describe generally acknowledged facts and main beliefs in present tense.

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Topics	Grades		
	A-B	C-D	E-F
<i>Abstract</i>	Clear and concise with appropriate content, Correct format. 200 words or below	Unclear summary and no specific data, Incorrect form Above 200 words	No specific data with ambiguous information Above 250 words
<i>Introduction</i>	Containing all background details with clear goal and appropriate details, flow specification, no grammar and spelling mistake, well organized sentence and paragraph, reference cited	Unclear and confusing data, appropriate format, grammar and spelling errors with unorganized matter	Out of place depth and content, hazy format
<i>Methods and Procedures</i>	Clear and to the point with well arranged paragraph, precision and accuracy of facts and figures, well organized subheads	Difficult to comprehend with embarrassed text, too much explanation but completed	Incorrect and unorganized structure with hazy meaning
<i>Result</i>	Well organized, Clear and specific, Correct units with precision, correct data, well structuring of paragraph, no grammar and spelling mistake	Complete and embarrassed text, difficult to comprehend	Irregular format with wrong facts and figures
<i>Discussion</i>	Well organized, meaningful specification, sound conclusion, logical and concise explanation, highly structured paragraph reference cited	Wordy, unclear conclusion, spurious	Conclusion is not cited, unorganized, difficult to comprehend
<i>References</i>	Complete and correct format, well organized	Beside the point, Incomplete	Wrong format and structuring



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ISSN 9754350