At present de-facto standard for providing contents in the Internet is the World Wide Web, which implements the client server technique. A technology, which is now emerging on the web, is searching for the audio, video and images and retrieval of the same. In this paper, we describe an architecture that helps the user in performing the above tasks using mobile agents. Here the system is designed and implemented for the search and retrieval of the images and audio files over the Internet. We can observe that several disadvantages of the World Wide Web’s client server technology have been overcome by using this architecture. The current commercial applet – based methodologies for accessing audio files from web databases offers limited flexibility, scalability and robustness. Our system is based on aglets which are nothing but Java based mobile agents. The implementation of the architecture shows that its performance is comparable to and in some cases outperforms the current approach. As an application on this architecture we have also created the speech synthesizer Agent for the special purpose of playing an audio from a particular word. To achieve this, we are making use of open source software Free Text to Speech converter1.0.1 as a supporting tool. This architecture makes use of pull model of E-commerce. This work aims at saving the download time, reduces network traffic for the users who compare and purchase audio online.

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24. Performance Enhancement of E-Commerce Applications using Multiple Mobile Agents

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