

PREDICTION OF PHISHING WEBSITE

USING MACHINE LEARNING

A Project Report

Submitted by

112818104005

A.R. ASHNI

112818104011

V.BHUVANESWARI

112818104031

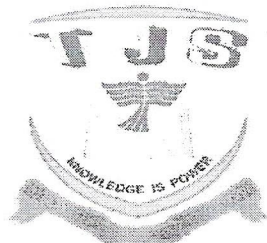
K.LEELAVATHI

In partial fulfilment for the award of the degree of

BACHELOR OF ENGINEERING

IN

COMPUTER SCIENCE AND ENGINEERING



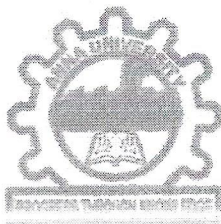
T.J.S ENGINEERING COLLEGE

PERUVOYAL (NEAR KAVARAIPETTAI)

GUMMIDIPOONDI TALUK

THIRUVALLUR DISTRICT - 601206

Approved by AICTE and Affiliated to Anna University, Chennai



ANNA UNIVERSITY: CHENNAI 600 025

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T.J.S. ENGINEERING COLLEGE
Peruvoyal, Kavaraipettai,
Gummidipoondi Taluk,
Thiruvallur Dist - 601 206.

ANNA UNIVERSITY: CHENNAI 600 025

BONAFIDE CERTIFICATE

Certificate that this project report "PREDICTION OF PHISHING WEBSITE USING MACHINE LEARNING" is the bonafide work of the following students.

112818104005

A.R ASHNI

112818104011

V.BHUVANESWARI

112818104031

K.LEELAVATHI


SIGNATURE

Dr.S.Anbu,M.E.,Ph.D.,

Professor and Head of the Department,
Department of CSE.


SIGNATURE
SUPERVISOR

Mr.T.A.Vinayagam,M.Tech.,

Associate Professor,
Department of CSE.

T.J.S ENGINEERING COLLEGE

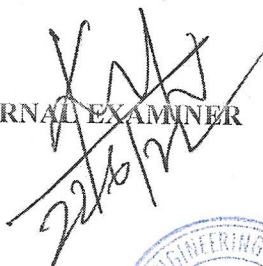
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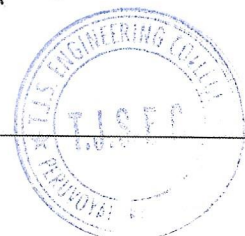
Submitted for viva voce held on 02-06-22 at T.J.S Engineering College, Peruvoyal.


EXTERNAL EXAMINER


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Gummidiipoondi Taluk,
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ABSTRACT

The Internet has become an indispensable part of our life, However, It also has provided opportunities to anonymously perform malicious activities like Phishing. Phishers try to deceive their victims by social engineering or creating mockup websites to steal information such as account ID, username, password from individuals and organizations. Although many methods have been proposed to detect phishing websites, Phishers have evolved their methods to escape from these detection methods. One of the most successful methods for detecting these malicious activities is Machine Learning. This is because most Phishing attacks have some common characteristics which can be identified by machine learning methods. In this project, we compared the results of multiple machine learning methods for predicting phishing websites.



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OBJECTIVES:

- To understand the concept of cloud computing.
- To appreciate the evolution of cloud from the existing technologies.
- To have knowledge on the various issues in cloud computing.
- To be familiar with the lead players in cloud.
- To appreciate the emergence of cloud as the next generation computing paradigm.

UNIT I INTRODUCTION

9

Introduction to Cloud Computing - Definition of Cloud - Evolution of Cloud Computing - Underlying Principles of Parallel and Distributed Computing - Cloud Characteristics - Elasticity in Cloud - On-demand Provisioning.

UNIT II CLOUD ENABLING TECHNOLOGIES

10

Service Oriented Architecture - REST and Systems of Systems - Web Services - Publish-Subscribe Model - Basics of Virtualization - Types of Virtualization - Implementation Levels of Virtualization - Virtualization Structures - Tools and Mechanisms - Virtualization of CPU - Memory - I/O Devices - Virtualization Support and Disaster Recovery.

UNIT III CLOUD ARCHITECTURE, SERVICES AND STORAGE

8

Layered Cloud Architecture Design - NIST Cloud Computing Reference Architecture - Public, Private and Hybrid Clouds - IaaS - PaaS - SaaS - Architectural Design Challenges - Cloud Storage - Storage-as-a-Service - Advantages of Cloud Storage - Cloud Storage Providers - S3.

UNIT IV RESOURCE MANAGEMENT AND SECURITY IN CLOUD

10

Inter Cloud Resource Management - Resource Provisioning and Resource Provisioning Methods - Global Exchange of Cloud Resources - Security Overview - Cloud Security Challenges - Software-as-a-Service Security - Security Governance - Virtual Machine Security - IAM - Security Standards.

UNIT V CLOUD TECHNOLOGIES AND ADVANCEMENTS

8

Hadoop - MapReduce - Virtual Box -- Google App Engine - Programming Environment for Google App Engine - Open Stack - Federation in the Cloud - Four Levels of Federation - Federated Services and Applications - Future of Federation.

TOTAL: 45 PERIODS**OUTCOMES:**

On Completion of the course, the students should be able to:

- Articulate the main concepts, key technologies, strengths and limitations of cloud computing.
- Learn the key and enabling technologies that help in the development of cloud.
- Develop the ability to understand and use the architecture of compute and storage cloud, service and delivery models.
- Explain the core issues of cloud computing such as resource management and security.
- Be able to install and use current cloud technologies.
- Evaluate and choose the appropriate technologies, algorithms and approaches for implementation and use of cloud.

TEXT BOOKS:

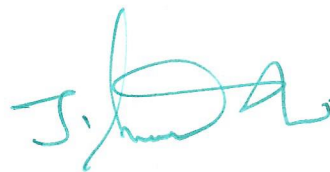
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3. George Reese, "Cloud Application Architectures: Building Applications and Infrastructure in the Cloud: Transactional Systems for EC2 and Beyond (Theory in Practice)", O'Reilly, 2009.



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OBJECTIVES:

- To develop web applications in cloud
 - To learn the design and development process involved in creating a cloud based application
 - To learn to implement and use parallel programming using Hadoop
1. Install Virtualbox/VMware Workstation with different flavours of linux or windows OS on top of windows 7 or 8.
 2. Install a C compiler in the virtual machine created using virtual box and execute Simple Programs
 3. Install Google App Engine. Create *hello world* app and other simple web applications using python/java.
 4. Use GAE launcher to launch the web applications.
 5. Simulate a cloud scenario using CloudSim and run a scheduling algorithm that is not present in CloudSim.
 6. Find a procedure to transfer the files from one virtual machine to another virtual machine.
 7. Find a procedure to launch virtual machine using trystack (Online Openstack Demo Version)
 8. Install Hadoop single node cluster and run simple applications like wordcount.

TOTAL : 60 PERIODS**OUTCOMES:****On completion of this course, the students will be able to:**

- Configure various virtualization tools such as Virtual Box, VMware workstation.
- Design and deploy a web application in a PaaS environment.
- Learn how to simulate a cloud environment to implement new schedulers.
- Install and use a generic cloud environment that can be used as a private cloud.
- Manipulate large data sets in a parallel environment.

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