# Secure Chatting Program

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#### **Outline**

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- 1.Tools / Frameworks
- 2.Development Method
- 3.Flow of the Program
- 4. Testing procedures
- 5. Target Audience

## **Our Github Link**



#### **Tools & Frameworks**

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First of all we have used for Development
M. MongoDB
E. Express
R. React
N. NodeJs
(Mongoose, Socket.io, Scrypt, Axios)
Testing
Google Lighthouse, Cypress, Cypress-Chrome-Reader
```

#### **Tools & Frameworks**

Non Functional

Google Lighthouse

- 1.0verall Performance
- 2.Accessibility
- 3.Best Practices
- 4.SEO (Search Engine Optimization Advices)
- 5.PWA (Progressive Web Application)

Functional

-Cypress

1. Record Keystrokes

2. Implement Scenarios

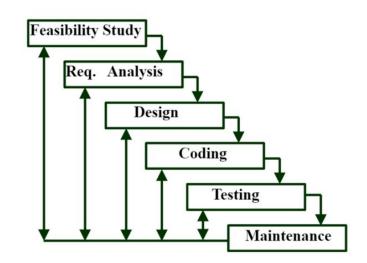
3.Test Features

4.Get Results

#### **Development Method**

Iterative Waterfall

- -Creating Accurate applications.
- -Providing a less buggy experience.
- -Repeating and refining features.
- -Beneficial for a small team like us



#### **Development Method**

#### **METHODOLOGY**

We developed our project using the Waterfall Iterative methodology. The reason we chose this methodology was to finish coding quickly after the analysis and design phase, and to be able to easily return to the coding phase in case of errors when we test.

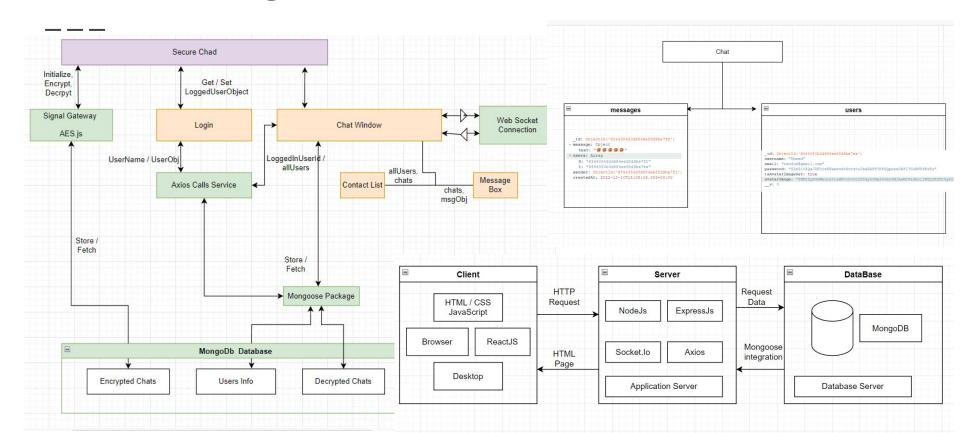
PLANNING -> ANALYSIS -> DESIGN -> REALIZATION (CODING) -> DEPLOYMENT -> MAINTENANCE

#### **ORGANIZATION**

On the project organization side, everyone is aware of the overall functioning of the system and has authority over it. In the analysis and planning part we have identified three main parts: the connection and functioning of the system with the database, the communication and message management between users, and finally the security part based on encryption and decryption.

AXIOS, MONGODB, GENERAL OPERATION -> Ahmet SOCKET.IO, EXPRESS, GENERAL OPERATION -> Emre AES ENCRYPTION AND DECRYPTION, GENERAL PROCEDURE -> ŞÜKRÜ

#### Flow Of the Program



### Flow Of the Program

**MVP DIAGRAM** User 1 Server User 2 CreateAccount VerifyMail() MailVerified OpenAccount SendRequests SendFriendRequest AcceptRequest CreateChatRoom SendOrReceive SendOrReceive LogOut Acknowledge

#### **Testing Procedures**

#### Non Functional

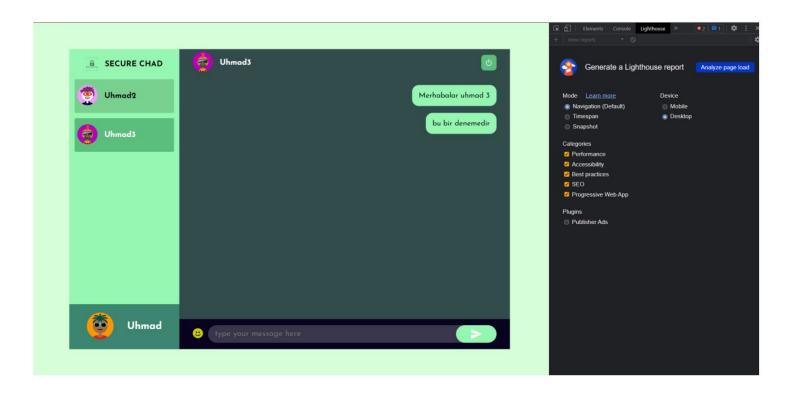
Our non-functional testing was done in Google's platform called "Lighthouse". This platform recorded our MERN stack app's performance on various categories and gave an overall score as well as the let downs of our code and gave insight about how to fix said issues

#### Functional

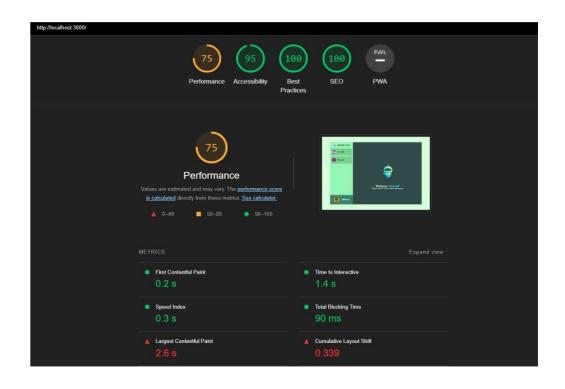
Our functional test begins. First of all we used Google Chrome's Record functionality to record keystrokes and clicks on the webpage so we can export a json file in order to integrate with the Cypress software. We are also using a package called Cypress-Chrome-Recorder on github this essentially gets the export from the chromes json file and converts the file to cypress format to use it in our testing.

Test ID	Test Senaryo	Test Durumu	Test Verisi	Beklenen Sonuç	Alınan Sonuç	Geçti/Kaldı
Login_1	Kullanıcı yaratım	Var olan Mail ve geçerli şifre girme	Mail Adresi ve 8 haneli (min.) şifre	Veritabanında hesap yaratılacak ve hesaba giriş başarılı olacak	Hesaba başarılı biçimde girildi	Geçildi
Login_2	Şifre güvenliği	Yanlış şifre girdirip kontrolleri sağlama	Test mail adresi ve yanlış şifre	Şifre belirtilen koşullara uygun değildir	Şifre kabul edilmedi	Geçildi
Chatting_1	Sohbet Bölümü	2 hesap arasında sohbet sayfasını açma ve mesaj	2 hesap ve mesaj	2 taraf arasında mesaj transferi tamamlandı	mesaj gönderildi ve alındı	Geçildi
Chatting_2	Mesaj Şifleme	Mesajı şifreleyip karşı kullanıcı tarafından çözümlem	Mesaj ve anahtar	Sayfada mesaj normal bir şekilde bastırıldı	Şifrelenen mesaj alınıp çözüldü	Geçildi

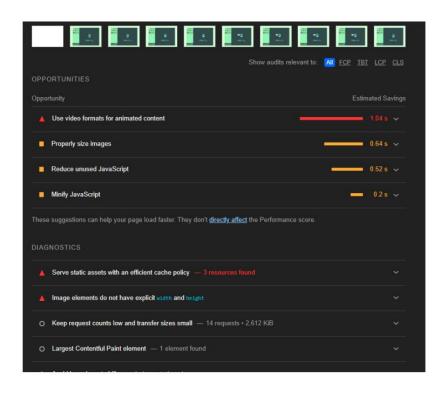
#### Testing Procedures (Lighthouse [Nonfunctional])

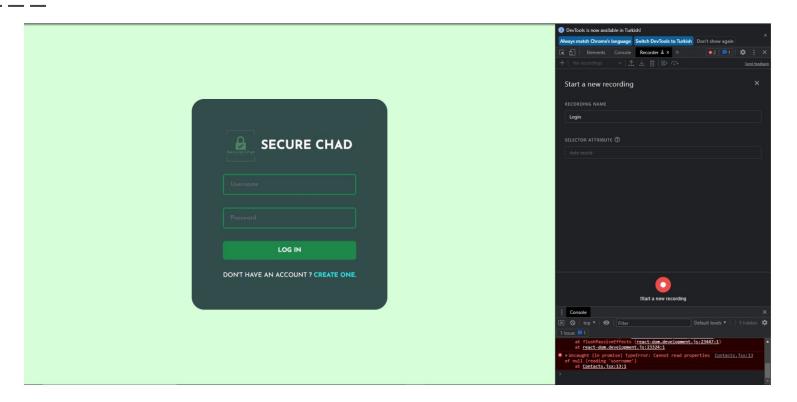


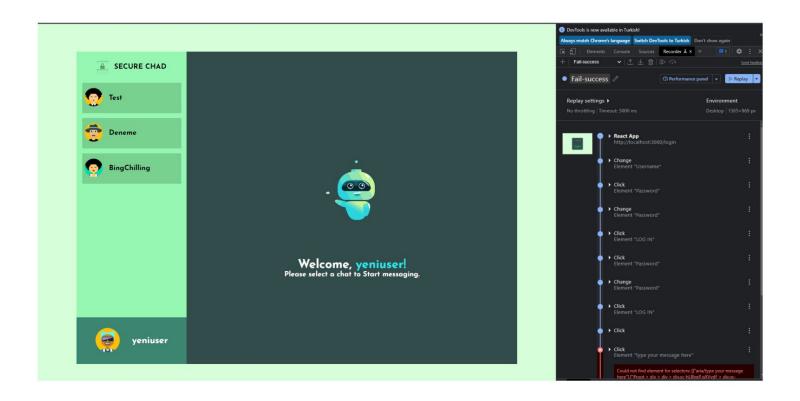
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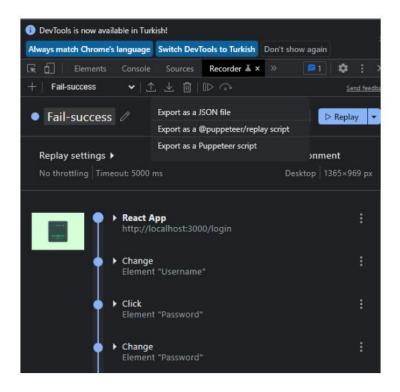


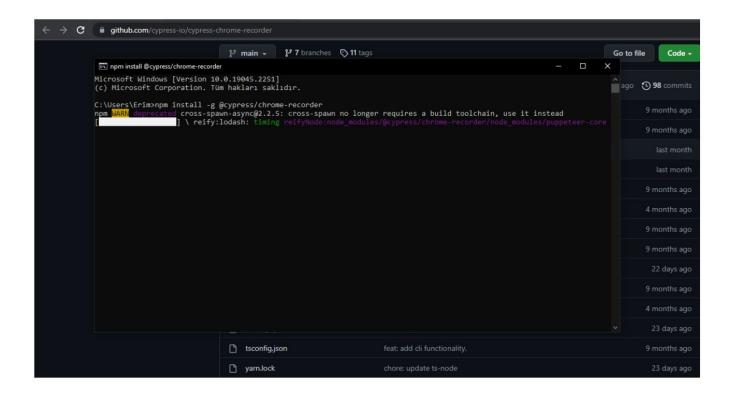
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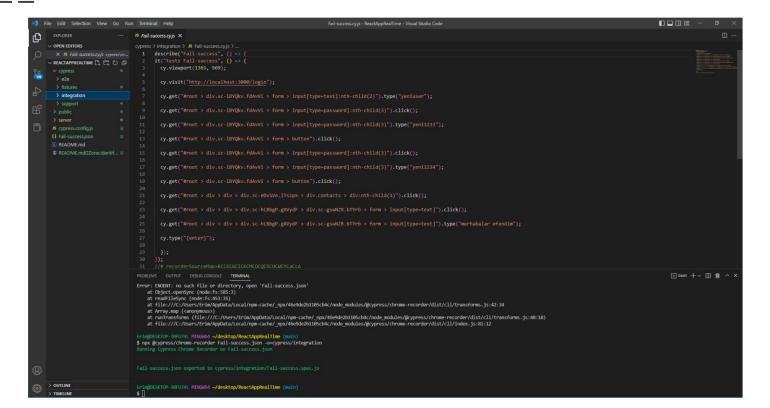


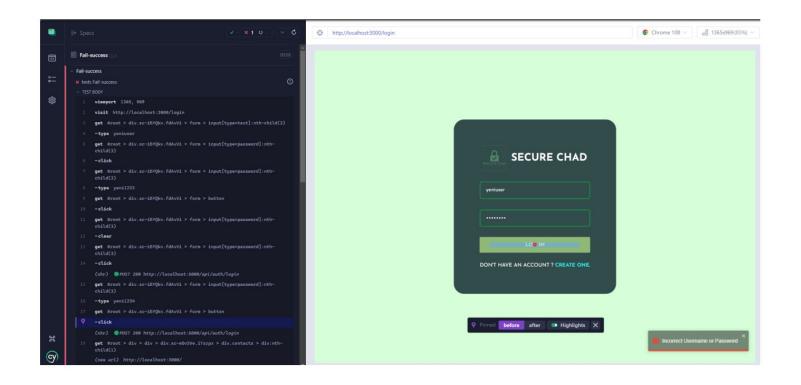


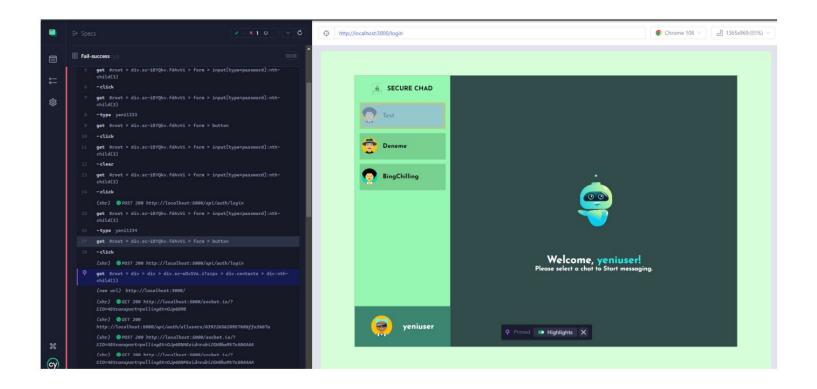


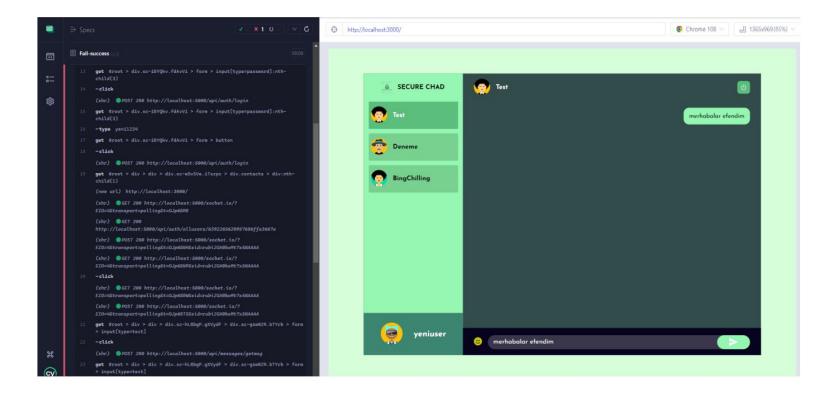










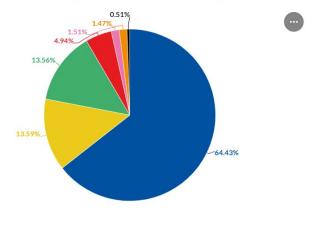


#### Target Audience

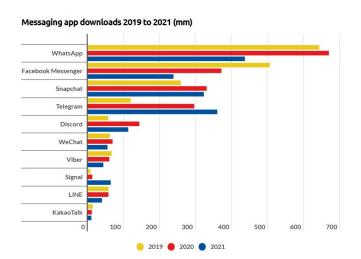
Our app is trying to be a suitable and desirable platform in the Web Based platforms because our competitors are a little bit behind on the web based parts of their applications. It is trying to close the gap of those users needs.

Average cost for mvp for an average app will be figures like "starting from \$20K" and "up to \$223K for an app like WhatsApp." Unfortunately, there's no single accurate number.

#### Messaging app marketshare by usage in the United States 2021 (bn)



Facebook Messenger O Snapchat WhatsApp WeChat Discord Telegram Signal



#### Target Audience

Real-time chat apps have changed the way we communicate and are changing the way we sell and buy things. Companies building a chat app create a million opportunities and benefits for the employees, partners, clients, and prospects they may not know yet. Telegram's success shows that the messengers market still has room for new players and ideas.

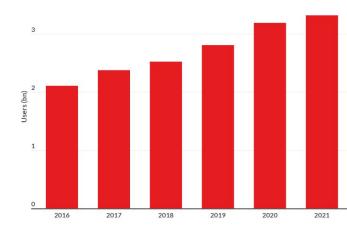
The COVID-19 pandemic had a huge impact on global Chat Application markets at the regional and country level. For the years 2021 and 2022, the study gives three forecast scenarios for the worldwide Chat Application market.

Messaging app annual users 2016 to 2021 (bn)

Based on TYPE, the Chat Application market from 2022 to 2029 is primarily split into:

Cloud-Based
On-Premise
Based on applications, the Chat Application market from 2022to 2029 covers:

For Android For IOS Others



Sources: Business Insider, eMarketer, Kommandotech

### Thank You For Listening

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#### SECURE CHATTING PLATFORM DONE WITH MERN

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