

# CHAT ROOM

USING HTML, PHP, CSS, JS, AJAX

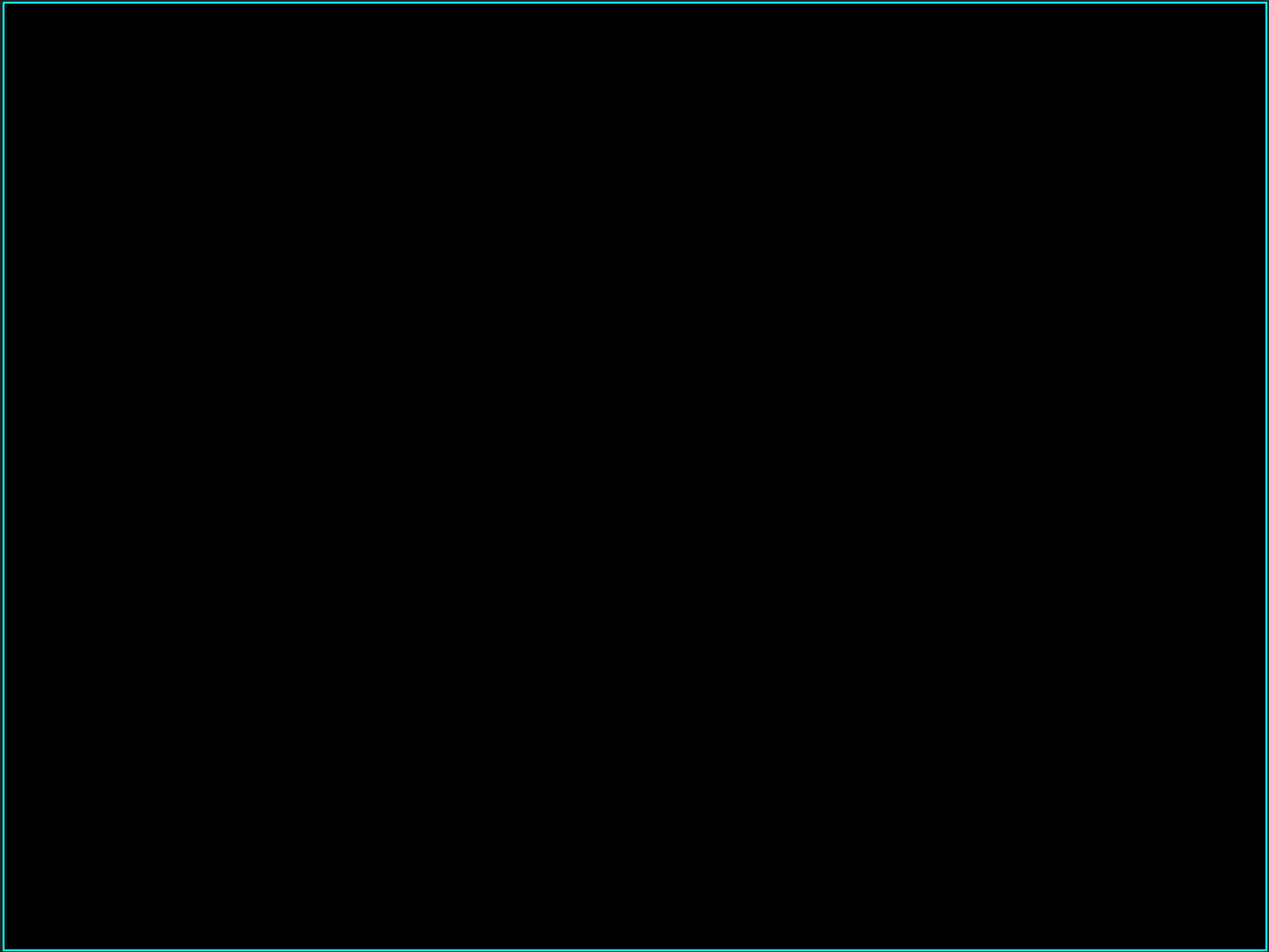
Mini- Project

*Project by:*

|                      |                         |
|----------------------|-------------------------|
| Amey Mahendra Thakur | Karan Sukhvinder Dhiman |
|----------------------|-------------------------|

# Introduction

1. This mini project is an example of a chat server. To start chatting, clients should get connected to a server where they can practice two kinds of chatting, public one (message is broadcasted to all connected users) and private one (between any 2 users only) and during the last one security measures were taken.
2. Teleconferencing or Chatting, is a method of using technology to bring people and ideas "together" despite geographical barriers. The technology has been available for years but the acceptance it was quite recent.



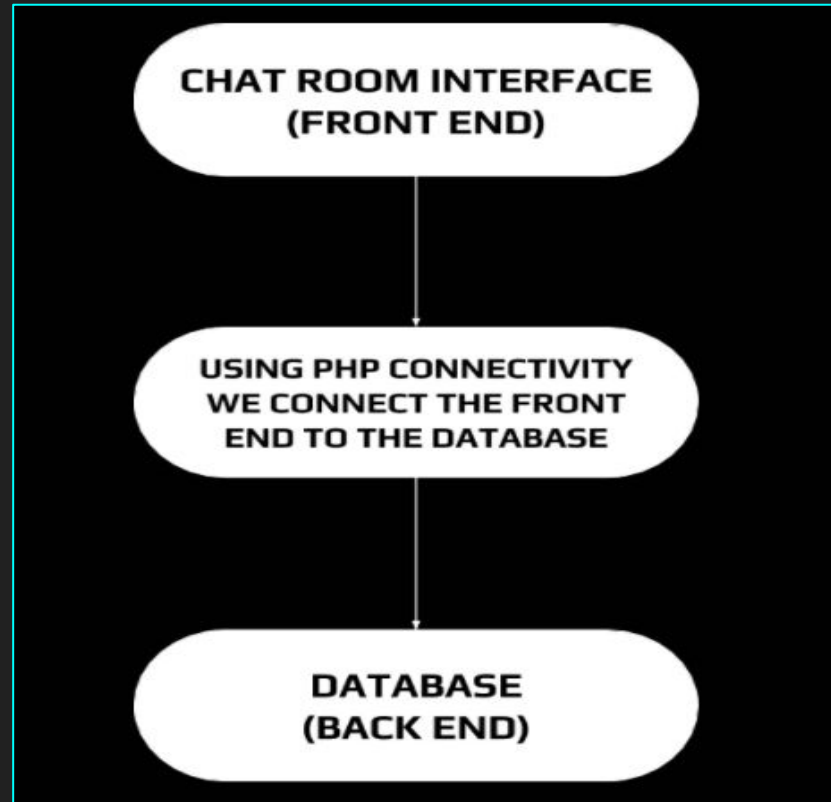
## Problem Statement

1. Develop an application which facilitates creation of a chat room with a **live server** for the users to enable sharing messages or chat on the go.
2. Develop an instant messaging solution to enable users to seamlessly communicate with each other and also which can be used by any novice user. I.e. **Live chat room** on the fly (online).

## Problem Solution

1. Our goal is to create a way to use technology to bring people and ideas together despite geographical barriers.
2. So, The Chat Room as a **service** is a model of communication deployment where the server hosts a live chat room as a service for users on the Internet.
3. It is a simple **Web-Based Chat Application using php, mysql, javascript, ajax**.
4. The project has been created keeping in mind the fact that the **anonymity** of the users will not be compromised under any circumstances.

# Flow Diagram



## Implementation & Papers

GitHub Repository: <https://github.com/Amey-Thakur/CHAT-ROOM>

Pre-print @arXiv: <https://arxiv.org/abs/2106.14704>

Published Paper @IRJET: <https://www.irjet.net/archives/V8/i6/IRJET-V8I6348.pdf>

# User Interface

| ->Name             | ->ID        | ->Class    | ->Department         | ->Division | ->Roll Number |
|--------------------|-------------|------------|----------------------|------------|---------------|
| Karan Dhiman       | TU3F1819099 | Third Year | Computer Engineering | B          | 28            |
| Mayuresh Phansikar | TU3F1819102 | Third Year | Computer Engineering | B          | 31            |
| Amey Thakur        | TU3F1819127 | Third Year | Computer Engineering | B          | 50            |
| Hasan Rizvi        | TU3F1819130 | Third Year | Computer Engineering | B          | 51            |

Web Designing Laboratory Mini Project

-> CHAT ROOM <-

Amey NAMASKAR

5:30 am

Name

Message


Reset it !

Send it !

"Let us take you into a deeper experience, make a moment a lasting conveyable memory. Let us help build your tribe."



## Database > Table > Structure

| # | Name   | Type         | Collation         | Attributes | Null | Default             | Comments | Extra          |
|---|--|--------------|-------------------|------------|------|---------------------|----------|----------------|
| 1 | id  | int(11)      |                   |            | No   | None                |          | AUTO_INCREMENT |
| 2 | name   | varchar(255) | latin1_swedish_ci |            | No   | None                |          |                |
| 3 | msg  | varchar(255) | latin1_swedish_ci |            | No   | None                |          |                |
| 4 | date   | timestamp    |                   |            | No   | current_timestamp() |          |                |

|   |      |           |  |  |    |                     |  |  |
|---|------|-----------|--|--|----|---------------------|--|--|
| 4 | date | timestamp |  |  | No | current_timestamp() |  |  |
|---|------|-----------|--|--|----|---------------------|--|--|

# System Requirements

To be used efficiently, all computer software needs certain hardware components or other software resources to be present on a computer.

Various categories are:

1. **Hardware** Requirements - Keyboard, Mouse, Monitor, Wireless Peripherals, Smartphone
2. **Software** Requirements - XAMPP, GitHub, Web Browser
3. **Functional** Requirements - Sending message, broadcasting message
4. **Non-functional** Requirements - Security, Performance Time, Error Handling, Availability, Ease of use

## Project scope and features

1. Chat Server Application is going to be a text communication software, it will be able to communicate between two computers using **point to point** communication.
2. **Anonymity** is the key feature of this project.
3. The limitation of our project is that it doesn't support audio conversations.
4. Companies would like to have a communication software wherein they can communicate instantly within their organization.
5. The fact that software uses an internal network within the organization makes it very secure from outside attacks.

## Comparison of Chat Room System with Previous system

| Sr. No. | Basis                  | Chat Room | Google chat | Google Meet Chat Room | Microsoft Teams Chat Room | Zoom meeting chatroom |
|---------|------------------------|-----------|-------------|-----------------------|---------------------------|-----------------------|
| 1       | Number of participants | Limitless | 150         | 250                   | 250                       | 100                   |
| 2       | Number of characters   | 255       | 160         | 4000                  | 1000                      | 128                   |
| 3       | Cost                   | Free      | Paid        | Free Trial            | Free Trial                | Paid                  |
| 4       | Anonymity              | Yes       | No          | No                    | No                        | No                    |
| 5       | Launch Year            | 2020      | 2017        | 2020                  | 2017                      | 2013                  |

## Conclusion

1. Here, we have built Simple Web-Based Chat Application using php, mysql, javascript, ajax.
2. There's always room for improvements in any product, and we have tried to adapt the design accordingly, while also keeping track of our limitations.
3. We hope our idea was clear and well presented with the final output for it.

