

Vivekanand Education Society's Institute Of Technology

Department Of Information Technology

ZOHO MEET

Presented by

AMEYA ANGNE

Roll no:01

Div:D15B

Batch:A

Content:

1. Introduction to the Project
2. Problem Statement
3. Objectives of the project
4. Requirements of the system(Software/Hardware)
5. Implementation
6. Literature Survey
7. References
8. Conclusion

Introduction:

- At its core, this application is a revolutionary platform designed to facilitate seamless and engaging interactions among users.
- Whether it's for professional networking, socializing with friends, or organizing events, the app provides a versatile and intuitive solution for all your meeting needs.
- But beyond the technical details, what truly sets MeetUp apart is its ability to provide a personalized experience to every user.

Problem Statement:

- In today's fast-paced world, the demand for effective and efficient communication tools has never been higher. However, existing solutions often fall short in providing a seamless and engaging platform for users to connect and interact with one another.
- Traditional meeting applications are plagued by issues such as cumbersome interfaces, limited functionality, and a lack of personalization, leading to user frustration and disengagement.
- By prioritizing user experience, accessibility, and meaningful interactions, this application has the potential to revolutionize the way we engage with one another, both professionally and socially.

Objectives:

- To provide users with a platform that facilitates convenient and effective communication, networking, and collaboration, ultimately enhancing connectivity and fostering meaningful relationships.
- Foster meaningful connections by providing users with a platform that facilitates seamless communication and interaction.
- Streamline the process of organizing and managing meetings, events, and gatherings, making it easy for users to schedule, invite participants, and coordinate logistics.

Requirements of the system : (Hardware)

Development Machine:

1. Graphics Card: Not specifically required for basic functionality, but a dedicated graphics card may improve video rendering and streaming performance.
2. Webcam: Built-in or external webcam for video conferencing.
3. Microphone: Built-in or external microphone for audio input.
4. Speakers or Headphones: Built-in or external speakers for audio output, or headphones for private listening.

User Device:

1. Graphics Card: Not specifically required for basic functionality, but a dedicated graphics card may improve video rendering and streaming performance.
2. Webcam: Built-in or external webcam for video conferencing.
3. Microphone: Built-in or external microphone for audio input.
4. Speakers or Headphones: Built-in or external speakers for audio output, or headphones for private listening.

Requirements of the System: (Software)

Development Environment:

- Flutter SDK
- Dart
- Android Studio IDE
- Android Emulator
- Firebase

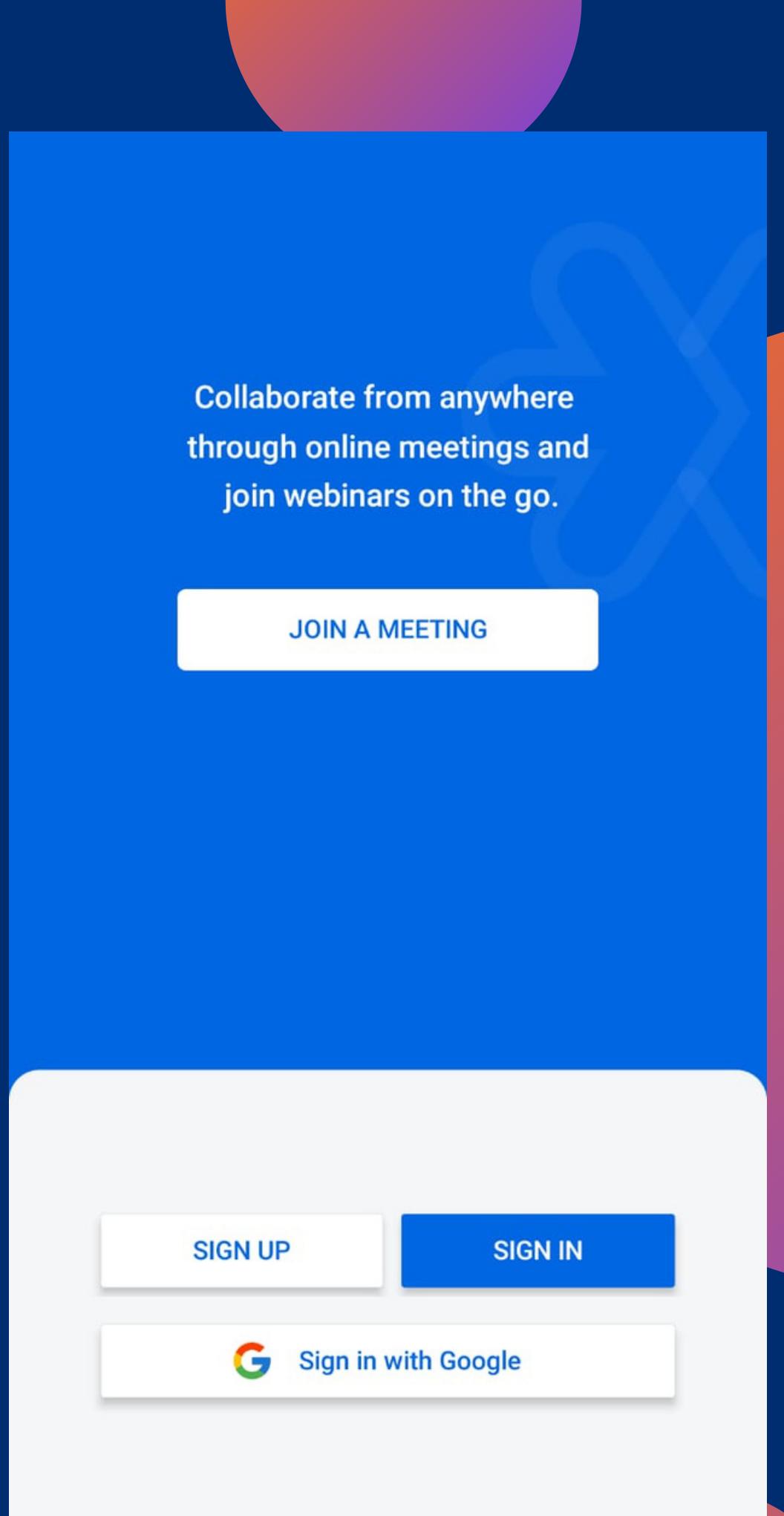
User Environment:

- Processor: Dual-core processor or higher for optimal performance.
- Memory (RAM): Minimum 4GB RAM, recommended 8GB or higher for smoother multitasking.

IMPLEMENTATION

Login Page:

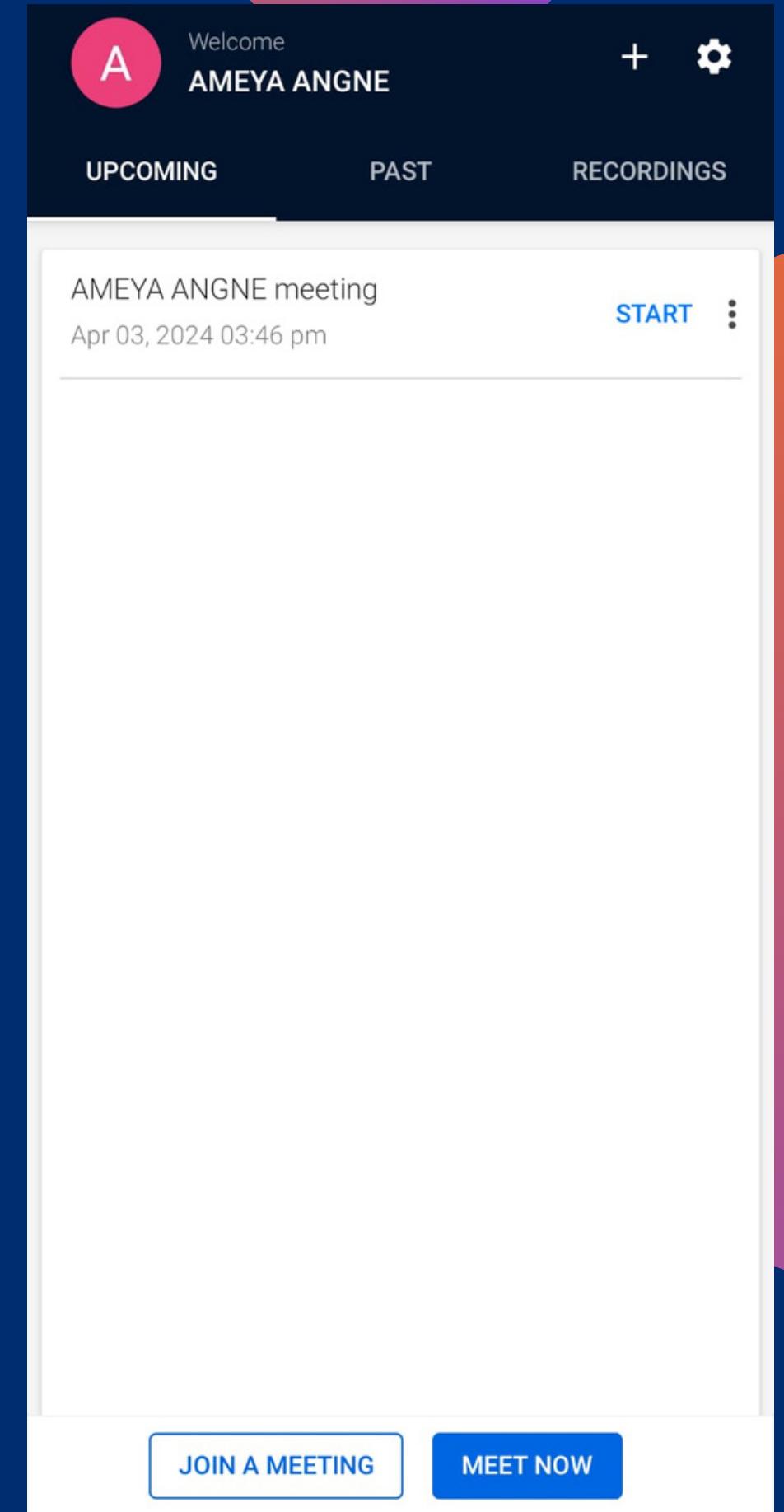
Users can login using
their google account
credentials



Home Screen UI:

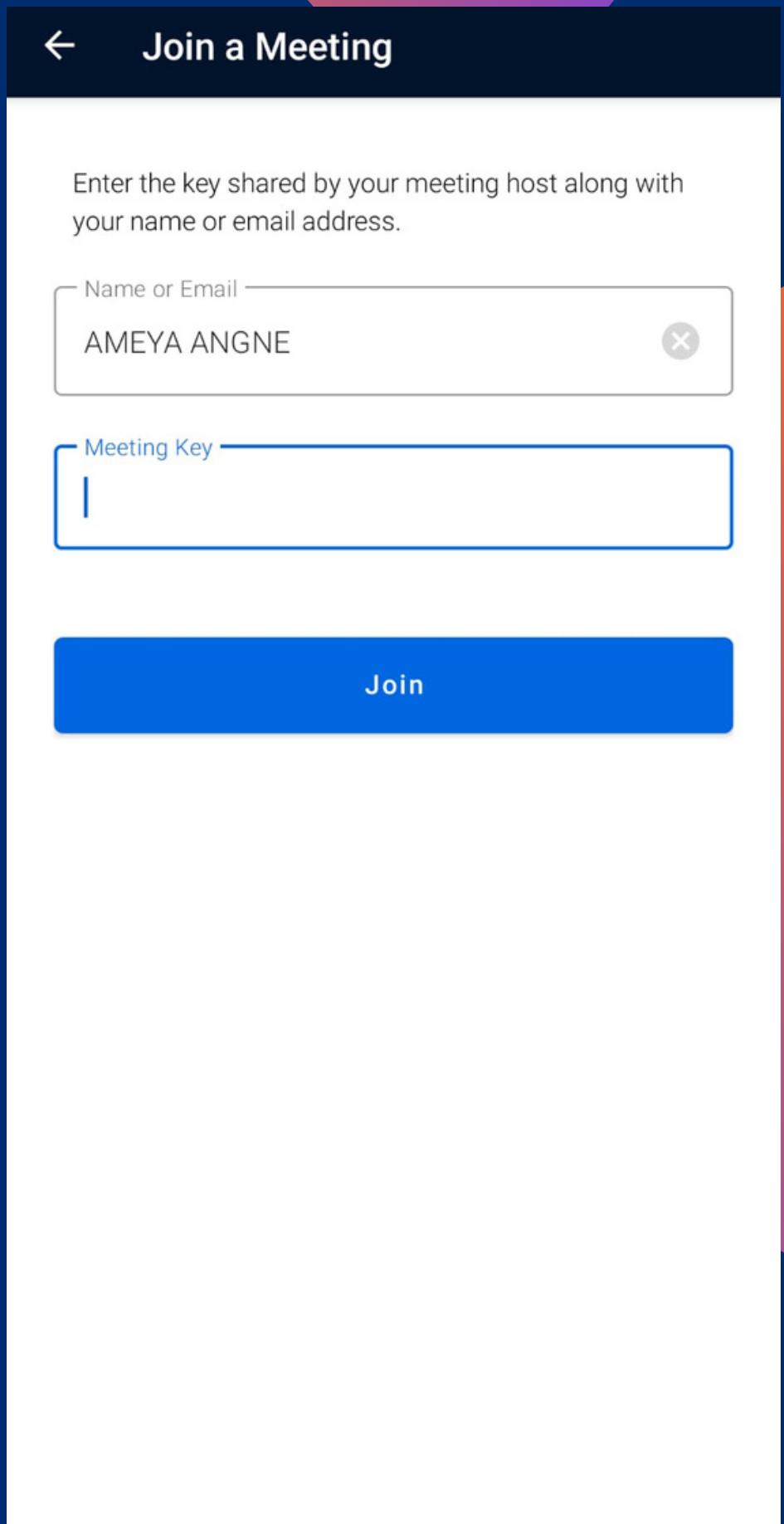
This is the home screen from where the user can:

- Initiate a new meeting
- Join a meeting



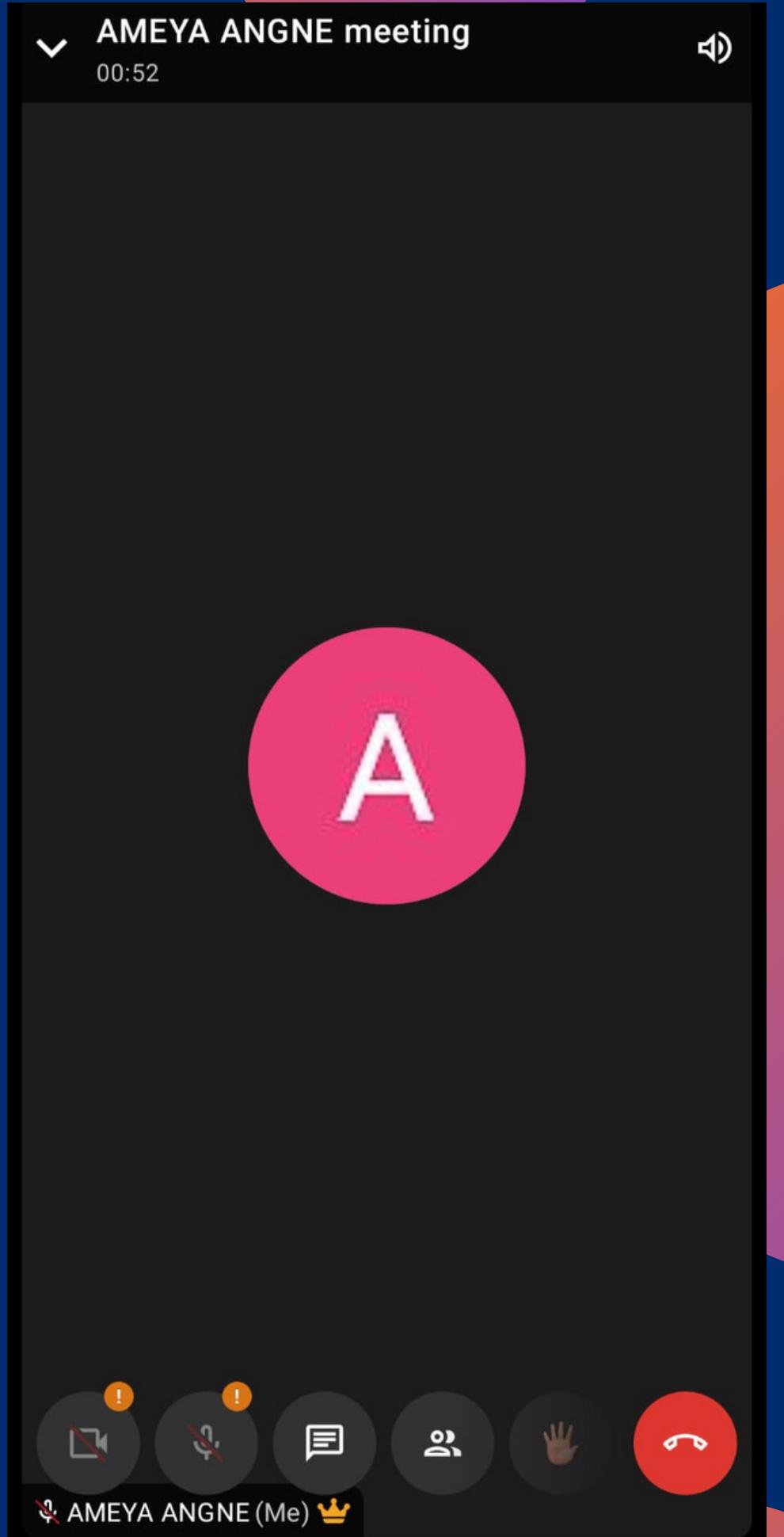
Joining Screen:

This is the joining screen from where the user can join a meeting



Meeting Screen:

This is the meeting screen from where the user can operate a meeting



LITERATURE SURVEY

Name of Researchers (Year)	Research Title	Contribution
Naciri et al (2020)	Mobile Learning di Pengajian Tinggi: Alternatif yang Tidak Boleh Dihindari semasa COVID-19	This study reflects the role of remote learning as a strategy of long-distance learning that supports student-centered learning. The use of mobile learning allows learning at any time and anywhere. Mobile learning is an inevitable alternative during COVID-19.
Jaelani et al (2020)	Penggunaan Media Online Dalam Proses Kegiatan Belajar Mengajar Pai Dimasa Pandemi COVID-19 (Studi Pustaka dan Observasi Online)	The use of online media during the pandemic of COVID-19 led to various responses towards the impact and changes in learning systems that can affect the teaching and learning process (P&P) and the level of student development in responding to the material presented.
Naserly (2020)	Penerapan Zoom, Google Classroom, Dan WhatsApp Group Dalam Mendukung Pembelajaran Daring (Online) Pada Mata Kuliah Bahasa Inggris Lanjut.	Zoom is a suitable and sufficient platform to be used for less than 20 students. If more than that, then the Zoom activity must be divided into two or three sessions to maintain its effectiveness. Furthermore, Zoom is a live streaming application with quota-redundant characters, the duration of the live streaming can be shortened for ten until 15 minutes per meeting so that interactions between teachers and students remain as intertwined as conventional classroom learning. Thud, the delivery of additional material and the collection of tasks can be done through Google Classroom and monitored in real-time and intensely through the WhatsApp group.
Brahma	Penggunaan Zoom Sebagai Pembelajaran Berbasis Online Dalam Mata Kuliah Sosiologi dan	The use of Zoom makes it easier to collect qualitative data because it is more cost-effective and security is maintained.

Permata & Bhakti (2020)	Keberkesanan Virtual Class dengan Google Classroom dalam Pembelajaran Fizik dimasa Pandemic Covid - 19	Google Classroom is less effective in physical learning, but has been effective through virtual classrooms and can be used as learning applications in the pandemic Covid-19. So it can be concluded that students still need teachers directly in the physical learning process.
Santosa et al (2020)	Keberkesanan Pembelajaran Google Classroom Terhadap Kemampuan Penalaran Matematis Pelajar	Learning through Google Classroom for practical student mathematical reasoning abilities. The discipline of students can be trained through Google Classroom. Another finding is that improving the application of Google Classroom in learning is needed for supporting applications that can facilitate teachers and students to meet face to face via the network (web) such as the use of Google Meet.
Idad et al (2020)	Pembelajaran dalam talian berasaskan Google Classroom mahapelajar pendidikan biologi pada masa wabah Covid - 19	The use of the Google Classroom application in learning online during the Covid-19 period is excellent and effective. It would be better if combined with other online platforms.
Umairah & Zulfah (2020)	Peningkatan Motivasi Belajar Menggunakan Google Classroom Ditengah Pandemi COVID - 19	The total of students who have high learning motivation is 17 students, and one student has mathematics learning motivation while learning through Google Classroom.
Moszkowicz et al (2020)	Pendidikan perubatan harian untuk pelajar yang terkurung semasa pandemik COVID - 19: Persidangan video yang ringkas penyelesaian	The easy and free teaching method aims to compensate for the loss of daily lessons conducted in surgery department by using the Google Hangouts application. The video conference method may be used for clinical and anatomical studies.

Rusdiana et al (2020)	Penerapan Model POE2WE Berbasis Blended Learning Google Classroom Pada Pembelajaran Masa WFH Pandemic COVID - 19	The implementation of the POE2WE model based on Blended Learning through Google Classroom media can be used as a solution to the problem in the WFH Pandemic COVID-19 Learning Process.
Mastoni & Rahmawati (2019)	Desain Pembelajaran Bahasa Inggris Melalui Google Classroom	This application can help and facilitate scholars and students in carrying out the learning process in-depth. It is because both students and lecturers can collect assignments, assign assignments, and assess assignments at home or anywhere without being bound by time or study time.
Napratilora et al (2020)	Using WhatsApp as a Learning Media in Teaching Reading	The technology that continues to develop made the emergence of applications that can be used with smartphones, such as Zoom, Google Meet, WhatsApp, Facebook, and others. Among all these applications, WhatsApp is the most popular and easy to use application. Through WhatsApp, we can send photos, audio, documents, and videos not only individually. However, we can also be done in groups with various facilities available in the WhatsApp feature, so it is appropriate for educators and students to use WhatsApp as the learning platform in the COVID-19 period.

References:

- https://www.researchgate.net/publication/344361691_The_Trend_in_Using_Online_Meeting_Applications_for_Learning_During_the_Period_of_Pandemic_COVID-19_A_Literature_Review(Literature review for various online meeting platforms)
- <https://ijrpr.com/uploads/V3ISSUE6/IJRPR5285.pdf>(Research paper on Gmeet)

Conclusion:

- In conclusion, the development of the meet application has been a significant milestone, offering a comprehensive solution to facilitate efficient communication and collaboration among users.
- Through user-friendly interface design, robust features, and seamless functionality, the application has successfully addressed the needs and challenges of modern-day meetings, enhancing productivity and fostering meaningful interactions.

thank you



Progressive Web App

Problem Statement:

- Despite the widespread popularity of online shopping, the footwear industry still faces several challenges in providing a seamless and satisfying shopping experience for consumers. Traditional retail models often fail to adequately cater to the diverse preferences and needs of shoe enthusiasts.
- By identifying and addressing these challenges, the shoe-selling application aims to revolutionize the way consumers shop for footwear online, fostering customer loyalty, increasing sales conversions, and establishing itself as a trusted destination for shoe enthusiasts worldwide.

Implementation of Sync and Push:

The screenshot shows a website for 'Footcap' featuring a running shoe. A red 'Shop Now →' button is visible. The background includes a large image of a runner and the word 'COMFORT'.

Application

- Manifest
- Service workers
- Storage

Storage

- Local storage
- Session storage
- IndexedDB
- Web SQL
- Cookies
- Private state tokens
- Interest groups
- Shared storage
- Cache storage

Background services

- Back/forward cache
- Background fetch
- Background sync
- Bounce tracking mit

Service workers

http://127.0.0.1:5500/

Source: serviceworker.js (1)

Received 4/3/2024, 10:30:12 PM

Status: #207 activated and is running [stop](#)

Push: {"method": "pushMessage", "message": "Welcome to"} [Push](#)

Sync: syncMessage [Sync](#)

Periodic Sync: test-tag-from-devtools [Periodic Sync](#)

Update Cycle

Version	Update Activity	Timeline
#207	Install	<div style="width: 50%;"></div>
#207	Wait	<div style="width: 10%;"></div>
#207	Activate	<div style="width: 0%;"></div>

Console: lzy--11- ► {type: 'commands', commands: Array(2)} 161
Sync successful

Default levels ▾ | 1 Issue: 1

main.ts-0abb13c6.js:407
serviceworker.js:61

Implementing Lighthouse:

The screenshot illustrates the implementation of Lighthouse on a shoe store website named "Footcap".

Lighthouse Scores:

- Performance: 100
- Accessibility: 92
- Best Practices: 96
- SEO: 90
- PWA: Pass

Issues Summary:

There were issues affecting this run of Lighthouse:

- Chrome extensions negatively affected this page's load performance. Try auditing the page in incognito mode or from a Chrome profile without extensions.

DevTools Console Log:

```
执行任务--1  
DOMContentLoaded--1  
result----app-message ▶ {type: 'commands', commands: Array(2)} 212  
onMessage-header--- ▶ {type: 'commands', commands: Array(2)}  
lzy--11- ▶ {type: 'commands', commands: Array(2)} 161
```

Page Preview:

The preview shows the "New Summer Shoes Collection" page with a large image of a blue and black running shoe, a "Shop Now" button, and links for "MEN COLLECTIONS" and "WOMEN COLLECTIONS".

Conclusion:

- The implementation of Progressive Web Application (PWA) technology has revolutionized the user experience of our shoe shopping application, marking a significant leap forward in the realm of digital commerce.
- Through seamless integration of PWA principles, we have successfully transformed our application into a versatile and accessible platform that combines the best features of web and native applications.

thank you