Coding

Introduction:

Coding is the real implementation part of all analysis, design and diagram created. All pattern of coding and implementation was already supervised by designing the project. I had chosen java as programming language and its multiple frameworks performed in NetBeans IDE. We first read the class diagram and then write objective class as designed there. The flow of data and UI will be created following all design. The sequence information will be initialized in coding. The flow of activity will be created as explained previously. Since we follow object oriented programming in java, we follow design pattern. We follow object oriented design pattern and use object as per requirement by different operation. Our main coding method is MVC i.e. model, view and controller.

Language and resources:

In context of Language, for the back-end Java Spring-boot, hibernate is used. They are frameworks of java where spring-boot works as modeling and controlling data. Whereas hibernate configures the system and database. It amplifies data easily with model, view, and controller easily. With spring, dependency plays a different role. Those factors which we need are declared in dependency. Such procedure will download those required java jar files. In explanation of java API’s used, multiple API’s are implemented. In initial authentication i.e. login, google OAuth tool is used, which is a login and register shortcut for our application being developed. The WEB-RTC is used for video call platforms. They are used as per their requirement

User Guide:

User guide contains all required direction to use the application. All of the snapshots used for operation are shown below in sequence