# **Chords Installation Manual**

## **About Chords**

Chords is web application aimed to help people to collaborate virtually. It is the platform to communication, teamwork and share. It will provide user features, such as schedule meeting, keep track of discussion, and share resources, to build a better teamwork environment.

# **Dependencies:**

# **Minimum System Requirement:**

Operating System: Windows, Linux, Mac OS

CPU: min 4 VCPUs

RAM: 2 GB

Storage: 25 GB

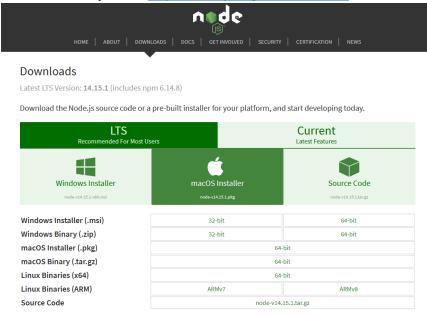
# **Application:**

- Node js
  - Application Development Framework.
- React js
  - Application Development framework.
- Firebase
  - Realtime Database
    - A NoSQL database utilized to store some application data and manipulate as needed.
    - Data is stored in JSON format.
  - Authentication
    - Used for user creation and subsequent authentication.
- MongoDB
  - User Database
    - Storing all the data related to user profile.
  - Unstructured Data
    - Used to store all the unstructured data from conversations , discussion groups.

## **Installation steps:**

- 1. Clone the code from:
- 2. Installing Node js:
  - a. For windows:

i. Download node js from: <a href="https://nodejs.org/en/download/">https://nodejs.org/en/download/</a>



ii. Install the executable file.

## b. For Linux:

- i. Install the binary package using pkg:
  - \$pkg install node
- ii. Or compile it on your own using ports:
  - \$ cd /usr/ports/www/node && make install

## c. For MacOS:

- i. Using Homebrew:
  - \$ brew install node
- ii. Using MacPorts:
  - \$ port install nodejs<major version>

For example:

\$ port install nodejs7

# 3. Installing required dependencies for Node js:

a. Change the current working directory to the directory of the source code and run the following command on terminal or cmd:

\$npm install

- b. Start the app by following command on terminal: \$npm start
- c. This will start the app in your local server.
- d. Note: After hosting this app to the cloud server you just need a link to app to access this application.