

**GLA UNIVERSITY Mathura**



**Project Synopsis:**

**TOPIC: MINI PROJECT SYNOPSIS ON “Casual video communication Web App”**

**Submitted By**

Name: Hardik Pratap Singh

ID: 191500310

Name: Priyanshu Vishwakarma

Id: 191500611

Name: Srijan Kumar

Id: 191500823

**Submitted to:**

Faculty Name: Mr. Akash Kumar Choudhary

Technical Trainer

## **DECLARATION**

I Hardik Pratap and my teammates Priyanshu, Srijan declare that the project report is based on my own work carried out during the course of our study under the supervision of Mr. Akash Kumar Chaudhary.

I assert the statements made and conclusions drawn are an outcome of my research work. I further certify that

I. The work contained in the report is original and has been done by me and my teammates under the general supervision of my supervisor.

II. The work has not been submitted to any other Institution for any other degree/diploma/certificate in this university or any other University of India or abroad.

III. We have followed the guidelines provided by the university in writing the report.

IV. Whenever we have used materials (data, theoretical analysis, and text) from other sources, we have given due credit to them in the text of the report and giving their details in the references

Name: Hardik Pratap Singh  
Roll No:191500310  
Name: Priyanshu Vishwakarma  
Roll No:191500611  
Name: Srijan Kumar  
Roll No:191500823

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## **INTRODUCTION: -**

**VClub is the new random web video chat application that helps you to connect to the world and meet new people all across the world. This web app will help people to increase their communication skills and they can also do Group discussions that will boost their confidence. Indirectly this web app helps the programmers or people of similar interest communicate with each other and sharing information.**

## **About the Project:**

**This project is a web based application which aims to provide a platform for the people in respect with their interest to talk to people across the globe and hone their skills also sharing some values to society.**

## **Primary Reason to Choose This Project**

**The purpose of this web app is to increase our communication skills and to provide a platform for the developers and learners to communicate with each other and hone their communication and knowledge.**

## **The Main Objective of the Project**

**The main objective of this project is to develop a habit to communicate with unknown people because these days every person is surrounded by technology and they don't speak much. So they faced difficulties in interacting with other people and they are unable to give their opinion strongly.**

## **Scope Of the Project**

### **New Business Opportunity**

**Businesses with an existing customer base can gain a lot by providing a new line of communication.**

**Adding video chat capabilities to an existing app will open your product to a global audience, erasing the problem of accessibility. Video chat is already causing some major disruption in healthcare, real estate, and entertainment.**

### **Sales Growth**

**The Awareness and Discovery stages in the classic sales funnel model are the two stages where a pipeline is most leaky and loses most prospects. Coincidentally, these two stages are where a potential new lead has the most questions, marketing efforts be damned. Integrated video chat can solve this issue, instantly connecting the user to a standby sales representative who can help guide them in making their choice.**

### **Customer Support**

**Online support is critical to any modern business, and especially those in B2C. Having a reliable web-based video chat solution for customer support is vital for improving how your support team works. You can provide better engagement with the user, more service options, and better gauge the quality of service you provide.**

# **Increase Teamwork Productivity**

**Your team is already undoubtedly connected through a million communications solutions they already use for their work. So how about just one solution instead? Any proprietary work solution used in your company can benefit from an additional video conferencing option. It's especially useful if some (or all) of your team is working remotely.**

## **Working Methodology Of the Project;**

### **Details About the Hardware and the Software**

#### **System Requirements: -**

**\_Supported Operating system: - All os with mozilla or any browser.**

**Software Required: Chrome,mozilla.**

#### **Hardware Requirements: -**

##### **For vscode:-**

- 1.6 GHz or faster processor
- 1 GB of RAM

##### **For Mozilla:-**

- **Macintosh computer with an Intel x86 or PowerPC G3, G4, or G5 processor.**
- **128 MB RAM (Recommended: 256 MB RAM or greater)**

## **Listing Out testing technology**

**Frontend and Backend: -**

**Frontend :-CSS,HTML,JAVASCRIPT,REACT**

**Backend :-php**

## **Module Description:**

### **Fundamentals of Programming**

This module equips students with the fundamentals of programming using a beginner friendly language such as HTML,CSS. Students will learn how to solve problems through coding a website. Fundamentals on program structure, variables, selection, iteration constructs, lists, function. Students will be able to create websites with a unique style.



## **Visual Interface Design**

This module equips students with graphic design skills, techniques and use of image processing tools like Photoshop to produce digital content in areas of web applications. Basic design principles like colour models, typography layout and design elements will also be covered. Students will be able to apply the use of design principles to create compelling online digital content.

## **Fundamentals of Web Development Technology**

This module provides the students with the knowledge and skills to understand different evaluation strategies for a user interface and design as well as develop interactive web application. Topics covered include Internet and basic web design principles, web interface and navigation, HTML, hypertext links, images, tables, frames, forms and different evaluation methods. Students will also be taught how to apply Cascading Style Sheets to maintain consistencies across web pages. It also provides an overview of other web technologies such as Web Client programming with Javascript, Web Development Methodology and Web Development Platforms In addition, students will appreciate various hardware and software platforms, and learn basic web administration.

## Back-End Development

This module provides students with the techniques and skills required for server-side web development using php and other languages. The module will review the basic database Create, Retrieve, Update, Delete operations and examine the Representational state transfer concepts. At the end of the module, students will be able to build and configure a backend server .

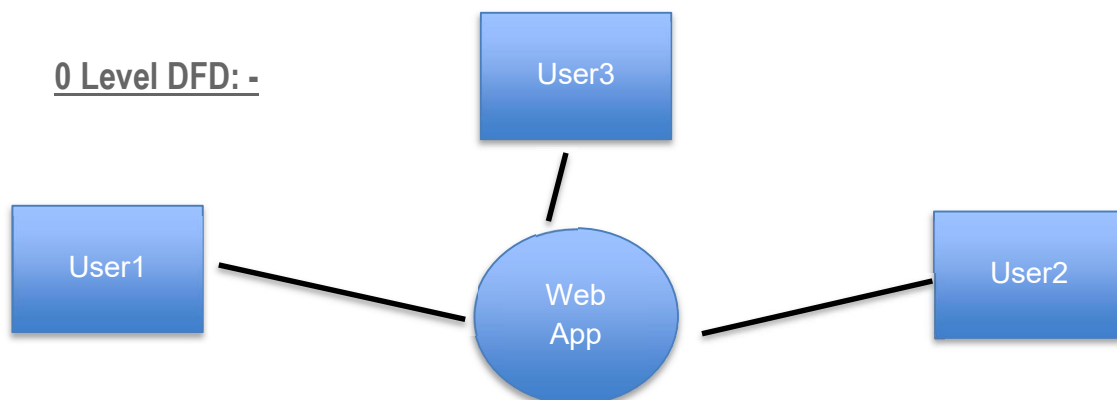
## Web Programming

This module teaches techniques and skills required for client-side web programming. Students will learn to use JavaScript and JQuery for client-side programming to manipulate the DHTML object model to achieve dynamism in web pages.

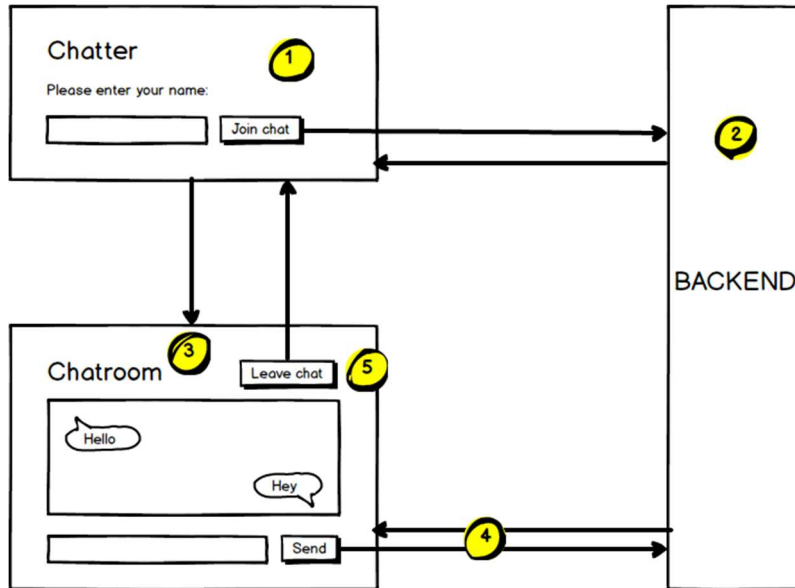
## Data Flow Daigrams

**DFD: -** A data flow diagram (DFD) illustrates how data is processed by a system in terms of inputs and outputs. As its name indicates its focus is on the flow of information, where data comes from, where it goes and how it gets stored.

### 0 Level DFD: -



## 1 level DFD: -



## References:

- <https://udemy.com>
- <https://stackoverflow.com>
- <https://coursera.org>
- <https://developer.mozilla.org/en-US/>