

## A COMMUNICION APP

## 1.1 Overview

## 1.2 Purpose

## 2.Problem Definition & Design Thinking

**Build empathy**

The information you add here should be representative of the observations and research you've done about your users.

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**Says**

What have we heard them say?  
What can we imagine them saying?

**Thinks**

What are their wants, needs, hopes, and dreams? What are their thoughts might influence their behavior?

**Does**

What are their behaviors, habits, and attitudes? What are they doing now? What are they doing often? What are they doing sometimes? What are they doing rarely? What are they doing never? What are they doing always?

**Feels**

What are their fears, frustrations, and obstacles? What are their feelings about their behavior?

**User**

## 2.2 Ideation & Brainstorming Map

**Person 1**

- Thrifty
- Prudent
- Frugal
- Stingy

**Person 2**

- Reluctant
- Unwilling
- Unwillingly
- Unwillingness

**Person 3**

- Grumpy
- Grumpy
- Grumpy
- Grumpy

**Person 4**

- Grumpy
- Grumpy
- Grumpy
- Grumpy

**Person 5**

- Grumpy
- Grumpy
- Grumpy
- Grumpy

**Person 6**

- Grumpy
- Grumpy
- Grumpy
- Grumpy

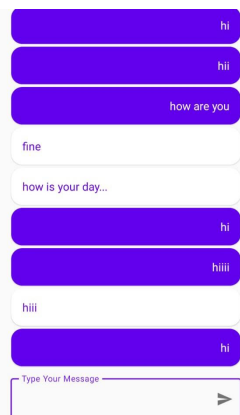
**Person 7**

- Grumpy
- Grumpy
- Grumpy
- Grumpy

**Person 8**

- Grumpy
- Grumpy
- Grumpy
- Grumpy

Privacy issues	Cost and time wasting	Proximity issues with indirect messengers	The potential role of data privacy
May contain info. in a false context	Identify each	Data/Info	Confidential data between communication
Wide scale	Ready to move into mobile health	Means of collecting data after action	The potential role of data privacy



#### 4. Advantages & disadvantages

##### Advantages:

Chatting with peers online can help young people to discuss homework or ideas from school they didn't understand. Talk to a friend about something that's happened at school.

##### Disadvantages:

You can't be sure other people are being honest or that they are who they say they are.

If you are feeling vulnerable, people online might try to take advantage of you.

Building relationships online can result in your spending less time with friends and family.

#### 5. Applications

- . Mobile phones
- . Laptops
- . Gpay
- . Paytm
- . PhonePe
- . Snapchat

#### 6. Conclusion

An application is created using Android studio which is very serviceable for people and it's easy to use for chatting.

#### 7. Future Scope

The future enhancement for this app are

A chat connect application makes it easy to communicate with people anywhere in the world by sending and receiving messages in real time.

Creating Database and maintaining users.

Increasing the effectiveness of the application by providing voice chat.

Extending it to Web Support.

## 8.Appendix

Source code:

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">

    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@drawable/androidparty"
        android:label="@string/app_name"
        android:supportRtl="true"
        android:theme="@style/Theme.FlashChat"
        tools:targetApi="31">
        <activity
            android:name=".Widgets"
            android:exported="false"
            android:label="@string/title_activity_widgets"
            android:theme="@style/Theme.FlashChat" />
        <activity
            android:name=".AuthenticationOption"
            android:exported="false"
            android:label="@string/title_activity_authentication_option"
            android:theme="@style/Theme.FlashChat" />
        <activity
            android:name=".Navigation"
            android:exported="false"
            android:label="@string/title_activity_navigation"
            android:theme="@style/Theme.FlashChat" />
        <activity
            android:name=".NavComposeApp"
            android:exported="false"
            android:label="@string/title_activity_nav_compose_app"
```

```
        android:theme="@style/Theme.FlashChat" />
    <activity
        android:name=".MainActivity"
        android:exported="true"
        android:label="@string/app_name"
        android:theme="@style/Theme.FlashChat">
        <intent-filter>
            <action android:name="android.intent.action.MAIN" />

            <category android:name="android.intent.category.LAUNCHER" />
        </intent-filter>
    </activity>
</application>

<manifest>
```