**PROFORMA FOR THE APPROVAL PROJECT PROPOSAL**

PNR **No.: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** Roll no**: 332**

###### Name of the Student

**SHAIKH WAQAR AHMED**

1. Title of the Project

**GET TO GATHER (G2G)**

1. Name of the Guide

**Prof. ISMAIL POPATIYA**

1. Teaching experience of the Guide
2. Is this your first submission? Yes No

Signature of the Student Signature of the Guide

Date: \_\_\_\_\_\_\_\_\_\_\_\_\_ Date: ­­­­\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Signature of the Coordinator

Date:\_\_\_\_\_\_\_\_\_\_\_

**GET TO GATHER (G2G)**

**A Project Report**

Submitted in partial fulfillment of the Requirements for the award of the Degree of

**BACHELOR OF SCIENCE (INFORMATION TECHNOLOGY)**

**By**

Shaikh Waqar Ahmed

Roll No. 332

**Under the esteemed guidance of**

**Prof. Ismail Popatiya**

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**DEPARTMENT OF INFORMATION TECHNOLOGY MAHARASHTRA COLLEGE OF ART, SCIENCE & COMMERCE**

***(Affiliated to University of Mumbai)***

**MUMBAI, 400070**

**MAHARASHTRA**

**YEAR 2018-2019**

**MAHARASHTRA COLLEGE OF ART,SCIENCE & COMMERCE**

***(Affiliated to University of Mumbai)***

**MUMBAI-MAHARASHTRA-400037**

**DEPARTMENT OF INFORMATION TECHNOLOGY**

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**CERTIFICATE**

This is to certify that the project entitled, **"Get To Gather (G2G)"**, is bonafied work of

**SHAIKH WAQAR AHMED** bearing Seat.No: (**332**) submitted in partial fulfillment of the requirements for the award of degree of BACHELOR OF SCIENCE in INFORMATION TECHNOLOGY from University of Mumbai.

**Internal Guide Coordinator**

**External Examiner**

**Date: CollegeSeal**

**ABSTRACT**

Though there are many existing messengers, chatting and email services available but many of them require internet connection and others are not suitable for our college Intranet. One of the main reason for this, is closed nature of our Intranet network. And outside software particularly using network might cause harm to our infrastructure. Any malware activity can cause havoc and headache. So objective of this project is to develop an Intranet chatting system to be used in our internal network.

**ACKNOWLEDGEMENT**

I undersigned, have great pleasure in giving my sincere thanks to those who have contributed their valuable time in helping me to achieve the success in my project work.

My heartfelt thanks to The Principle of the college **PROF.SIRAJUDDIN CHOUGLE** and the IT Department of College for helping in the project with words of encouragement and has shown full confidence in our abilities.

I would like to express my sincere thanks to **PROF.SAIMA SHAIKH** head of I.T Department for her constant encouragement, which made this project a success.

I am indebted and thankful to our Project Guide **PROF.ISMAIL POPATIYA** to Whom I owe his piece of knowledge for his valuable and timely guidance, co-operation, encouragement and time spent for this project work. I would also like to thank our IT staff for providing us sufficient information, which helped us to complete our project successfully. My sincere thanks to the Library staff for extending their help and giving me all the books for reference in a very short span of time.

I also thank MY PARENTS and all my family members for their continued

Support, without their support this project would not be possible.

**DECLARATION**

I here by declare that the project entitled, “**Get To Gather (G2G)**” done at **Maharashtra college of arts, science and commerce**, has not been in any case duplicated to submit to any other university for the award of any degree. To the best of my knowledge other than me, no one has submitted to any other university.

The project is done in partial fulfillment of the requirements for the award of degree of **BACHELOR OF SCIENCE (INFORMATION TECHNOLOGY)** to be submitted as final semester project as part of our curriculum.

**Name and Signature of the Student**

**Introduction**

**1.1 Background:**

With advent of IT solutions, connecting and communicating with people has become very easy. It saves lot of time over traditional means such as Mail, telegram etc. There are already lot of messengers, chatting and mailing services available in the market which uses latest development in IT industry. But every medium has its area of suitability.

Have you ever thought that we can chat with people residing At far of places i.e., remote chatting around the world now we can do this, that’s what technology is all about and you will be surprised that you can chat with people all over the globe just sitting at your PC, sounds interesting yes!, just at the click of a button you can communicate and share information between different users who are present on their terminals at the time you logged in. All this can be done through a program called ‘CHAT’ and the project ‘GET TO GATHER (G2G)is all about chatting.

The program is called Chat, when you are Chatting, everything you type will instantly be transmitted around the world to other users that might be watching their terminals at the time. They can then type something and respond to your messages, and vice versa. Chatting is based on a client-server model. Clients are programs that connect to a server; a server is a program that transports data, (messages), from a user client to another.

There are clients running on many different systems that allow you to connect to a Chat server. Currently most of the current Chat applications are text based and few are capable of transferring tiny images, but there lacks a Chat system for the technical people who can chat as well as they can represent their ideas in the form of drawing the pictures online. Many vendors distribute even these technologies separately but to obtain these features at one system will be the haunting task.

The inconveniences as mentioned above, a “**GET TO GATHER (G2G)**” is proposed. The proposed system’s premier feature is its **whiteboard** drawing utility. You can draw freehand, do circles, squares, lines, text, or paste image files to the canvas.  This is ideal when users want to "sketch" concepts for one another. This feature of “GET TO GATHER” can be a boon for the technical people who want to share their ideas or concepts in the pictorial form. This system includes the facilities of traditional chat servers and clients like providing a window for each Other user, Whisper chat, multiple chat rooms etc.

With the help of the ‘WHITE BOARD’ drawing utility now the technical people can carry out their tasks easily and can share their big picture plans regarding their business to the clients, exchange ideas and concepts and many more things, basically exchange as well as share the information along with the using the drawing utility even long conversations can be made between two users which may be important business meetings or deals to be sanctioned and all this is carried out with the support of applets with the help of image based web menu images can be transferred.

**1.2** **Objectives :**

Though there are many existing messengers, chatting and email services available but many of them require internet connection and others are not suitable for our college Intranet. One of the main reason for this, is closed nature of our Intranet network. And outside software particularly using network might cause harm to our infrastructure. Any malware activity can cause havoc and headache. So objective of this project is to develop an Intranet chatting system to be used in our internal network.

This chatting solution will help students a lot. Students would be able to chat with each other, any important information will be broadcasted to everyone and they can even share files with each other. Server and client modules will reside in different machines and will connect using same LAN so that students can chat with each other. Since it will be our project so we will be in control of source code and networking activities used by the software.

An important outcome of the preliminary investigation is the determination that system requested is feasible. In our case, System will allow users to interact with each other on a same network. Further there are three aspects in the feasibility study portion of the preliminary investigation

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* **Economic Feasibility :**

Are there sufficient benefits in creating the system to make the costs acceptable? Or, are the costs of not creating the system so great that it is advisable to undertake the project? These are the important questions to be answered in economic feasibility. Proposed system will not face any economic constraints Software to be used are also open source etc so no economic constraints.

* **Operational Feasibility :**

Will the system be used if it is developed and implemented? Will there be resistance from users that will undermine the possible application benefits? When we look from this perspective, we don’t see any risk in implementing and making it operational. This project will help everyone, as it is planned to be more reliable, maintainable, affordable and producible.

* **Technical Feasibility :**

Can the work for the project be done with current equipment, existing software technology and available personnel? These are the questions which needs to be answered to check Technical feasibility. Project will be developed using Core Java and no back end. There are basic requirement of hardware to run this application. This application will be network based application so this application can be accessed by using any device like (Personal Computers, Laptops) provided they are on same network.

**1.3** **Purpose and Scope :**

**1.3.1 Purpose :**

This Project Entitled as ‘GET TO GATHER (G2G)’ is used basically for chatting purpose with the remote clients or users on Internet or local networks. Here in this project a java client / server combination is used to chat with remote users. When a Client wants to chat with a user on a remote host, he sends a request to the Server with a identification name like chat-id, the server responds to the request by identifying the client-id which is already registered in the server domain and when matched his request is granted and the client can begin to chat with the remote users present on the internet or local network.

The power of Internet is such that it integrates together LANs located across diverse software and hardware forms into a single large communication network that spans the globe. The client needs to have a client software such as Netscape Navigator or Internet Explorer to retrieve information as well as chat on the it supports chatting, text, video and audio.

The benefit of using “GET TO GATHER (G2G)” over other chatting tools is that, with the help of java, the programmer can create applet applications which can be use the internet as a server. Applets are machine independent and so java programs can run on any computer on the internet. The term client/server is used in the context of networking, what it actually means.

It is important to understand the terms client/server because the GET TO GATHER (G2G) project is supported completely by client/server model. A server is anything that has some resource that can be shared. There are compute servers, which provide computing power, web servers, which store web pages. A client is simply any other entity that wants to gain access to a particular server. The interaction between client\server is like an interaction between an electrical socket and a lamp. The server is a permanently available resource while client is free to “unplug” after it has been served.

The program's premier feature is its whiteboard drawing utility. You can draw freehand, do circles, squares, lines, text, or paste image files to the canvas.  This is ideal when users want to "sketch" concepts for one another.  Users can interact publicly with everyone else on the server, or they can chat/draw privately using java Chat's "whisper mode".  Users can create and manage chat rooms, which can be either "public" or "private".  The server will also store and manage answering machine-style messages for users who aren't online, and instant messages can be sent to those who are.  Additionally, users who aren't watching their screens can be paged with sound.

**1.3.2 Scope :**

We can use “GET TO GATHER (G2G)” for following activities:

* To exchange information and converse with friends and family.
* To participate in group discussions through public news bulletin board.
* For Entertainment.
* Leisure activities.
* Access business while at home.
* Communicate and collaborate through pictures and images.
* At any given point of time, up-to-date information is provided.