**Introduction**

Over the past 30 years, internet access is rapidly spread across people,

Popularization of smartphones which becomes part of people’s life, and making the interaction of people easiest than before, Communication, sharing of files and many others human relationships. Personally, I have really benefited from the existence of internet and I am really glad of it, internet is good, but better than that is to keep our data safe. We need to keep in mind as good developers create things for good purpose, the opposite also exists.

Based on studies in 2012 a massive cyber-attack by a hacker named “Peace” exploited over 117 million LinkedIn user’s passwords. After the dust settled from the initial attack, new protocols were put in place and the breach was all but forgotten in the public eye, the same hacker reared their head again. Nearly five years later, “Peace” began releasing the stolen password information of the same LinkedIn users from the earlier hack. This is happening not only in linked in but also Facebook, Google, Instagram etc.

Besides the hacker’s attacks there is no mystery why modern social media platforms were designed to be addictive: the more we consult them, the more data they have to fuel them which enables them to grow smatter and bigger and more powerful.

Some details are very important but people forget about or they don’t even know that, any social media or app, software that refuses to publish how they interact with the user’s data is less trustful, we need to understand what is behind and what is happening with our information, otherwise it is not safe. This is the main role of this “User friendly App “

UFA (User Friendly Application) is a chat App designed for user safety, providing communication between people requesting really few information from them, where all the chat rooms are publics which means anyone can get access and create them. This is for people who don’t feel safe on the internet providing some confidential information such as: Phone number, Passport information, Address and the list goes on. We are providing a high security in our app and also leaving it as opensource, therefore users can know where and what we do with their data and if possible, contribute to make it grow as developers.

The application was developed in React Native, which is a JavaScript framework for writing real, natively rendering mobile applications for iOS and Android. It’s based on React Facebook’s JavaScript library for building user interfaces, but in-stead of targeting the browser, it targets mobile platforms and it gives you more efficient code sharing across the mentioned platforms without scarifying the end user’s experience or application equality.

**Thesis structure**

Chapter 2 of this thesis contains a user documentation, which provides a description

of the application and its use cases, a brief overview of the technical methods

used in the implementation and how it affects the user experience, and a complete

user’s guide for all of the available features of the application.

Chapter 3 is a developer documentation, containing all the technical details of the

application. In this chapter we specify all the tasks and challenges of the development process, and provide detailed information about the concepts and components used

in the application - including how they function, and how they connect with each

other to shape the functionality of the application.

API documentation of the main code component of the application can be found

in the appendices, which provides detailed information about the classes and functions

used in the application.

USER DOCUMENTATION

2.1 Project description

The goal of the project, something similar to the thesis submission

2.2 Technical Information

The server or Database that we used

2.3 Usage information

In this section we provide the information needed for a user to interact with the

application. The website can be accessed using the URL: