

CHAT APP: CHATSPHERE

BY

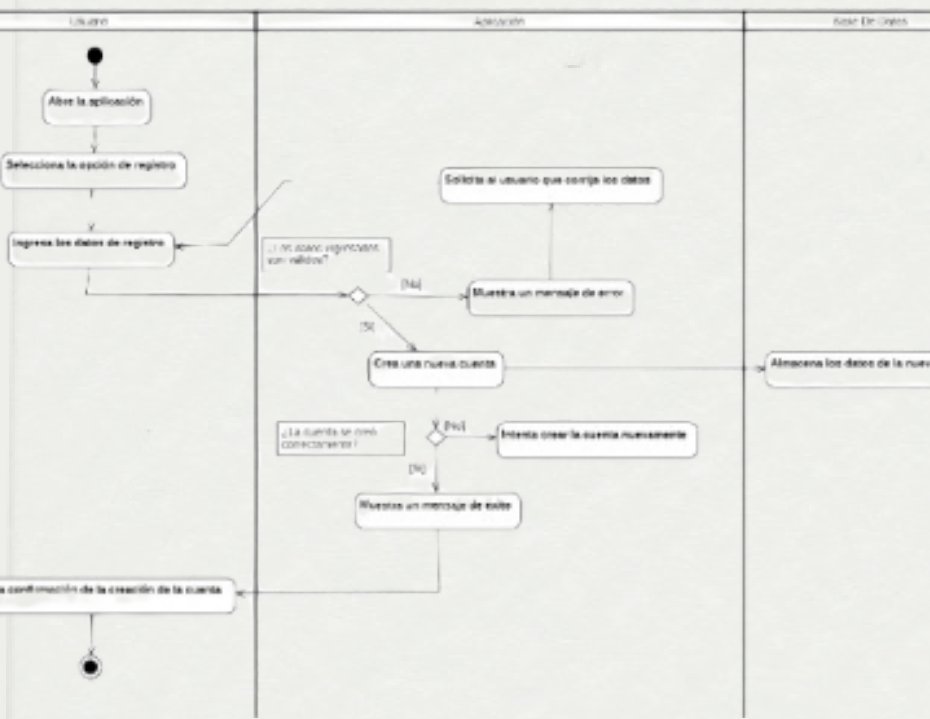
DAVID SANTIAGO LUGO PIÑEROS
DSLUGOP@UDISTRITAL.EDU.CO

EDILSON SANTIAGO SEPULVEDA CORTES
ESSEPULVEDAC@UDISTRITAL.EDU.CO



UNIVERSIDAD DISTRITAL
FRANCISCO JOSÉ DE CALDAS

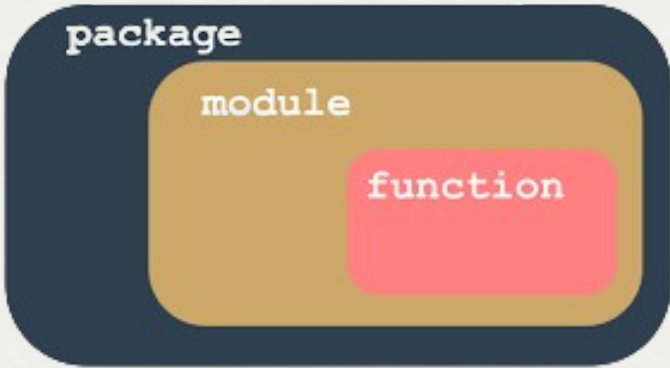
INTRODUCTION



This project focuses on the creation of a chat application that connects people from all over the world. The application facilitates real-time communication, allowing users to share messages, photos, videos, and more.

METHODS

Python was used for the development of the application. Data models were defined for users, photos, videos, and audios. A database schema was established, and APIs were provided for the uploading, downloading, and manipulation of multimedia files. Features such as notifications, message history, and search capabilities were implemented to enhance the chat experience.

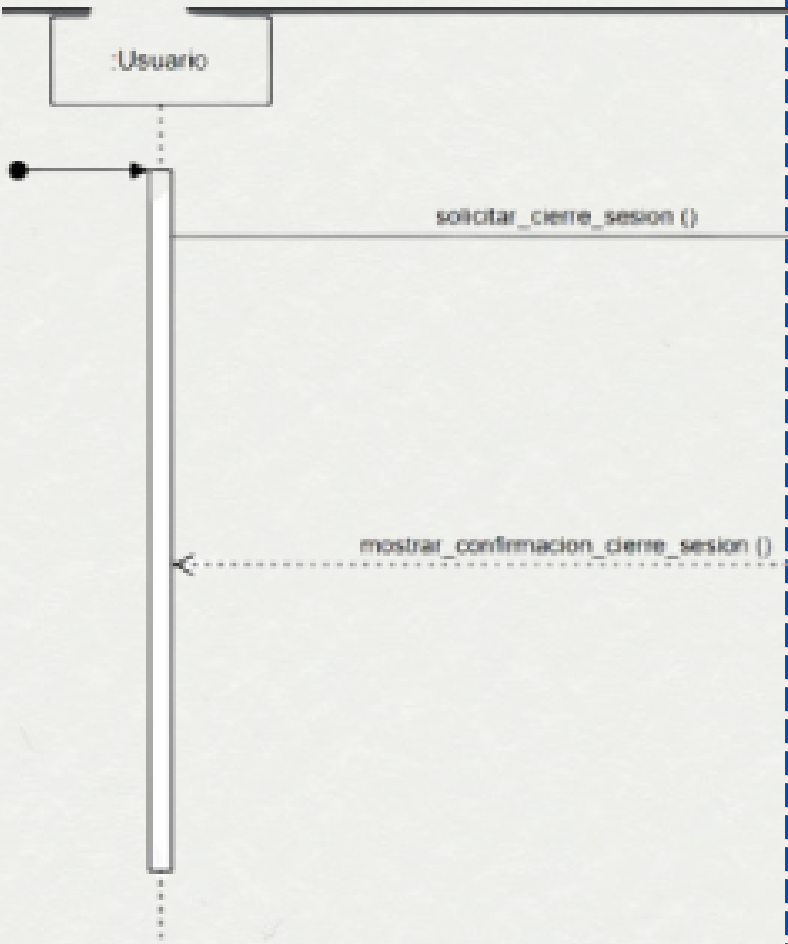


CONCLUSION

The project has demonstrated that it is possible to develop a robust and functional chat application using Python. The next step is to continue improving and optimizing the application based on feedback and suggestions from users.

PROBLEM

The development of a robust chat application requires careful planning and execution. It is necessary to define data models for users, photos, videos, and audios, and establish a database schema that supports efficient storage, retrieval, and querying of these objects.



OBJECTIVE

The objective is to develop a chat application similar to how Messenger was in its early days. This app should facilitate real-time communication between users. It should be designed with a user-friendly interface, robust security measures to protect personal data, and efficient server-side programming to handle message transmission.

