

Llyne Line - (or circles as I would have later proposed to be a subsidiary of 4DAKTVT - 4D Activity as the Parent company e.g. Facebook and Meta) would be referred to as 'This Project' by **Favour Efua AILEGBOTOR**

Whatever parts that may be missing from this documentation (manual) would be subsequently passed across and/or communicated subsequently. For any questions or inquiries, reach me on [ailegbotor23.favour@edouniversity.edu.ng](mailto:ailegbotor23.favour@edouniversity.edu.ng).

## Ideas, Goals, Purpose of the project:

Started in the early periods of the Covid-19 Lockdown, after two years of studying web-development, I thought of a way to connect users more securely and less invasive to privacy like all classical media that we know of today and hence the Project LLYNE LINE was started LLYNE is a code-name for Nelly but it is to be dropped as advancement of the project largely relies on it being dropped (especially towards I, the original developer's preference).

It is a project that makes use of as many open-source libraries, builds and resources as have been available and feature in all the different parts of the project during the period of development of which most of the used libraries and resources are linked in the head tag of the index.php

```
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <meta http-equiv="X-UA-Compatible" content="ie=edge" />

  <link rel="shortcut icon" href="/favicon.ico" type="image/x-icon" />
  <link rel="stylesheet" href="/css/bootstrap.min.css" />
  <link rel="stylesheet" href="/css/animate.css" />
  <link rel="stylesheet" href="/css/jquery-ui.min.css" />
  <link rel="stylesheet" href="/css/jquery.fancybox.min.css" />
  <link rel="stylesheet" href="/css/style.css" />
  <link rel="stylesheet" href="/css/media.css" />
  <link rel="stylesheet" href="/css/cropper.min.css" />
  <link rel="stylesheet" href="/css/jquery.emojipicker.css" />
  <link rel="stylesheet" href="/css/jquery.emojipicker.a.css" />
  <link rel="stylesheet" href="/css/theming.css" />
  <!-- <script type="text/javascript" src="/js/scr.php"></script> -->
  <script src="/js/jquery-3.4.1.min.js"></script>
  <script src="/js/bootstrap.bundle.min.js"></script>
  <script src="/js/fontawesome.min.js"></script>
  <script src="/js/masonry.pkgd.min.js"></script>
  <script src="/js/wow.min.js"></script>
  <script src="/js/jquery.fancybox.min.js"></script>
  <!-- <script src="/js/fancybox.umd.js"></script> -->
  <script src="/js/jquery-ui.min.js"></script>
  <script src="/js/jquery.ui.touch-punch.min.js"></script>
  <script src="/js/jstz.min.js"></script>
  <script src="/js/clipboard.min.js"></script>
  <script src="/js/cropper.min.js"></script>
  <script src="/js/jquery.emojipicker.js" ></script>
  <script src="/js/jquery.emojis.js"></script>
  <script src="/js/html5-qrcode.min.js"></script>
  <script src="/js/qrcode.min.js"></script>
  <script src="/js/linkify.min.js"></script>
  <script src="/js/linkify-html.min.js"></script>
  <script src="/js/load-image.all.min.js"></script>
  <script src="/js/wavesurfer.min.js"></script>

  <title>chat app</title>
</head>
```

### Notable features/libraries used/linked to the project so far:

- Bootstrap
- Animate.css
- JQuery-ui
- Fancybox
- Cropper
- Emojipicker
- Fontawesome
- Mansory
- Wow.js
- JQuery-ui-touch-punch
- Javascript timezone (JSTZ)
- Clipboard
- Cropper (might be unused)
- Emojis.js
- Qr-code library (core feature)
- Linkify (yet unimplemented)
- Etc.

## DOCUMENTATION/GUIDE:

Before I continue with this my documentation/Guide, I would love to render my apologies to any and every senior developer who handles this project after I do as I had started most of this as a 19yr old and had a period of 4 years between when I first paused this project until when I resumed it to bring it to the stage where I have left it off (I would say near completion) but understanding that more capable hands would take over it from here, especially as this had been a one-man rodeo, I am very confident and rest assured that whatever comes of this, now, would be much better and that this would become a more complete and robust work.

### Written in

#### PHP + JavaScript + mySQLi

These are languages that veteran programmers have used and loved over the years and have proven to be tested, trusted and approved. These are the basic frameworks of the project while other features include **Ratchet** PHP Library for web-sockets, **teletext** (for server-side interaction with the web-socket) and **Rabbit MQ** for real-time message distribution.

The main idea behind this project (especially as a web developer) is to provide a unified platform [web] for it to be accessible to everyone irrespective of what device they use - as long as they have a web browser they can enjoy its features.

There is only so much that I can talk about in this documentation and I would try to give a proper rundown of what I can at the time.

### Running the app:

The application runs on three servers (which are saved as constants in constants.php)

1. localhost:8000 - application main server
2. Localhost:8080 - media server to serve the media directory (to improve overall application response time)
3. Websocket on port 8081

The general usage of the app would require new users to sign-up with their email addresses where they would receive a confirmation url without which their profiles are not going to be activated

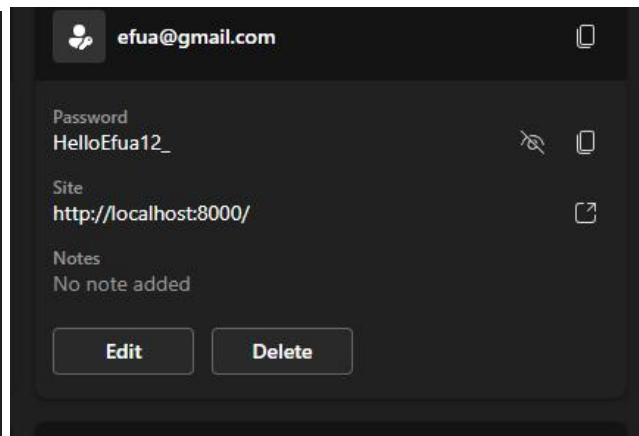
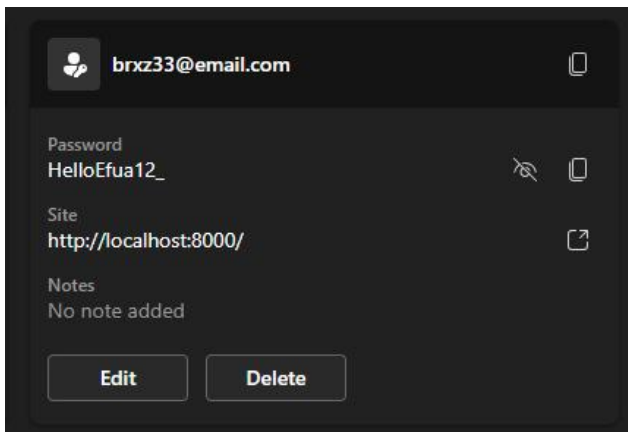
The design of the project so far (subject to change) allows users to make posts to groups (communities) where they are members and allowed to make posts to and to their private circles (who are their verified friends)

The **posts** receive comments which are exclusive only to members who can access such whichever circles are connected to the post (be it group or private user) and these comments are displayed as chat messages in the messages area

**MESSAGES** are point to point (Direct messaging) and Point to multi-point (Group messaging) with a chat-box visible when messaging is allowed from the logged-in user to the open chat-area

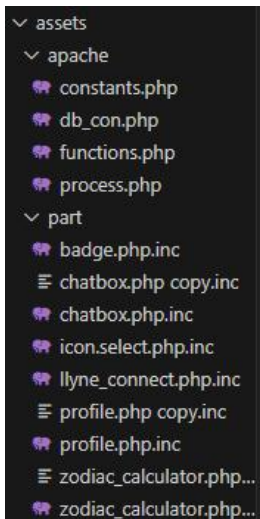
The chat-area and posts utilize Fancy-box which allows for swiping through posts feeds and message areas as part of the core features of the project (It would need more fine-tuning)

I would send a copy of what my database is so far with most of the passwords being **HelloEfua12\_**



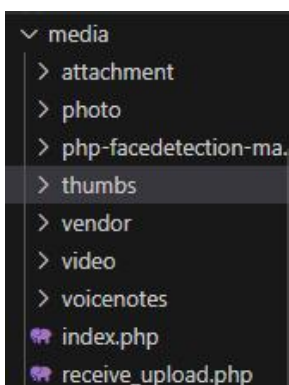
Above are the two most used accounts during the process of testing/development through which the project can be seen to better understand its contents and progress so far

There isn't so much more that my current skill-sets/ability would allow me to cover in this guide but I sincerely hope that on opening the project directories that you (my senior developer) are able to understand what has been done so far the be better able to bring it to completion and that I would be able to log-in and use this application someday as my preferred means of communication

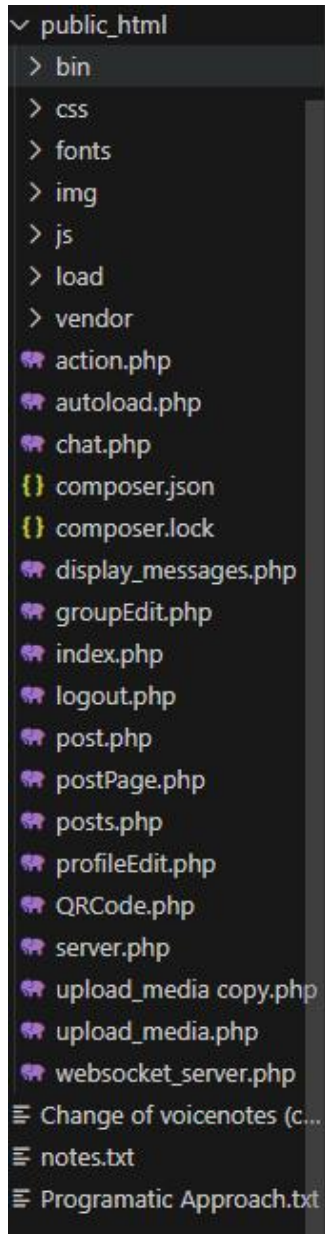


The **assets** folder contains (as the name) assets of the application which include

- Constants
- Database connection
- Functions
- Process (which is redirected from action.php in *public\_html*)
- The chat-box
- Profiles
- Zodiac calculator (being attached to each username)



The **media** folder which is to be handled as its own server (8080) to handle all media files which includes photos, videos (and their thumbnails), attachments (files:pdf) and voice-notes



The public\_html which is the project's main folder contains all the different parts of the project that are relatively safer for the user to access, which can be served faster

Well, that's all my knowledge/experience would permit me to share about the project for now and the rest you would find out once you dive in to have a look for yourself

I sincerely want to thank you for your interest in the completion of this project and pray that you do not get weary in providing your solutions in your ability to bring this to life

Favour Efua AILEGBOTOR