MINIPROJECT–(II)

(2022-2023)

Chatify

<u>SYNOPSIS</u>

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1. <u>INTRODUCTION</u>

Chatify is a one-on-one chat application. This app is implemented using Kotlin. It allows users to create an account or login into their existing accounts. Registered users can chat with each other. The registered users will be able to see names of all the users who are using the app. And they can further start a conversation with anyone of them by just a click.

The purpose of this chat application is to keep people connected with each other. It keeps the record of the previous chats that you've had with other users.

2. Motivation

The motivation behind making this project was to primarily learn the android development concepts using Kotlin. This project helped the team to discover and grasp the meaningful knowledge about what all takes place while creating an android application. It opens up a lot of future opportunities for all of us from adding more functionalities in this app only , to seek for better opportunities in the android development field.
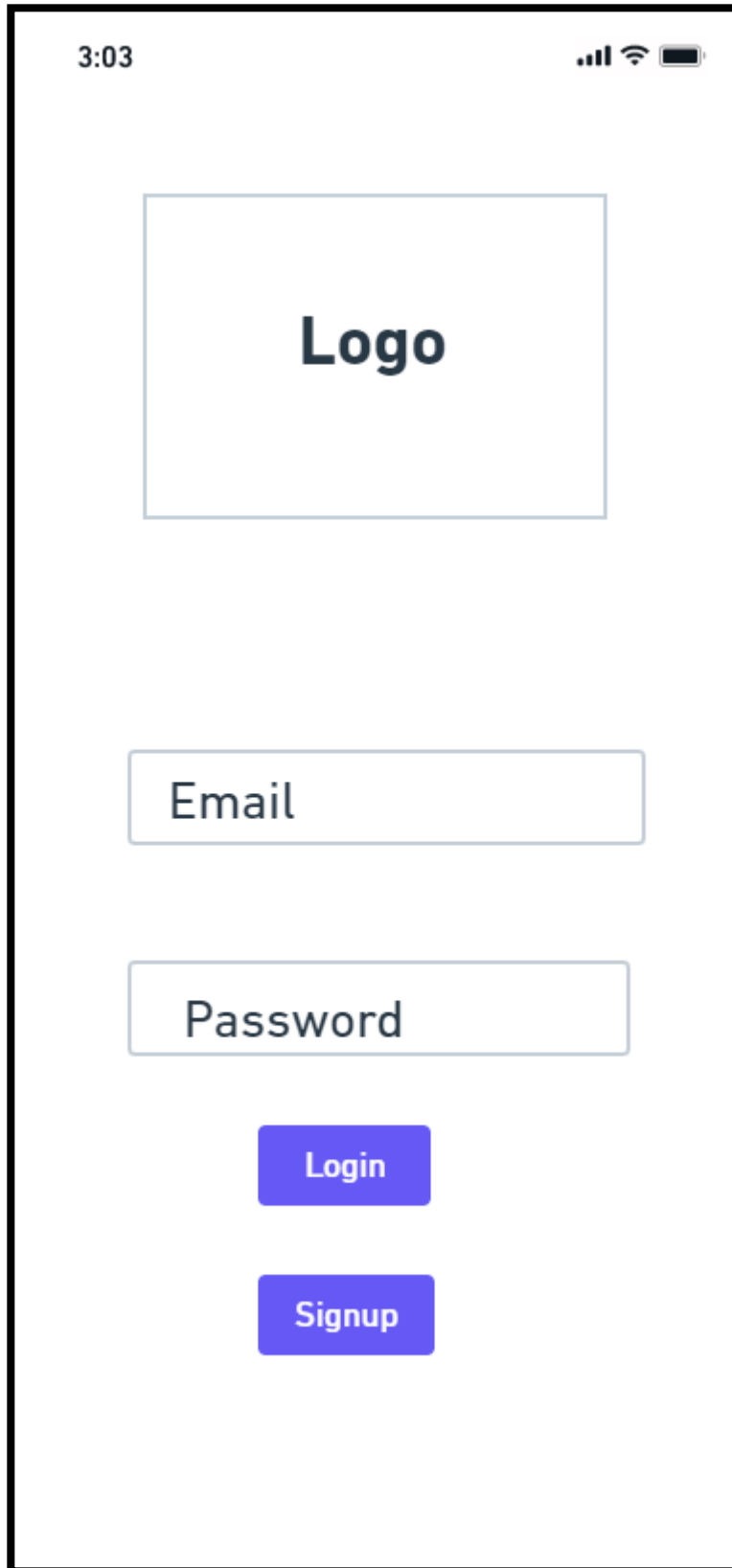
3. Technologies Used

- **Kotlin :-**
  - o Kotlin is a statistically typed programming language that runs on the JVM and is completely interoperable with the JAVA programming language. Kotlin is an officially supported language for developing android apps along with JAVA. With GOOGLE announcing Kotlin is now preferred language for android app developers, it has proved to be a pragmatic, modern and intuitive programming language.
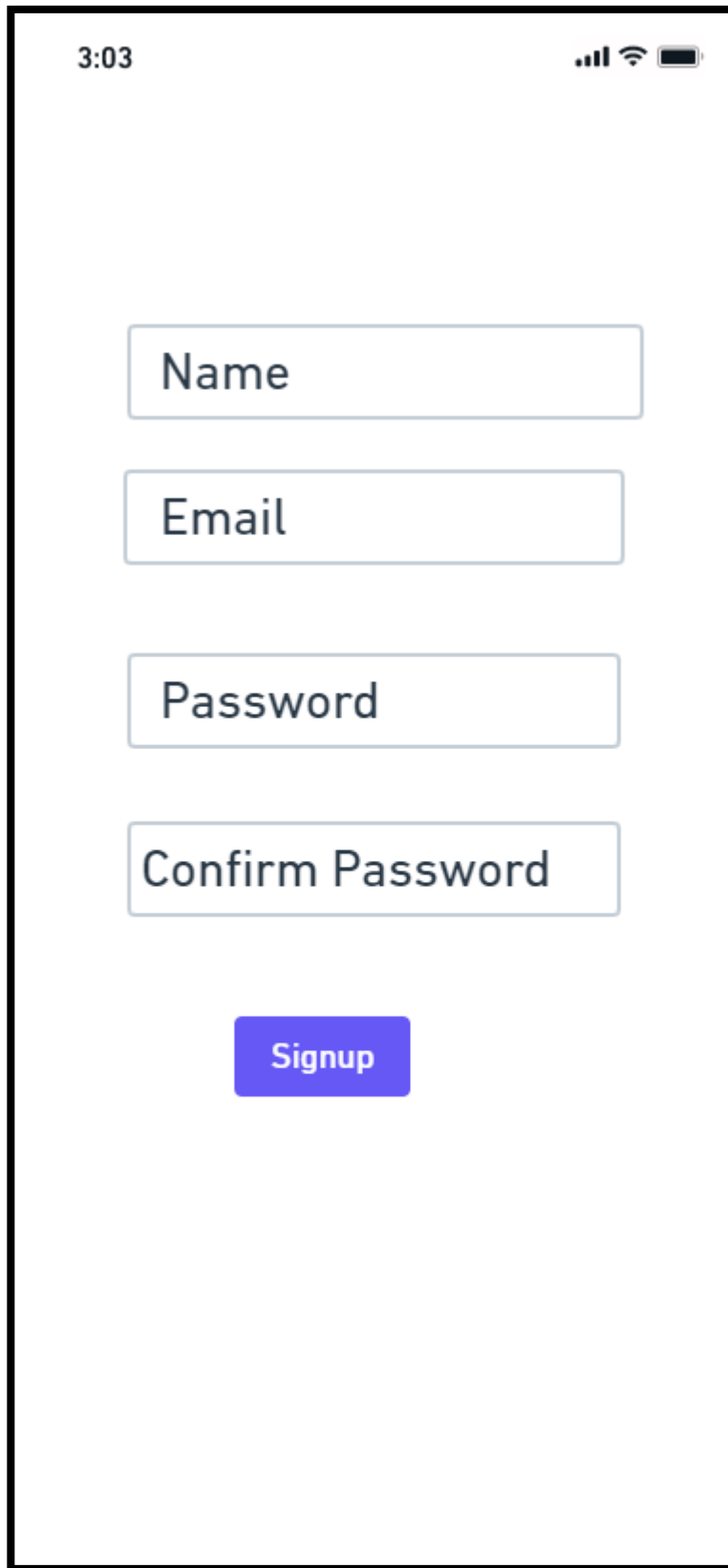- **Firebase :-**
  - o Google Firebase is Google-backed application development software that enables developers to develop iOS, Android and web apps. Firebase provides tools for tracking analytics, reporting and fixing app crashes, creating marketing and product experiments. It offers a number of services, including analytics, authentication, cloud messaging, real time database etc. However, in this app, we have used authentication and real time database.

4. Wireframe of the app

Default Page

(Sign up page)

3:03

Name

Email
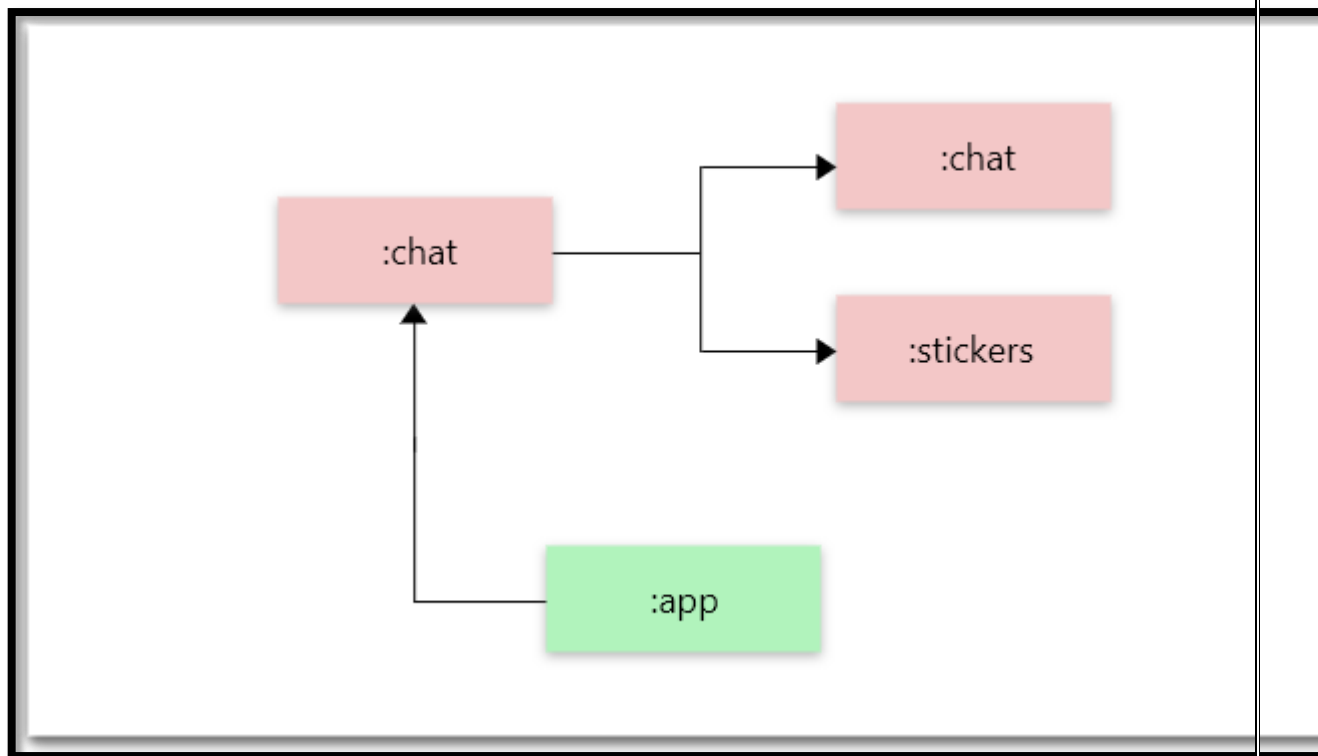
Password

Confirm Password

Signup

5. Module

- ## User Management Module:-
    - o This module has two sub modules-
        - ▪ User registration module – users can create an account using this module.
        - ▪ User login module – users can login to their existing accounts and start using the app if the credentials of the users match to the credentials at the time of registration.
- ## Private Chat Module
    - o This module is used for private chatting and displays the received and sent messages.

6. Future Scope

We believe the future scope for this app is pretty wide. There are a lot of functionalities which can be added later on to improve this app. For example, profile pictures, search messages using search query, audio, video and image file sharing etc.

7. Audience Target

As this a chat application, the audience is almost every person of any age group who want to use the app to stay connected with its loved ones.

8. Advantages and Disadvantages

- **Advantages:-**
  - Simple and user friendly interface.
  - Connect with different people who use the app with just a single click.
  - Maintains the history of messages which have been sent and received.
- **Disadvantages:-**
  - Doesn't have image sharing supported as of now.
  - Doesn't have video and audio file sharing supported as of now.

9. Software Requirements

- **Database**   **:**Firebase

- **User Interface Design**   **:**Kotlin

- **Software**   **:**Android Studio Chipmunk

- **Operating System**   **:**Windows

10. Hardware Requirements

o An android smart phone with Android 5.0 (Lollipop) or above.

11. References

o https://developer.android.com/kotlin

o https://stackoverflow.com

o https://youtube.com/tutorialsEU