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| **S.No.** | **Module** | **API and Logic used** | **Status** |
| 1 | Google/ Git OAuth | **Google and github** API, Used access tokens to validate user | Completed |
| 2 | Room Generation | **Socket.io** API, established connection to mongoDB and access roomID | Completed |
| 3 | Chat | **Socket.io** API, handled message passing through socket rooms and broadcast messages | Completed |
| 4 | Video/ Audio Call | **Socket.io and peerjs** API, Connect calls with help of Socket room and create peer connections for decentralized communication | Completed |
| 5 | Screen Share | **Socket.io and peerjs** API, Make standard modes with Socket and create peer connections for decentralized sharing | Completed |
| 6 | Collaborative Code Editor | **Monaco, Y-monaco, y-websocket and yjs** API, use CRDT to achieve real time data editing and provide native vs-code editor features. | Completed |
| 7 | Collaborative Document Editor | **QuillJS and Socket.io** API, used quill for text editor and generation of delta’s(changes) and socket to update changes. | Completed |
| **S.No.** | **Module** | **API and Logic used** | **Status** |
| 8 | Collaborative White Board | **Socket.io** API, used canvas to load whiteboard and socket to update the board by transmitting blob data | Completed |
| 9 | Competitive Programming  Question picker | **Codeforces** API, parse date from URL and get question details (name, id, description, category, rating) | Completed |
| 10 | Test Case Retriever | **-** | Not Started |
| 11 | Code Execution | **Judge0 CE** API, convert data to base64 version and provide testcases to get the Executed output and errors if any | Partially Completed |
| 12 | Social Aspect | - | Not Started |
| 13 | Participant Manager | **Socket.io and react-csv** API, Used socket.io to receive participant list from server and react-csv for generating attendance | Partially Completed |
| 14 | Competitive gamification activities | **-** | Not Started |