PM JACOPO COMPARIN



JUSTIFICATION

A simple, local-network confined, chatting system.



PRODUCT

A simple **protocol** that allows multiple users to communicate with each other in a local network, in public and private rooms.

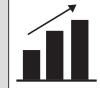
An optimized and easily expandable **server** that allows the correct interaction to different users.



• Develop easy-to-use APIs for the PCP protocol

SMART OBJECTIVE

• Create a functioning, easy-to-use, performant and light server



BENEFITS

It allows you to easily implement a simple and quick local chat system thanks to a protocol specially designed to be light and easy to use.



REQUIREMENTS

- It requires a Java Virtual Machine to run
- The minimum amount of RAM required is 4 GB
- To keep the server at the latest version, you need to update the software each time an update is released
- PCP does not have any specification from a security point of view, however, it is a good practice to install and start the server on suitable and limited access machines.

PITCH IT



- Antonio Sette
- Grazia Cobello
- Other development groups (engaged in the client implementation).



ASSUMPTIONS

PCP is developed in Java. To start-up a server the machine requires a Java version 8 (recommended) or higher and JDK version 8 (recommended) or higher.



RISKS

No particular risks were encountered during the development process.



- Jacopo Comparin (PM and junior developer)
- Geremia Furri (junior developer)
- Alessio Trentin (junior developer)



The official final version to date is Min.1.0 which allows you to chat completely with public rooms, topics and private rooms.



- 1. PCP-Min.a.1: packets (development of packet classes)
- 2. PCP-Min.a.2: receiver and interpreter (development of packets interpreter)
- 3. PCP-Min.b.0: core logic (development of the core logic of the application)
- 4. PCP-Min.b.*: bug fixing
- 5. PCP-Min.1.0: final version of the application



• developer workforce

CONTRAINTS

• project manager will be Maven