

Project Report on

BlinkMe

Minor Project

Master of Computer Application
(Dual Degree)

By

Siddharth Kar | Divyanshu Dwivedi | Megha More

0810CA22DD57 | 0810CA22DD12 | 0810CA22DD32

Under the supervision of

Prof. Aftab Qureshi



IPS Academy Indore
School of Computers

RAJIV GANDHI PROUDYOGIKI VISHWAVIDHYALAYA, BHOPAL

2025

Recommendation

The Minor Project entitled **BlinkMe** submitted by **Siddharth Kar, Divyanshu Dwivedi, Megha More** is satisfactory account of the bona fide work done under my supervision is recommended towards Minor project of **MCA- Dual Degree VI Semester** by **RGPV Bhopal**.

Date: 28/05/25

Project Guide: Prof. Aftab Qureshi

Principal

IPS Academy Indore

School of Computers

ACKNOWLEDGEMENT

The satisfaction that accompanies that the successful completion of any task would be incomplete without the mention of people whose ceaseless cooperation made it possible whose constant guidance and encouragement crown all efforts with success.

We are grateful to our guide **Prof. Aaftab Qureshi** for the guidance, inspiration and constructive suggestions that helped us in preparation of this project.

We also thank who have helped in successful completion of the project.

Date: 28/05/25

Siddharth Kar, Divyanshu Dwivedi, Megha More

Place: IPS Academy Indore

0810CA22DD57 | 0810CA22DD12 | 0810CA22DD32

MCA-Dual Degree VI Sem

Minor Project Approval Sheet

The Minor Project entitled **BlinkMe** submitted by **Siddharth Kar, Divyanshu Dwivedi, Megha More** is approved as Minor project of **MCA- Dual Degree VI Semester** by **RGPV Bhopal**.

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(Internal Examiner)

(External Examiner)

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Chapter 1: Introduction

1.1 Introduction

BlinkME is a comprehensive, full-stack end-to-end encrypted messaging application designed to replicate and enhance the core functionalities of popular messaging platforms like WhatsApp. Built using modern web technologies, BlinkME provides users with a secure, real-time communication platform that supports both individual and group messaging capabilities.

The application leverages cutting-edge technologies including React.js for the frontend, Spring Boot for the backend, and WebSocket (STOMP) protocol for real-time communication. Security is paramount in BlinkME, with JWT-based authentication ensuring user data protection and secure communication channels.

1.2 Problem Definition

In today's digital age, secure and reliable communication platforms are essential for personal and professional interactions. While numerous messaging applications exist, there is a continuous need for:

- Secure, end-to-end encrypted communication systems
- Real-time messaging capabilities with minimal latency
- Comprehensive user management and privacy controls
- Scalable group communication features
- Media sharing with efficient storage solutions
- Cross-platform compatibility and responsive design

1.3 Motivation

The motivation behind developing BlinkME stems from the need to create a robust messaging platform that combines security, functionality, and user experience. Key motivating factors include:

- **Security Concerns:** With increasing cyber threats, users require messaging platforms with robust encryption and authentication mechanisms
- **Real-time Communication:** The demand for instant, seamless communication in both personal and professional contexts
- **Educational Purpose:** Gaining hands-on experience with full-stack development, real-time protocols, and modern web technologies
- **Innovation Opportunity:** Implementing advanced features like user blocking, status management, and group administration

1.4 Objective

The primary objectives of the BlinkME project are:

Primary Objectives:

- Develop a secure, end-to-end encrypted messaging application
- Implement real-time communication using WebSocket (STOMP) protocol
- Create an intuitive and responsive user interface
- Establish robust user authentication and authorization systems

Secondary Objectives:

- Implement comprehensive group chat functionality
- Develop media sharing capabilities with efficient storage
- Create user profile management with status and bio features
- Implement user blocking and privacy management
- Ensure scalable architecture for future enhancements

1.5 Proposed Solution

BlinkME addresses the identified problems through a comprehensive solution architecture:

Backend Solution:

- **Spring Boot Framework:** Provides robust backend infrastructure
- **JWT Authentication:** Ensures secure user authentication and session management
- **WebSocket (STOMP):** Enables real-time bidirectional communication
- **PostgreSQL Database:** Reliable data persistence and management
- **Spring Security:** Comprehensive security framework implementation

Frontend Solution:

- **React.js with Vite:** Modern, efficient frontend development
- **Responsive Design:** Cross-device compatibility
- **Real-time UI Updates:** Seamless user experience with instant message delivery
- **Intuitive User Interface:** User-friendly design for enhanced usability

1.6 Platform Specification

1.6.1 Hardware Specification

Minimum System Requirements:

- **Processor:** Intel Core i3 or AMD equivalent
- **RAM:** 4 GB minimum, 8 GB recommended
- **Storage:** 10 GB available disk space
- **Network:** Broadband internet connection

Development Environment:

- **Processor:** Intel Core i5 or higher
- **RAM:** 8 GB minimum, 16 GB recommended
- **Storage:** SSD with 20 GB available space
- **Network:** High-speed internet connection

1.6.2 Software Specification

Backend Requirements:

- Java 11 or higher
- PostgreSQL Database Server
- Maven Build Tool
- Spring Boot Framework
- IDE: IntelliJ IDEA or Eclipse **Frontend**

Requirements:

- Node.js (version 14 or higher) npm or
- yarn package manager
- Modern web browser (Chrome, Firefox, Safari, Edge)
- Code Editor: VS Code or similar

1.6.3 Tools and Technology

Backend Technologies:

- **Java:** Core programming language
- **Spring Boot:** Application framework
- **Spring Data JPA:** Data access layer
- **Hibernate:** Object-relational mapping
- **Spring WebSocket:** Real-time communication
- **Spring Security:** Authentication and authorization
- **JWT:** Token-based authentication
- **PostgreSQL:** Relational database management

Frontend Technologies:

- **React.js:** Frontend library
- **Vite:** Build tool and development server
- **HTML5/CSS3:** Markup and styling
- **JavaScript (ES6+):** Client-side scripting
- **SockJS:** WebSocket client library

STOMP.js: Simple Text Oriented Messaging Protocol Development Tools:

- **Maven:** Build automation and dependency management
- **Git:** Version control system **Postman:** API testing tool
- **pgAdmin:** PostgreSQL administration tool

1.7 Scope and Marketing

Project Scope:

BlinkME encompasses a complete messaging ecosystem with the following scope:

Functional Scope:

- User registration and authentication
- Real-time one-to-one messaging
- Group chat creation and management
- Media file sharing and storage
- User profile customization
- Status and bio management
- User blocking and privacy controls

Technical Scope:

- Full-stack web application development
- Real-time communication implementation
 - Database design and optimization
- Security implementation and testing
- Responsive frontend development
- API design and documentation

Marketing Potential:

- **Target Audience:** General users seeking secure messaging solutions
 - **Market Differentiation:** Focus on security, user experience, and feature completeness
 - **Scalability:** Architecture designed for growth and feature expansion
 -
-

Chapter 2: Background and Related Work

2.1 Existing System

Current Messaging Applications:

WhatsApp:

- End-to-end encryption for messages
- Group chat functionality
- Media sharing capabilities
- Status updates and profile management
- Limitations: Proprietary platform, limited customization

Telegram:

- Cloud-based messaging
- Large group support
- Bot integration
- Security features with optional encryption
- Limitations: Not fully end-to-end encrypted by default

Signal:

- Strong focus on privacy and security
- Open-source protocol
- End-to-end encryption for all communications
- Limitations: Smaller user base, limited features compared to mainstream apps

Analysis of Existing Systems:

Most existing messaging platforms focus on either security or feature richness, but rarely both. There's often a trade-off between user experience and security features. Additionally, many platforms are proprietary, limiting customization and transparency.

2.2 Proposed System

BlinkME addresses the limitations of existing systems by providing:

Key Advantages:

- **Open Architecture:** Transparent implementation allowing for customization
- **Balanced Approach:** Equal focus on security and user experience
- **Modern Technology Stack:** Utilizing latest web technologies for optimal performance
- **Educational Value:** Clear documentation and structure for learning purposes

System Features:

- Comprehensive user authentication with JWT
- Real-time messaging with WebSocket implementation
- Secure media sharing with server-side storage
- Flexible group management system
- Intuitive user interface with responsive design
- Robust user privacy controls

2.3 Scope of Proposed System

Immediate Scope:

- Complete messaging functionality (one-to-one and group)
- User authentication and profile management
- Media sharing capabilities
- Basic group administration features

Future Enhancement Scope:

- Voice and video calling integration
 - Advanced encryption protocols
 - Mobile application development
 - Message search and filtering capabilities
 - Integration with external services
 - Advanced analytics and reporting features
-

Chapter 3: System Analysis and Design

3.1 Feasibility Study

3.1.1 Technical Feasibility

Technology Assessment:

- **Frontend Development:** React.js and Vite provide robust frontend development capabilities with excellent performance and developer experience
- **Backend Development:** Spring Boot offers comprehensive framework support for enterprise-level applications
- **Real-time Communication:** WebSocket (STOMP) protocol is well-established for real-time messaging applications
- **Database Management:** PostgreSQL provides reliable, scalable data storage solutions

Technical Challenges and Solutions:

- **Real-time Synchronization:** Resolved through proper WebSocket implementation and message queuing
- **Security Implementation:** Addressed through JWT authentication and Spring Security integration
- **Scalability Concerns:** Mitigated through efficient database design and optimized query structures

Conclusion: The project is technically feasible with the chosen technology stack and team expertise.

3.1.2 Economical Feasibility

Development Costs:

- **Software Costs:** Minimal, utilizing open-source technologies
- **Hardware Costs:** Standard development machines sufficient
- **Training Costs:** Leveraging existing team knowledge and free online resources

Operational Costs:

- **Hosting Costs:** Moderate, depending on user base and server requirements
- **Maintenance Costs:** Low to moderate, primarily developer time
- **Licensing Costs:** Minimal, using open-source components

3.1.3 Operational Feasibility

User Acceptance:

- Familiar interface design based on popular messaging applications
- Intuitive user experience with minimal learning curve
- Comprehensive feature set meeting user expectations

System Integration:

- Standalone application with potential for future integrations
- Standard web technologies ensuring broad compatibility
- Responsive design supporting multiple devices

Maintenance and Support:

- Well-documented codebase for easy maintenance
- Modular architecture allowing for independent component updates
- Clear separation between frontend and backend for targeted improvements

Conclusion: The system is operationally feasible with high potential for user adoption and easy maintenance.

3.2 Non-Functional Requirements

Performance

Requirements:

- **Response Time:** Messages should be delivered within 100ms under normal conditions
- **Throughput:** System should support concurrent users with minimal performance degradation
- **Scalability:** Architecture should accommodate growing user base

Security Requirements:

- **Authentication:** Secure user login with JWT token management
- **Data Protection:** Encrypted data transmission and secure storage
- **Privacy:** User blocking and privacy control features

Reliability Requirements:

- **Availability:** 99.5% uptime target for production deployment
- **Error Handling:** Comprehensive error management and user feedback
- **Data Integrity:** Consistent data storage and retrieval

Usability Requirements:

- **User Interface:** Intuitive, responsive design
- **Accessibility:** Support for users with different abilities
- **Cross-Platform:** Compatible across different devices and browsers

3.3 Functional Requirements

User Management:

- User registration and login functionality
- Profile creation and management
- Status and bio customization
- **Messaging Features:**
- Real-time one-to-one messaging
- Group chat creation and participation
- Message history and persistence
- Media file sharing and display

Group Management:

- Group creation (public and private)
- Member addition and removal
- Admin role management
- Join request handling

Privacy and Security:

- User blocking functionality
- Message encryption
- Secure file sharing
- Privacy settings management

3.4 Design

System Architecture:

BlinkME follows a client-server architecture with clear separation between frontend and backend components:

Frontend (Client):

- React.js application with component-based architecture
- State management for user interface and application data
- WebSocket client for real-time communication
- HTTP client for REST API communication

Backend (Server):

- Spring Boot application with RESTful API design
- WebSocket server for real-time messaging
- JWT-based authentication service
- Database access layer with JPA/Hibernate

Database Design:

The database schema includes the following main entities:

- **Users:** User account information and profiles
- **Messages:** Individual message records
- **Groups:** Group chat information and metadata
- **GroupMembers:** Many-to-many relationship between users and groups
- **MediaFiles:** File storage metadata and references

API Design:

RESTful APIs for:

- User authentication and management
- Group operations
- Media file handling
- User preferences and settings

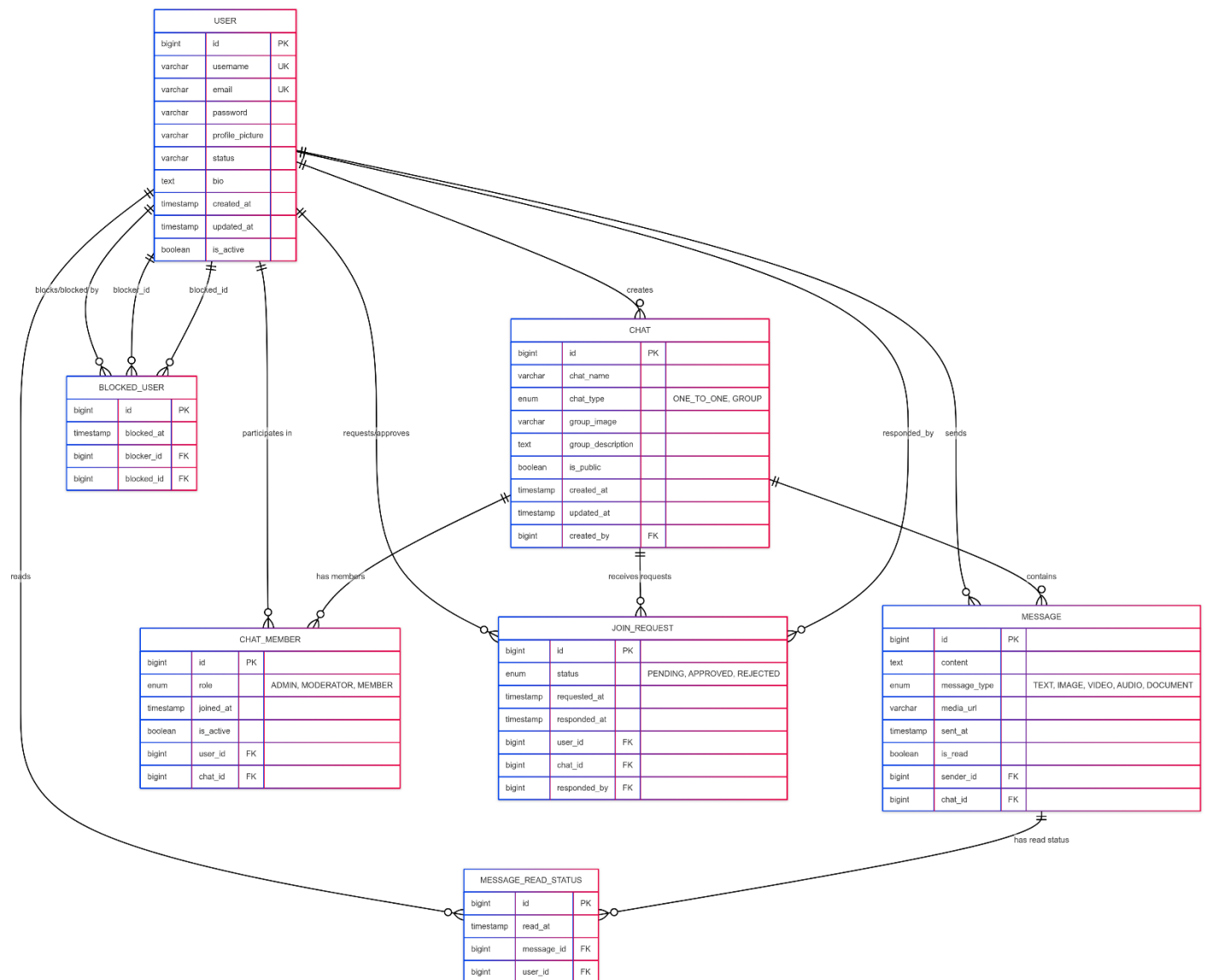
WebSocket endpoints for:

- Real-time message delivery
- Group chat communication
- Online status updates
- Typing indicators

Chapter 4: ER Diagram

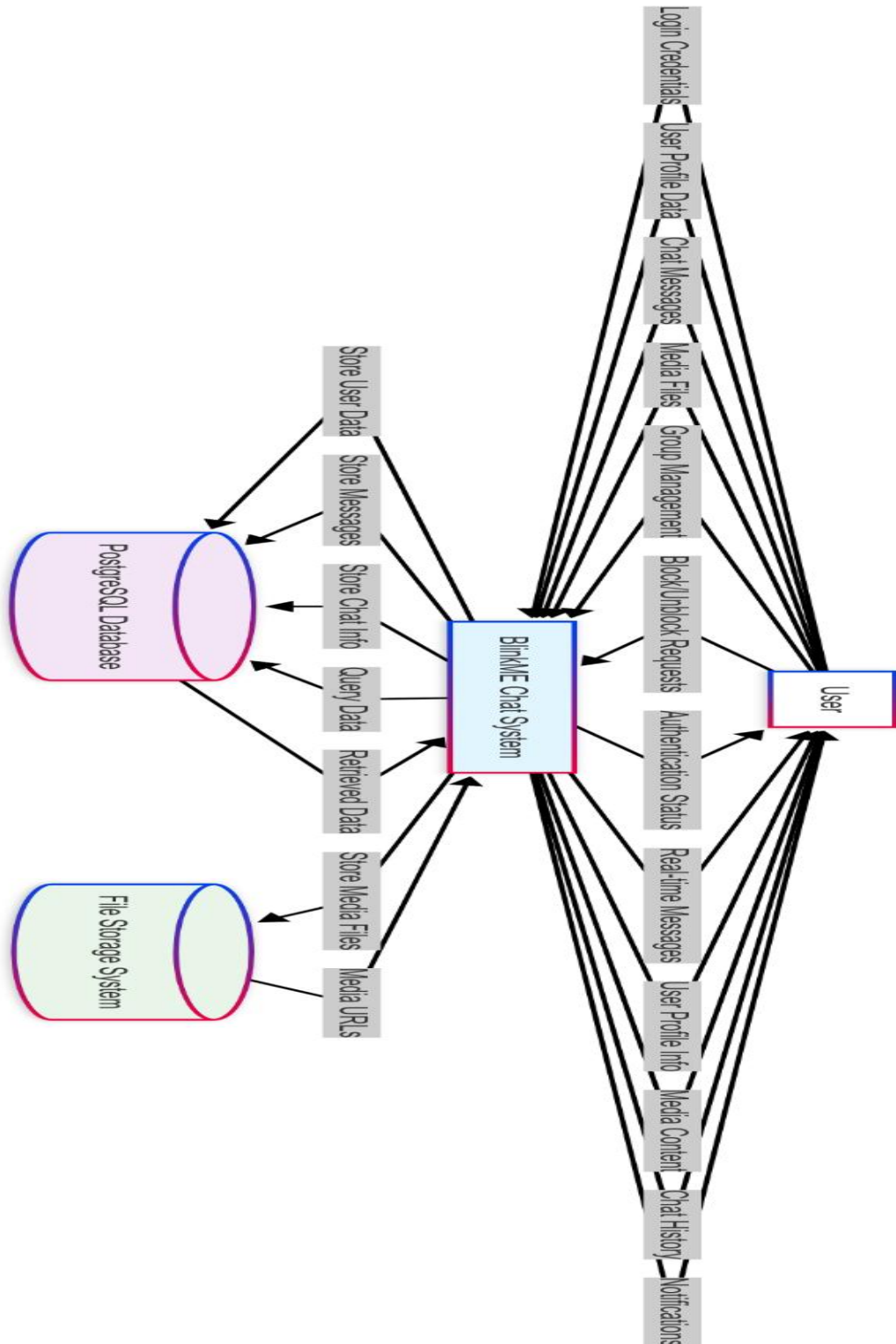
Entity Relationship Diagram

The BlinkME database schema consists of the following main entities and their relationships:

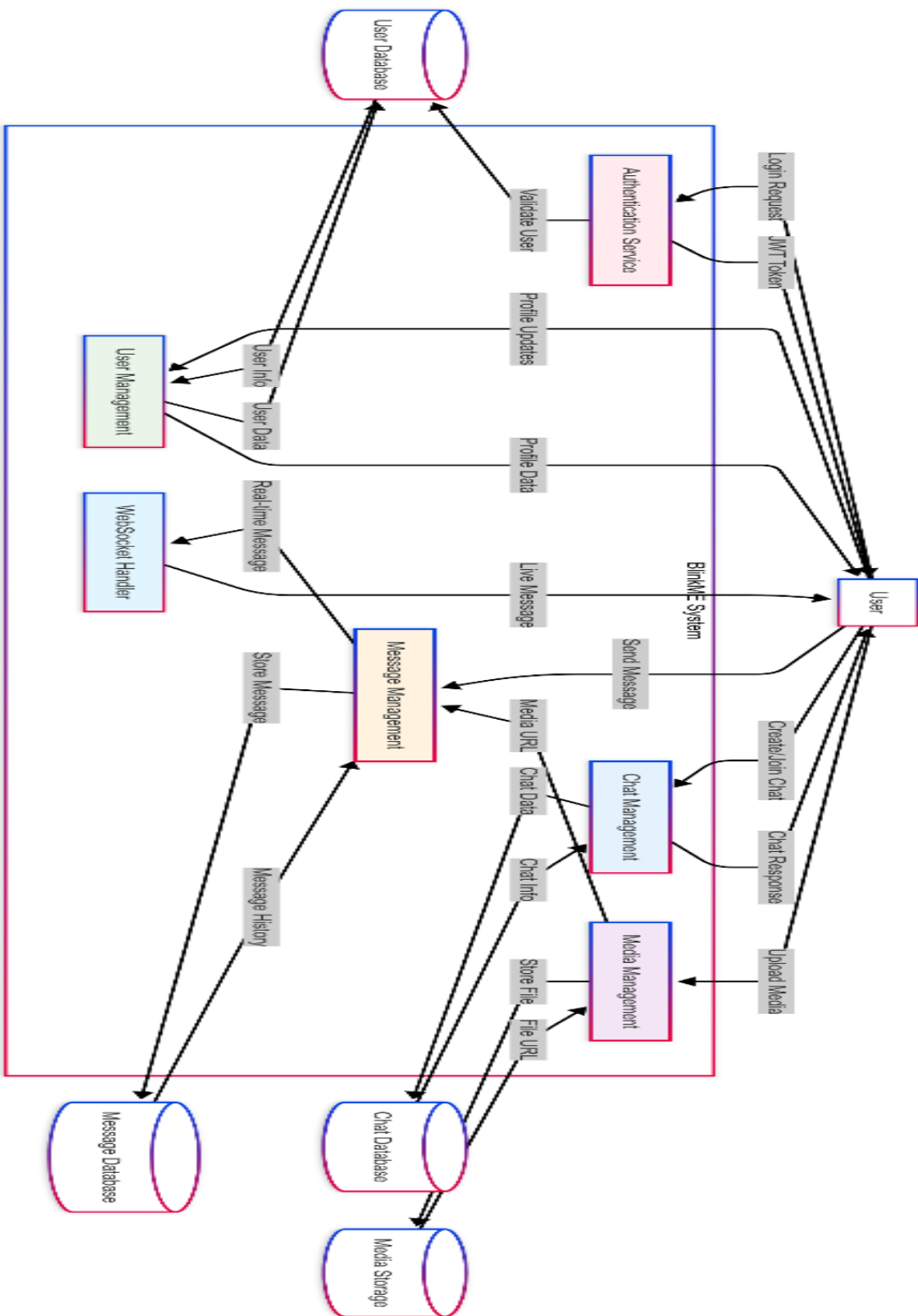


Chapter 5: Data Flow Diagram

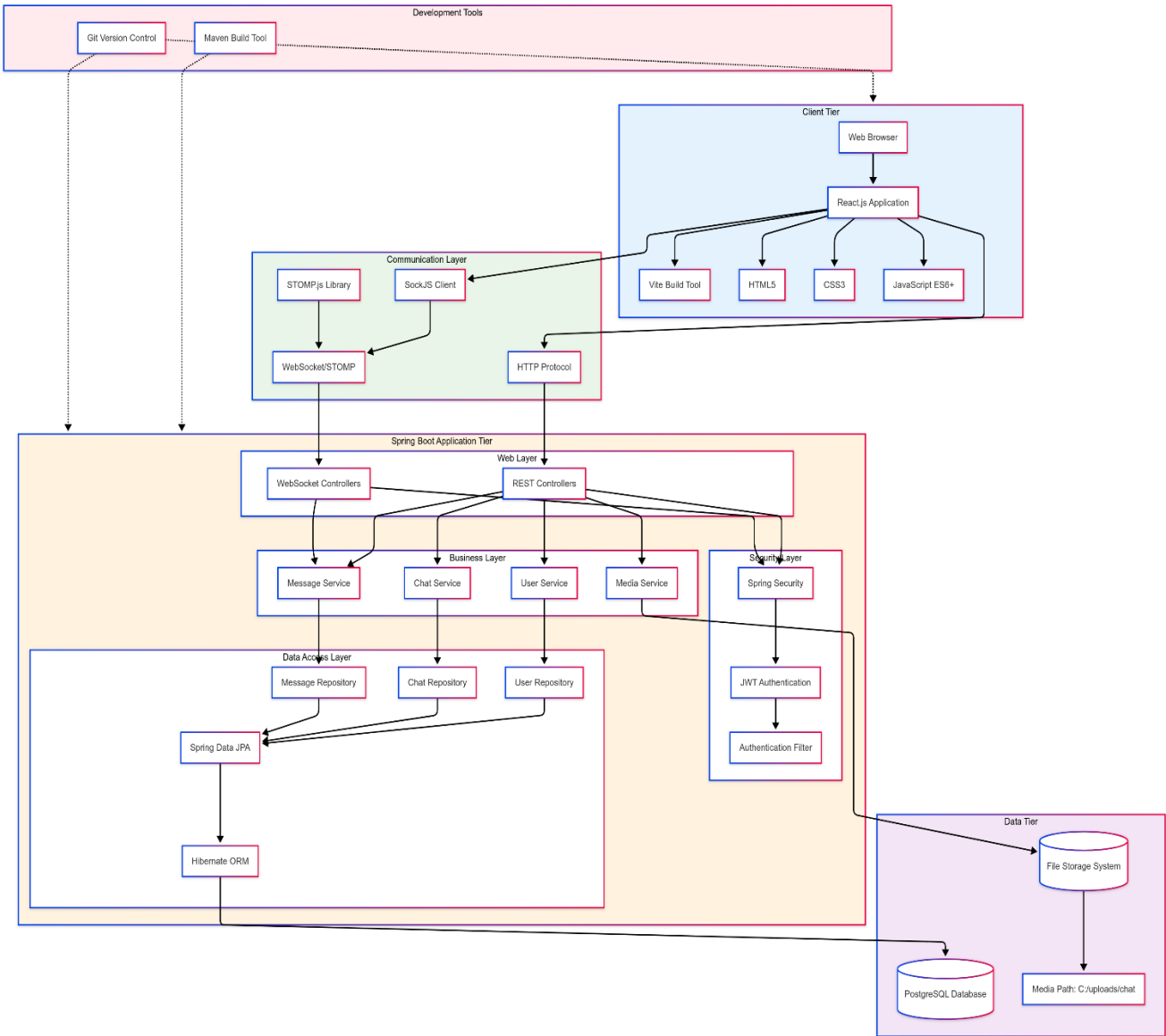
Level 0 DFD (Context Diagram)



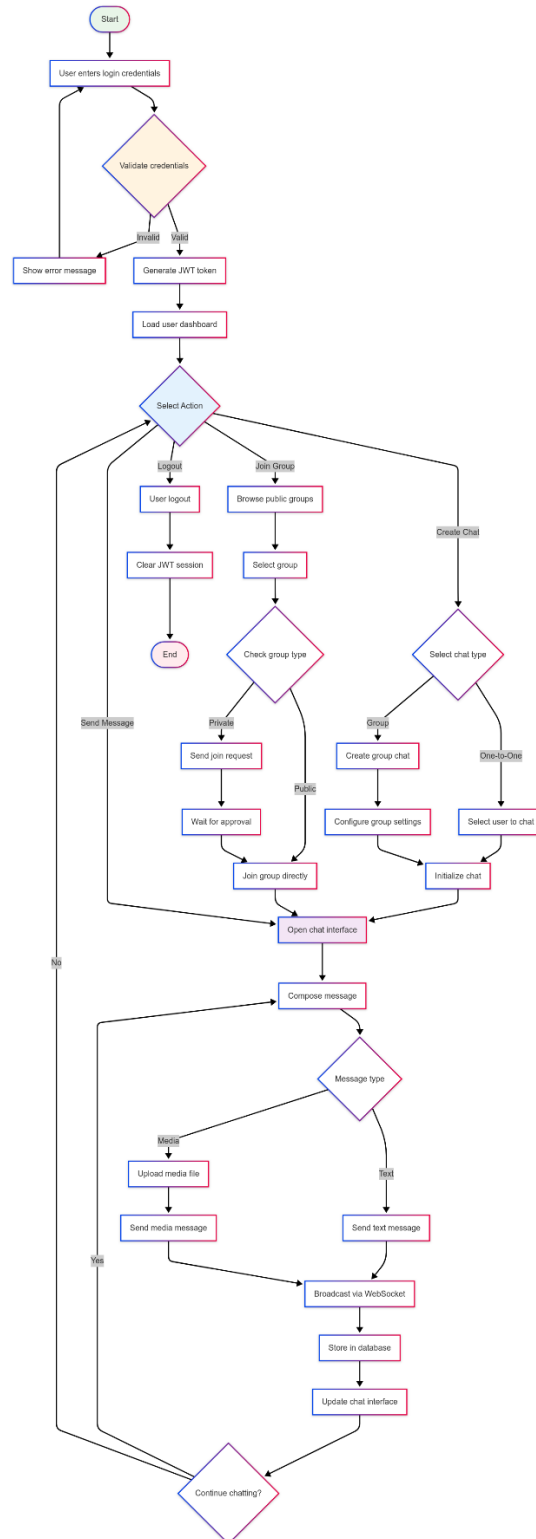
Level 1 DFD



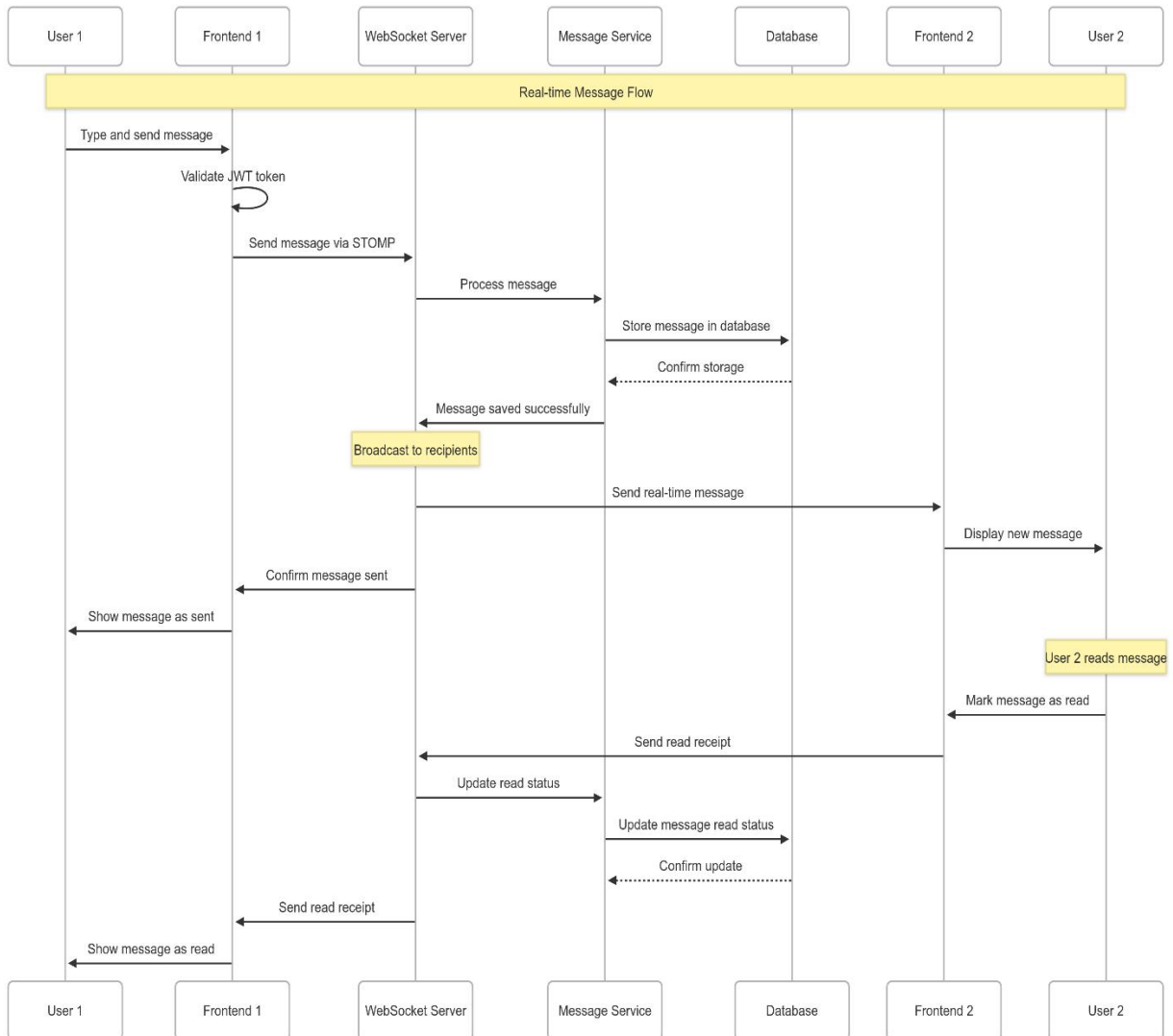
System Architecture



Activity Diagram



Sequence Diagram



Chapter 6: Implementation

6.1 Implementation

Backend

Implementation:

Spring Boot Application Structure:

```
src/main/java/com/blinkme/
├─ BlinkMeApplication.java
├─ config/
│   ├─ WebSocketConfig.java
│   ├─ SecurityConfig.java
│   └─ CorsConfig.java
├─ controller/
│   ├─ AuthController.java
│   ├─ MessageController.java
│   ├─ GroupController.java
│   └─ UserController.java
├─ model/
│   ├─ User.java
│   ├─ Message.java
│   ├─ Group.java
│   └─ GroupMember.java
├─ repository/
│   ├─ UserRepository.java
│   ├─ MessageRepository.java
│   └─ GroupRepository.java
├─ service/
│   ├─ UserService.java
│   ├─ MessageService.java
│   ├─ GroupService.java
│   └─ AuthService.java
└─ security/
    ├─ JwtAuthenticationFilter.java
    ├─ JwtTokenProvider.java
    └─ UserPrincipal.java
```

Key Implementation Features:

- JWT token-based authentication
- WebSocket configuration for real-time messaging
- RESTful API endpoints for all major operations
- File upload handling for media sharing
- Database integration with JPA/Hibernate

Frontend

Implementation:

React Application Structure:

```
/
|  └─ Auth/
|    └─ Login.jsx
|    └─ Register.jsx
|  └─ Chat/
|    └─ ChatWindow.jsx
|    └─ MessageList.jsx
|    └─ MessageInput.jsx
|  └─ Groups/
|    └─ GroupList.jsx
|    └─ GroupChat.jsx
|    └─ GroupManagement.jsx
|  └─ Profile/
|    └─ UserProfile.jsx
|    └─ ProfileSettings.jsx
└─ services/
    └─ apiService.js
    └─ websocketService.js
    └─ authService.js
└─ utils/
    └─ constants.js
    └─ helpers.js
└─ App.jsx
```

Key Implementation Features:

- Component-based architecture with React hooks
- WebSocket integration for real-time updates
- State management for application data
- Responsive design with CSS modules
- File upload functionality for media sharing

6.2 History and Features

Development Timeline:

1. **Phase 1:** Project planning and architecture design
2. **Phase 2:** Backend API development and database setup
3. **Phase 3:** Frontend component development
4. **Phase 4:** WebSocket integration for real-time features
5. **Phase 5:** Security implementation and testing
6. **Phase 6:** UI/UX refinement and bug fixes

Key Features

Implemented:

- Secure user authentication with JWT
- Real-time messaging using WebSocket (STOMP)
- Group chat functionality with admin controls
- Media file sharing with server storage
- User profile management with status updates
- User blocking and privacy controls
-

6.3 Application

Use Cases:

- **Personal Communication:** Individual users messaging privately
- **Team Collaboration:** Groups for project coordination
- **Social Networking:** Public groups for community building
- **File Sharing:** Document and media distribution
- **Status Updates:** Sharing current status and availability

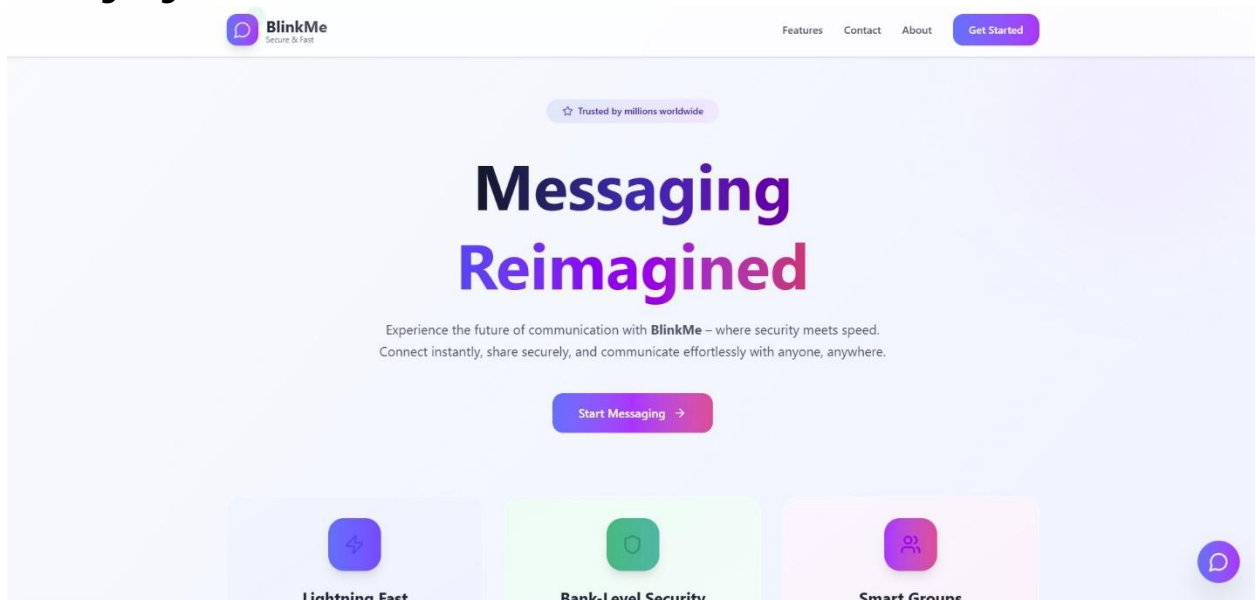
Target Users:

- Students and educational institutions
- Small to medium-sized businesses
- Social groups and communities
- Privacy-conscious users seeking secure communication

6.4 Screenshots with Detail

Note: Actual screenshots would be included in the final report showing:


1. Landing Page



2. Login/Register Page

← Back

BlinkMe
Secure & Fast



Welcome Back
Sign in to continue your conversations


Email Address


Password


☐ Remember me [Forgot password?](#)

[Sign In](#)

Don't have an account? [Sign up for free](#)


 Lightning Fast

 Secure & Private

 Real-time Chat

← Back

BlinkMe
Secure & Fast



Join BlinkMe
Create your account to get started

Username

Email Address

Password

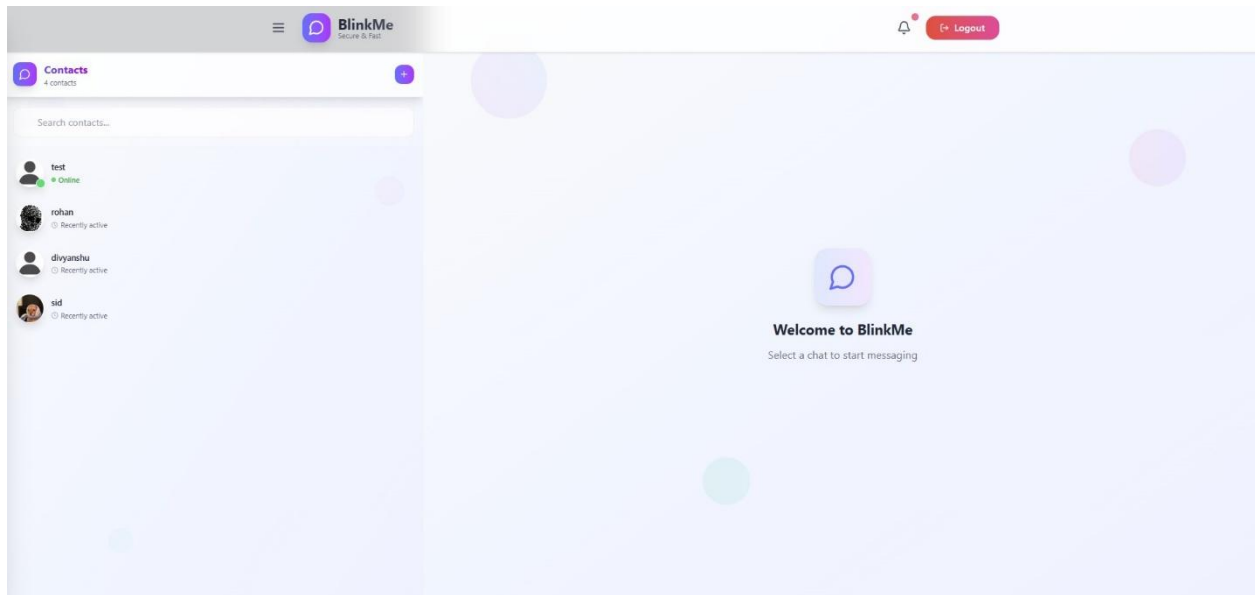
Confirm Password

☐ I agree to the [Terms of Service](#) and [Privacy Policy](#)

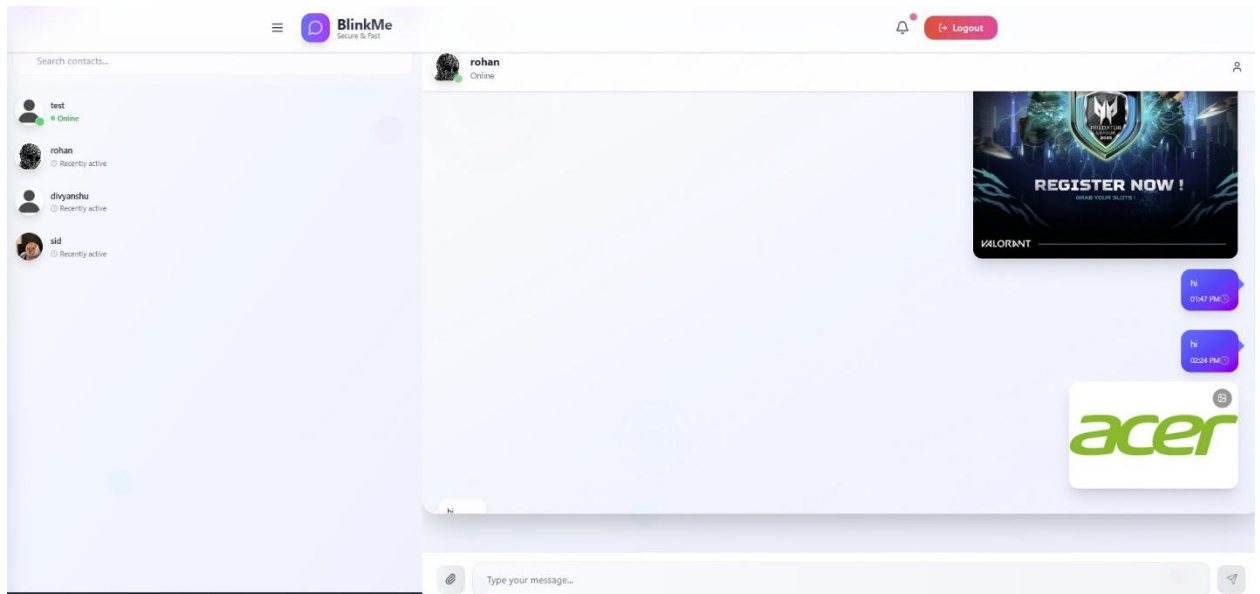
[Create Account](#)

Already have an account? [Sign in here](#)

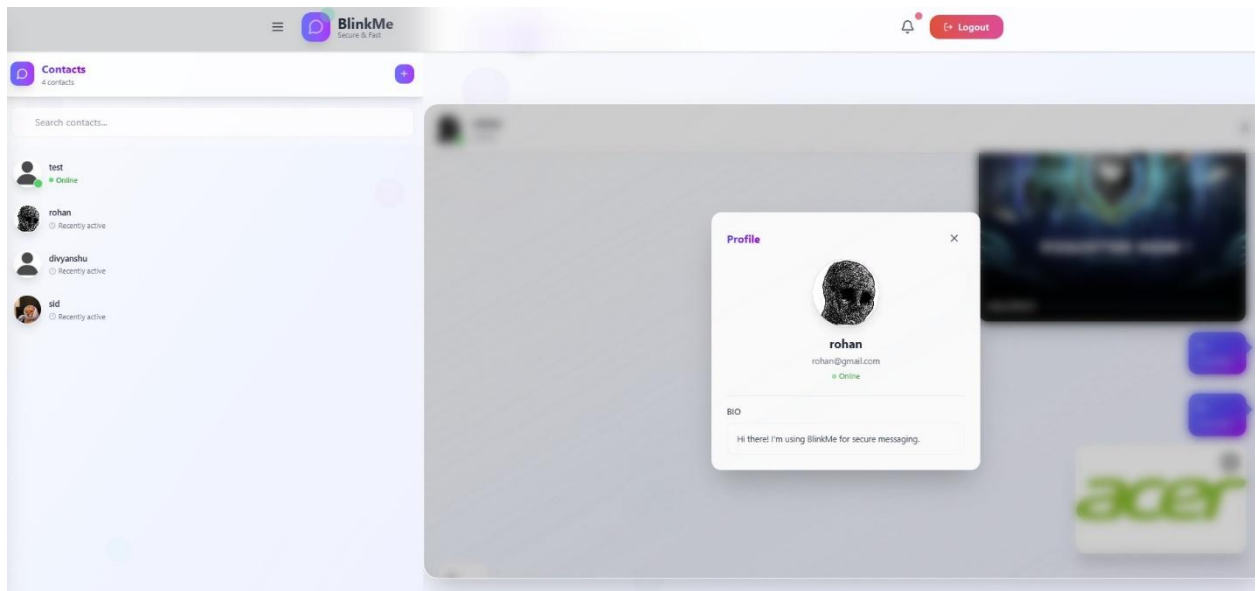
3. Main Chat Page



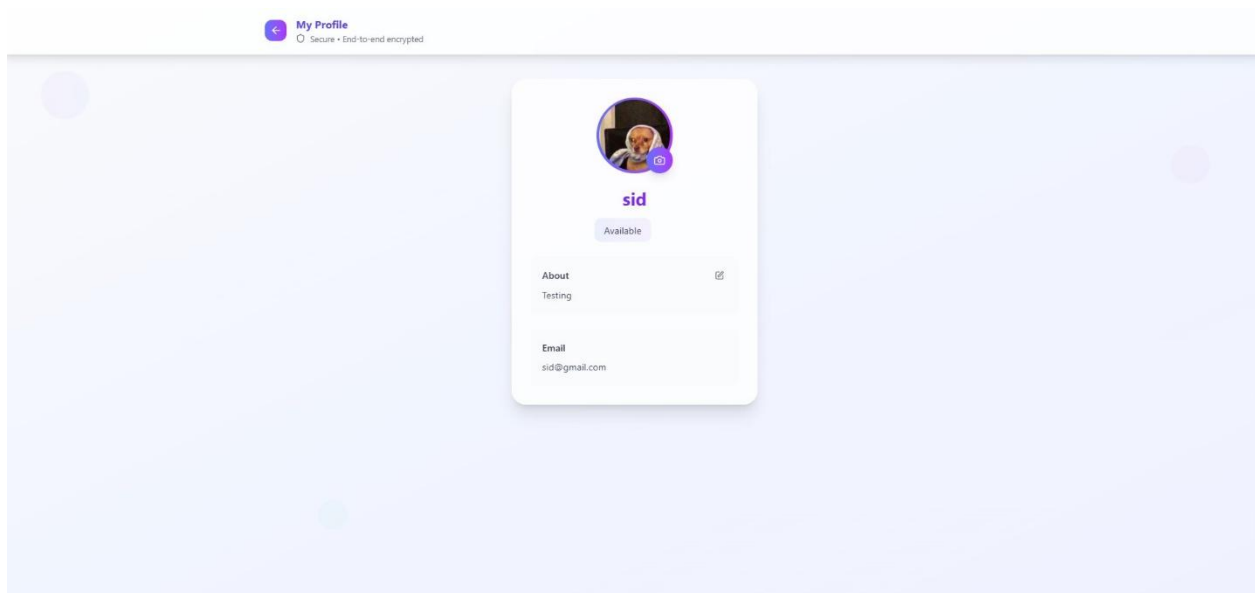
4. User Chat Page



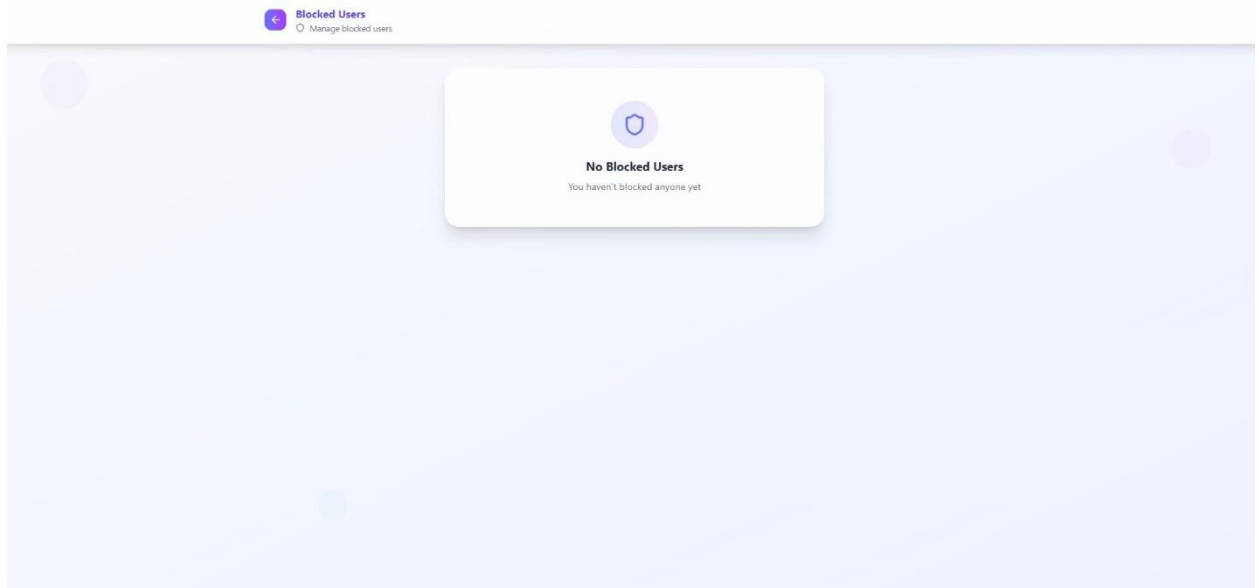
5. User Profile Page



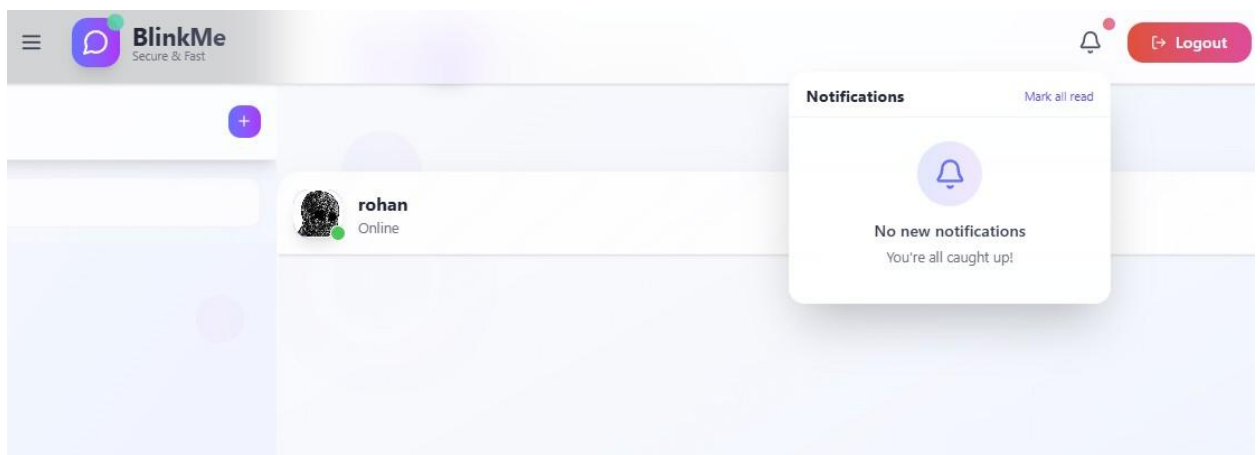
6. My Profile Page



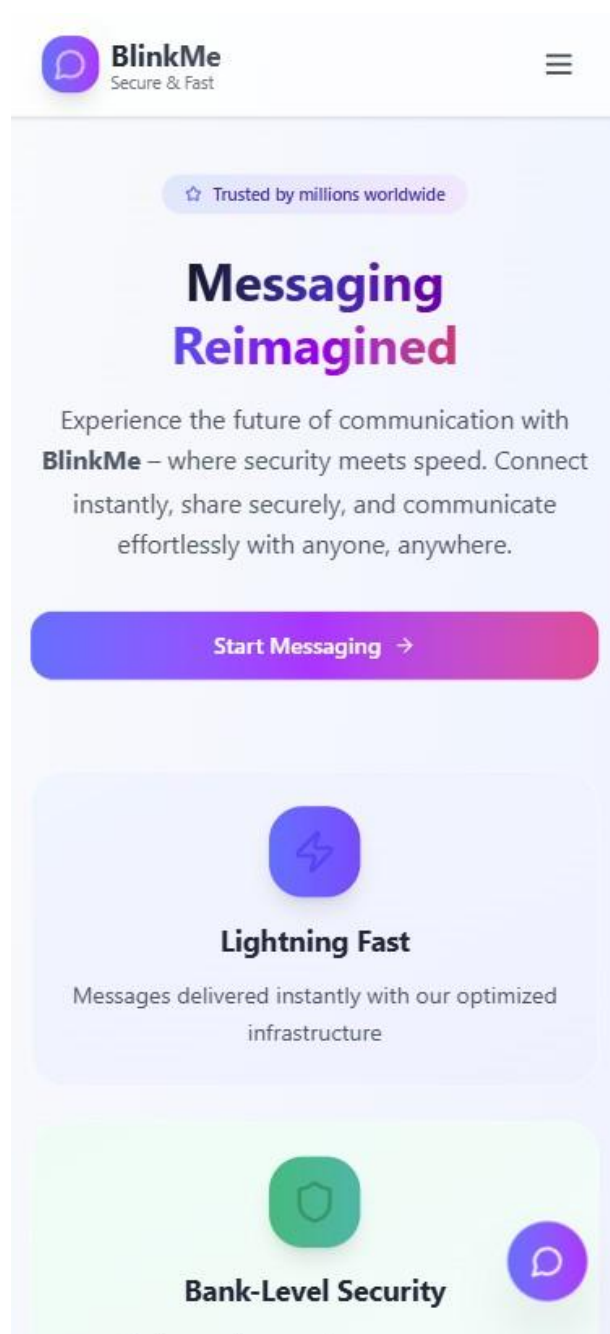
7. BlockList Page



8. Notification Panel



9. Landing Page Mobile



Chapter 7: Testing

7.1 Test Steps

Unit Testing:

1. Backend API Testing

- Test individual REST endpoints
- Validate JWT token generation and verification
- Test database operations and data integrity

2. Frontend Component

- **Testing** Test React component rendering
 - Validate user interaction handling
- Test state management and data flow

3. Integration Testing

- Test frontend-backend communication
- Validate WebSocket connections
- Test file upload and media sharing

System Testing:

1. Functional Testing

- Verify all features work as specified
- Test user workflows end-to-end
- Validate security measures

2. Performance Testing

- Test system response times
- Evaluate concurrent user handling
- Monitor resource usage

3. Security Testing

- Test authentication mechanisms
- Validate data encryption
- Test access controls and

permissions

7.2 Test Cases

Authentication Test Cases:

Test Case ID	Description	Input	Expected Output	Status
TC_AUTH_01	Valid user login	Valid credentials	Successful login with JWT token	Pass
TC_AUTH_02	Invalid login attempt	Invalid credentials	Error message, no token	Pass
TC_AUTH_03	Token expiration	Expired JWT token	Redirect to login	Pass

Messaging Test Cases:

Test Case ID	Description	Input	Expected Output	Status
TC_MSG_01	Send text message	Text message content	Message delivered in real-time	Pass
TC_MSG_02	Send media file	Image/document file	File uploaded and shared via URL	Pass
TC_MSG_03	Group message	Group message content	Message delivered to all members	Pass

Group Management Test Cases:

Test Case ID	Description	Input	Expected Output	Status
TC_GRP_01	Create new group	Group name and settings	Group created successfully	Pass
TC_GRP_02	Add group member	User ID to add	Member added to group	Pass
TC_GRP_03	Remove group member	User ID to remove	Member removed from group	Pass

Chapter 8: Database Description

8.1 List of Tables

Primary Tables:

1. **users** - Stores user account information
2. **groups** - Stores group chat information
3. **messages** - Stores all message records
4. **group_members** - Junction table for user-group relationships
5. **blocked_users** - Stores user blocking relationships
6. **media_files** - Stores metadata for uploaded media files

Secondary Tables:

7. **user_sessions** - Tracks active user sessions
8. **group_join_requests** - Manages group join requests
9. **message_read_status** - Tracks message read status

8.2 Structure of Tables

Users Table:

```
CREATE TABLE users (
    user_id SERIAL PRIMARY
    KEY,
    username VARCHAR(50) UNIQUE NOT NULL,
    email VARCHAR(100) UNIQUE NOT NULL,
    password_hash VARCHAR(255) NOT NULL,
    profile_picture_url VARCHAR(255),
    status_message VARCHAR(200),
    bio TEXT,
    created_at TIMESTAMP DEFAULT CURRENT_TIMESTAMP,
    last_active TIMESTAMP,
    is_online BOOLEAN
    DEFAULT false
);
```

Groups Table:

```
sql
```

```
CREATE TABLE groups (    group_id SERIAL PRIMARY KEY,    group_name
VARCHAR(100) NOT NULL,    description TEXT,    group_type VARCHAR(20)
CHECK (group_type IN ('public', 'private')),    created_by INTEGER
REFERENCES users(user_id),    created_at TIMESTAMP DEFAULT
CURRENT_TIMESTAMP,    group_avatar_url VARCHAR(255)
);
```

Messages Table:

sql

```
CREATE TABLE messages (    message_id SERIAL
PRIMARY KEY,    sender_id INTEGER REFERENCES
users(user_id),    recipient_id INTEGER
REFERENCES users(user_id),    group_id INTEGER
REFERENCES groups(group_id),    message_content
TEXT,    message_type VARCHAR(20) DEFAULT
'text',    media_url VARCHAR(255),
timestamp TIMESTAMP DEFAULT CURRENT_TIMESTAMP,
is_read BOOLEAN DEFAULT false
);
```

Group Members Table:

sql

```
CREATE TABLE group_members (
group_member_id SERIAL PRIMARY KEY,
group_id INTEGER REFERENCES groups(group_id),
user_id INTEGER REFERENCES users(user_id),
role VARCHAR(20) DEFAULT 'member',
joined_at TIMESTAMP DEFAULT CURRENT_TIMESTAMP,
    UNIQUE(group_id, user_id)
);
```

Blocked Users Table:

sql

```
CREATE TABLE blocked_users (    block_id SERIAL
PRIMARY KEY,    blocker_id INTEGER REFERENCES
users(user_id),    blocked_id INTEGER
REFERENCES users(user_id),    blocked_at
TIMESTAMP DEFAULT CURRENT_TIMESTAMP,
    UNIQUE(blocker_id, blocked_id)
);
```

Chapter 9: Conclusion and Discussion

9.1 Conclusion and Discussion

The BlinkME project has been successfully completed, achieving all primary objectives set at the beginning of the development process. The application provides a comprehensive messaging platform that combines security, functionality, and user experience in a modern web application.

Key Achievements:

- **Successful Implementation:** All core features have been implemented and tested successfully
- **Security Integration:** JWT-based authentication and secure data transmission have been established
- **Real-time Communication:** WebSocket (STOMP) integration provides seamless real-time messaging
- **User Experience:** Intuitive interface design with responsive functionality across devices
- **Scalable Architecture:** Modular design allows for future enhancements and maintenance

Technical Accomplishments:

- **Full-Stack Development:** Successful integration of React.js frontend with Spring Boot backend
- **Database Design:** Efficient relational database schema with proper normalization
- **Security Implementation:** Comprehensive security measures including authentication and authorization
- **Performance Optimization:** Efficient message delivery and resource management

Learning Outcomes:

- **Technology Mastery:** Enhanced proficiency in modern web development technologies
- **Project Management:** Successful collaboration and task distribution among team members
- **Problem Solving:** Resolution of technical challenges through research and innovation
- **Documentation:** Comprehensive project documentation and code commenting

Challenges Overcome:

- **Real-time Synchronization:** Successfully implemented WebSocket communication for instant messaging
- **Security Integration:** Proper JWT implementation with Spring Security
- **File Handling:** Efficient media file upload and storage system
- **Cross-Platform Compatibility:** Responsive design ensuring functionality across different devices

9.2 Future Scope of the Project

Immediate Enhancements:

- **Voice and Video Calling:** Integration of WebRTC for multimedia communication
- **Advanced Encryption:** Implementation of end-to-end encryption protocols
- **Message Search:** Advanced search and filtering capabilities
- **Notification System:** Push notifications for mobile and desktop

Long-term Developments:

- **Mobile Applications:** Native mobile app development for iOS and Android
- **Advanced Analytics:** User engagement and system performance analytics
- **API Integration:** Third-party service integrations (social media, file storage)
- **Artificial Intelligence:** Chatbot integration and message analysis

Scalability Improvements:

- **Microservices Architecture:** Breaking down monolithic structure for better scalability
- **Load Balancing:** Implementation of load balancers for high-traffic scenarios
- **Caching Systems:** Redis integration for improved performance
- **Container Deployment:** Docker containerization for easier deployment and scaling

Commercial Potential:

- **Custom Themes:** User interface customization options
- **Premium Features:** Advanced functionality for paid users
- **Multi-language Support:** Internationalization for global reach

9.3 Snapshots

Note: In a complete report, this section would include actual screenshots of the application showing:

1. **Application Dashboard:** Main interface with chat lists and navigation
2. **Real-time Messaging:** Active chat window with message exchange
3. **Group Management:** Group creation and administration interface
4. **User Profile:** Profile customization and settings page
5. **Mobile Interface:** Responsive design on mobile devices
6. **File Sharing:** Media upload and sharing functionality

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9.6 Appendix

Appendix A: Installation Guide

Detailed step-by-step installation instructions for setting up the development environment and deploying the application.

Appendix B: API Documentation

Complete API documentation including endpoint descriptions, request/response formats, and authentication requirements.

Appendix C: Database Schema

Comprehensive database schema with table relationships, indexes, and constraints.

Appendix D: Configuration Files

Sample configuration files for both development and production environments.

Appendix E: Troubleshooting Guide

Common issues and their solutions encountered during development and deployment.

Appendix F: Performance Metrics

System performance benchmarks and optimization recommendations.

End of Report

This report represents the comprehensive documentation of the BlinkME messaging application project, completed as part of the IMCA 6th Semester Minor Project requirement.