



response messages that went out from Application for Subscriber messages. The application also had few API Listeners open so that the Advertiser can send messages without logging in or can manage broadcast at their end. Base camp was used for Bug tracking and JUnit tool was used by client end for testing.

### Architecture Diagram:

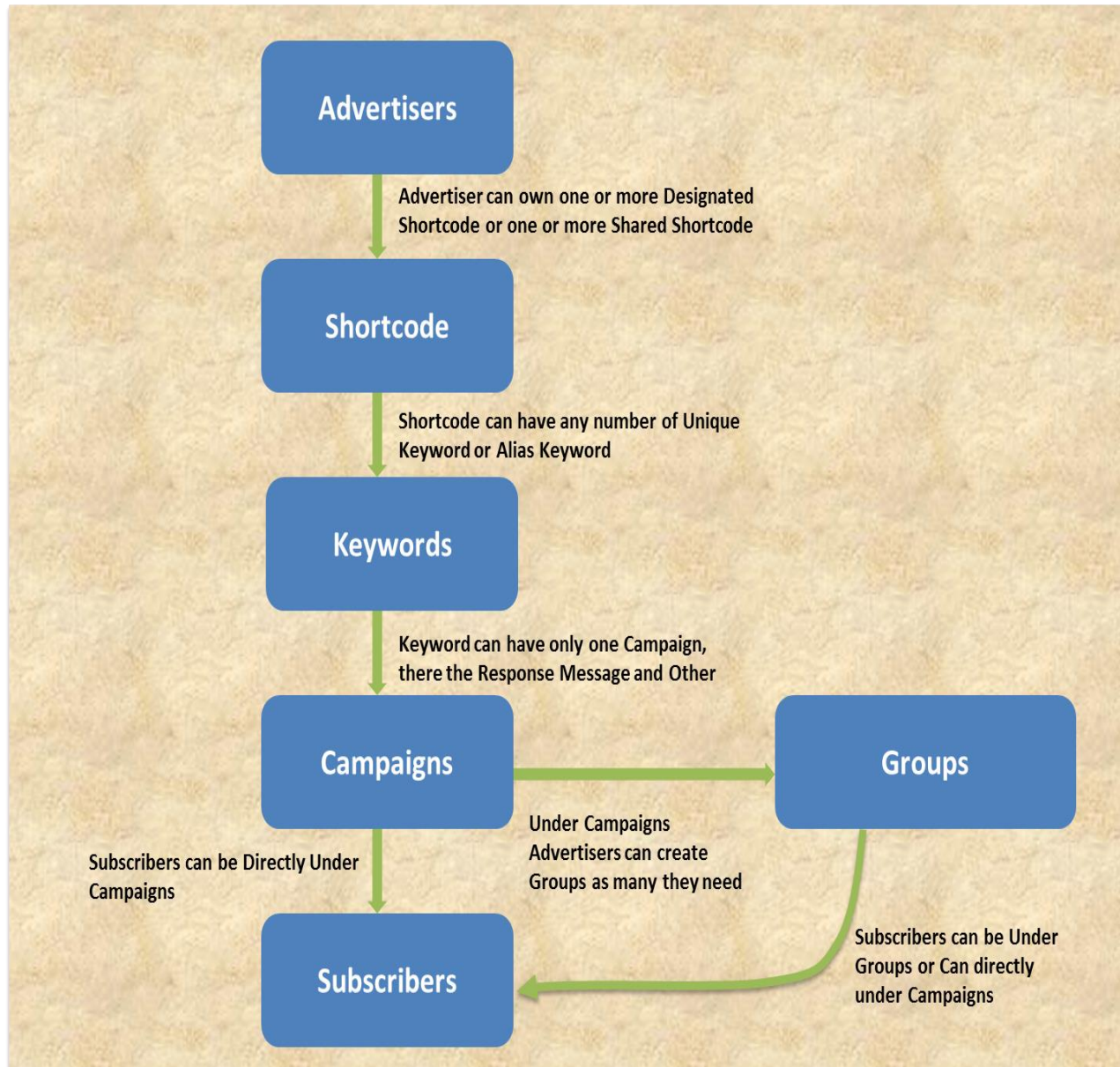
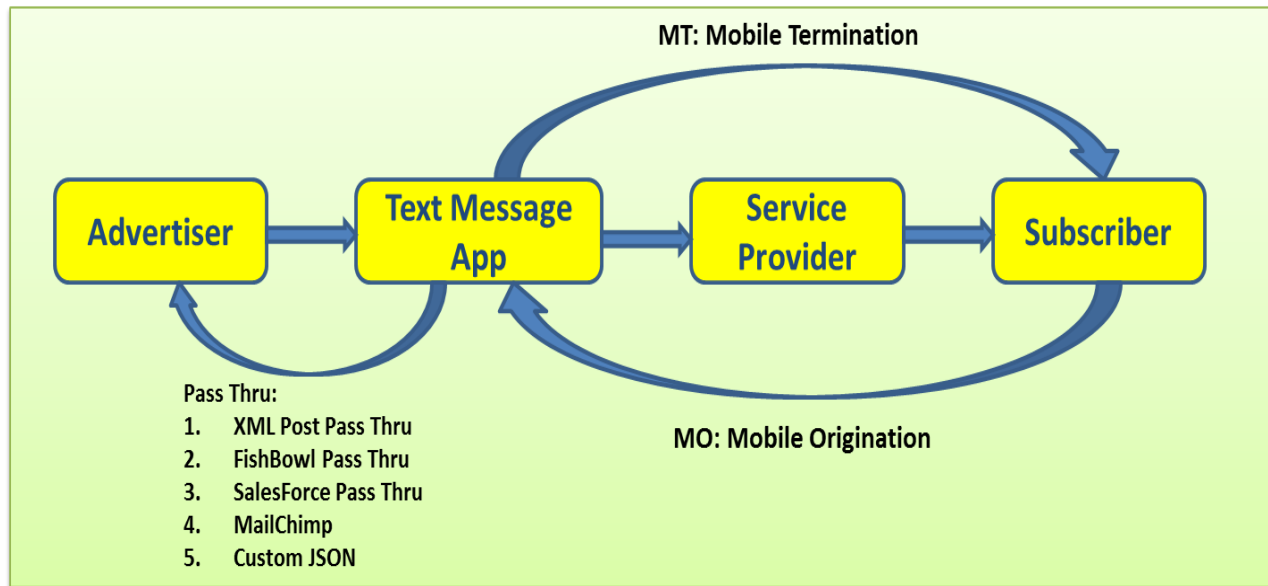


Fig 1: The above figure shows the architecture diagram of the Text Messaging Solution



## How the System works?



**Fig 2: The above figure shows the WorkFlow image of the Text Messaging Solution**

There were 3 processes which worked behind the application:

1. **MO(Mobile Origination):** Here the Messages is received by Subscribers. The message is processed and marked valid or invalid
2. **MT(Mobile Termination):** Here the Message Response from Application to Subscribers and Broadcast set by Advertisers were handled.
3. **Pass Thru:** There were many kinds of Pass Thru in the Application. These are used to indicate the Advertisers in Real time about data received.

## Screenshots:

Following are some of the screenshots of various sections of the application:

**Screenshot 1: User Dashboard**  
signifying the various metrics of the subscriber base

