Final Year Project

WhatsApp Messenger

James O’Hanlon

Student Id: G00318662

Lecturer: Martin Kenirons

Introduction

As part of my course in 3rd year software development, we were required to create any application for our final project.

My first idea I had was to create a retro game called pong, but since I already created a game before, I thought it would be better learning experience to go with my second idea which was a whatsapp messaging app. I wanted a challenge to see could I do it and also I was interested to see how it work from a coding view.

System Requirements

System requirements to run my project on Visual Studio 2015

* 1.6GHz or faster processor.
* 1GB of RAM(1.5 GB if running on a virtual machine)
* 4 GB of available hard disk space.
* 5400 RPM hard disk drive.
* DirectX 9-capable video card that runs at 1024 x 768 or higher display resolution.

Technologies I used

This is an API written in C# but it can be used in any .NET language. It's a fork from WhatsAPINet, which is based on Chat API (php).

My project: How I created my WhatsApp application.

Brainstorming

The first step I took for my project was thinking of ideas for my app and searching existing apps to see could I find anything interesting that I could use for mine.

Github

Once I knew what I was going to final do for my application, I created a Github repository so I could save and keep track of my work.

GitHub name/Repository name: Jomzi/WhatsappFinalYrProject

Visual Studios

Getting the project started I downloaded Visual Studios community 2015. Then I created a Windows form project and called it WhatAppMessenger. Once I had the Window Form template in front of me I got out a piece of paper to draw what I wanted my application design to look like. After I had a rough idea of my design, I then started dragging in buttons and textboxes from the toolbar and then started coding the functions in C#. I also used WhatsAppApi instead of creating a database, I had to import the API into Visual Studios.

Testing

Testing my project I used local device in visual studios to test and run my project to see if I would get errors.

Why I chose this app.

I had many app ideas but my final choice stud out to me because of the learning factor. Also I thought it would be fun and interesting to see the finished project running and working compared to other ideas I had.

References

To get ideas for my project I looked up a site that has 100 app ideas.

I used mainly the following sites to help me with c# coding:

Youtube

microsoft.com

StackoverFlow

LearnOnline

Running my app!