A PROJECT REPORT ON

Real-Time Chat Application

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This is to certify that the practical / term work carried out in the subject of

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1Introduction

1.1 Brief Introduction

Real-Time Chat Application" is an online chatting platform. The user Can communicate with many other user in various geographical locations.

This type of system are also used in huge company for their employee to communicate among the teammates and other teams also.

1.2 Tools/Technologies Used

Technologies:

- o React.js
- o Redux
- o Sementic Ui
- o Javascript
- o JSX

Tools

- o Git
- Visual Studio Code

Platform

Local development server Google Firebase (Database)

2. Software Requirement Specifications

2.1System Functional Requirements

R1 Authentication

R1.1 Registration

Description: If user is new, it gets register himself with email address and password.

Input: Valid e-mail address and strong password.

Output: Account created and redirected to next screen.

R1.2 Login

Description: User should login through registered e-mail id.

Input: E-mail and password

Output: Successfully login redirected to chat screen.

R2 Messaging

R2.1 Convey a message

Description: The registered person should be able to send and receive instant message to/from any user on his/her user's list given in user panel.

Input: Message to be send.

Output: Message is displayed on the right side on sender's chat box and left side on receiver's end.

R2.2 Deliver Attachments

Description: The person should be able to send or receive videos, documents, audios, images to another user.

Input: Videos, documents, audios, images

Output: Attachments is displayed on the right side on sender's chat box and left side on receiver's end.

R2.3 Group Message

Description: It allow the user to create group of peoples to talk together within the group and share the attachments.

Input: Videos, documents, audios, images

Output: Attachments is displayed on the right side on sender's chat box and left side on receiver's end.

R2.4 Search Message

Description: The user will also get the authority to search a snippet of message in anyone's chat from the whole chat history.

Input: Snippet to be searched.

Output: : Highlight the matched words in yellow color.

R3 Manage Users

R3.1 Block User

Description: The admin can block the targeted user in case of any misbehavior, or abusive language.

R3.2 Settings

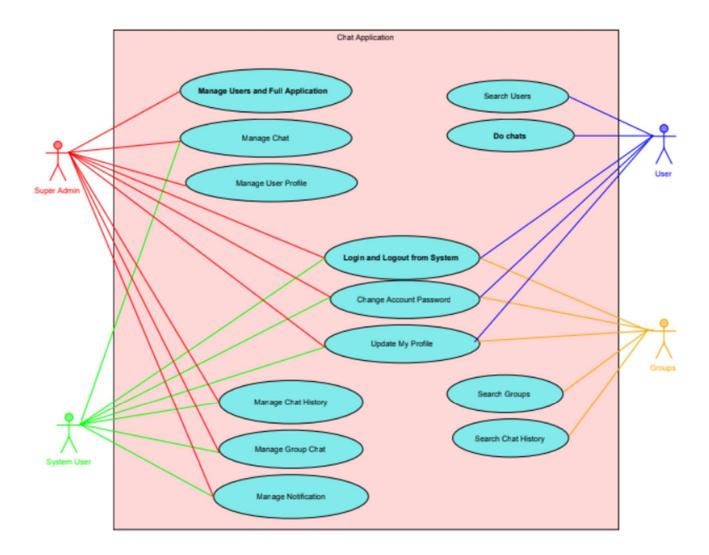
Description: It provides the user to customize their settings as per their choice.

R3.3 Profile Picture

Description: User can be able to change his/her profile picture whenever he/she wants to. We can use image (.jpg, .png, .jpeg) for the same.

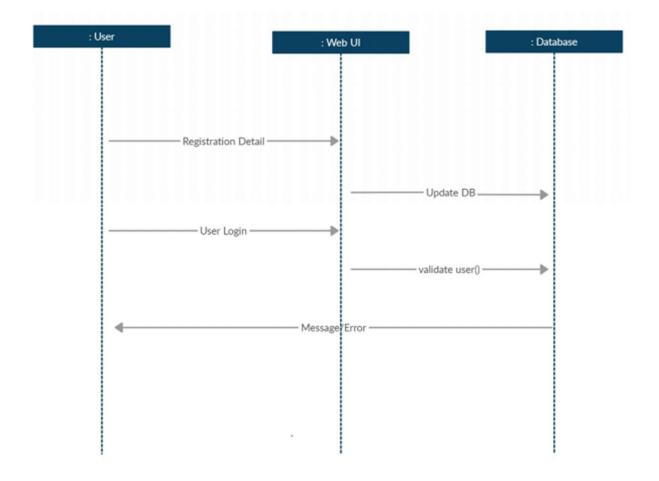
3. Design

3.1Use Case Diagram



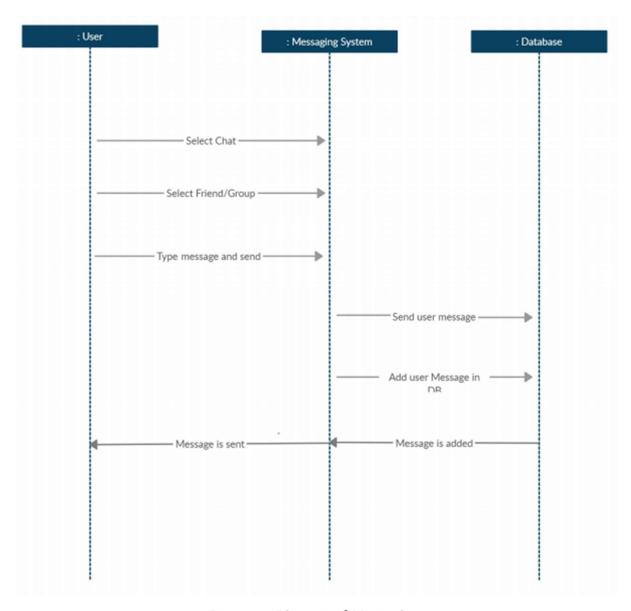
Use case diagram of user

3.2Sequence Diagram



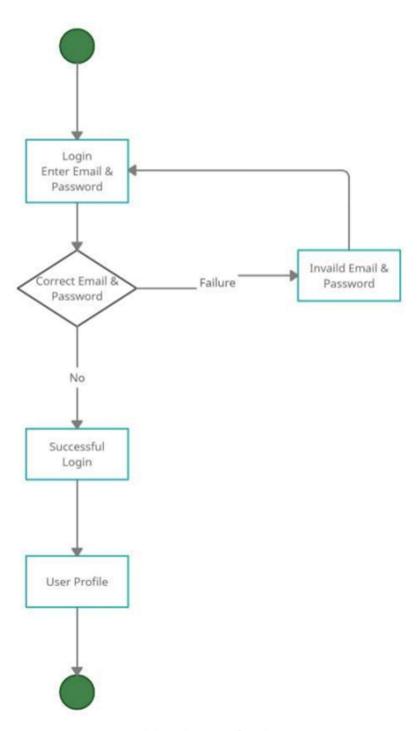
Sequence Diagram of Login/Signup

3.2Sequence Diagram



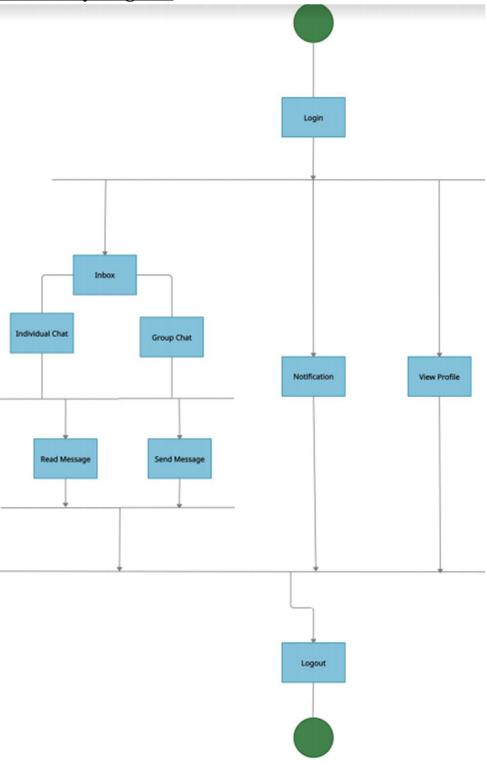
Sequence Diagram of Messaging

3.3ActivityDiagram



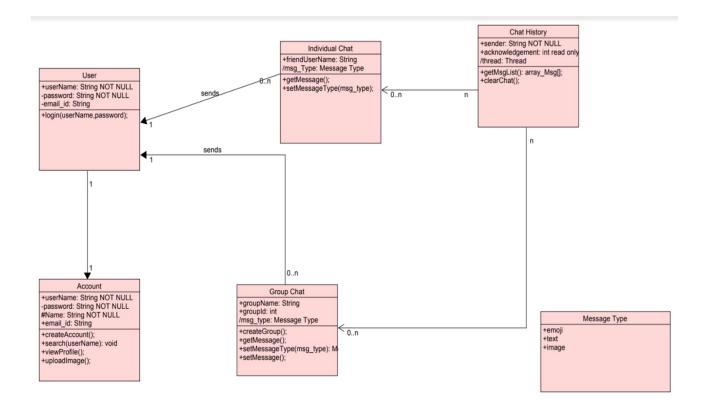
Activity Diagram of Login

3.3ActivityDiagram



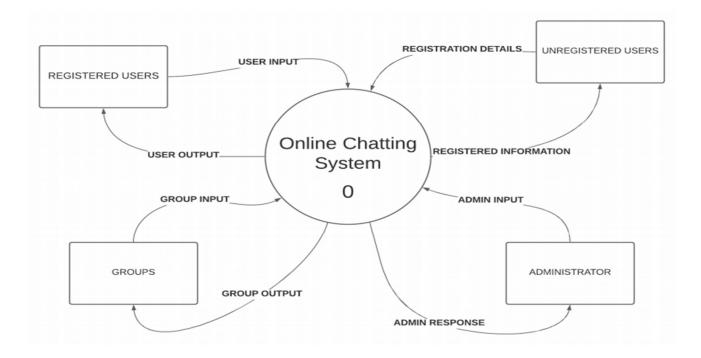
Activity Diagram of Messaging

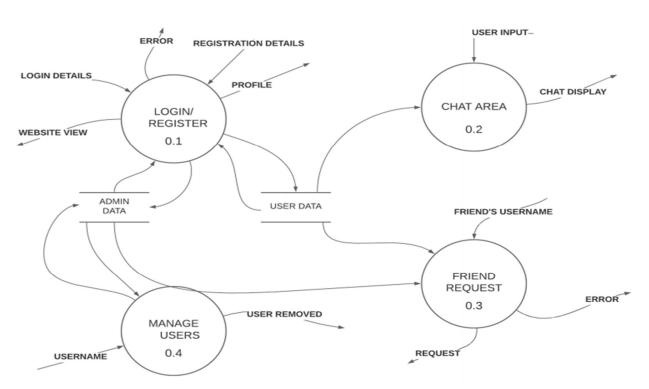
3.4 Class Diagram



Class diagram

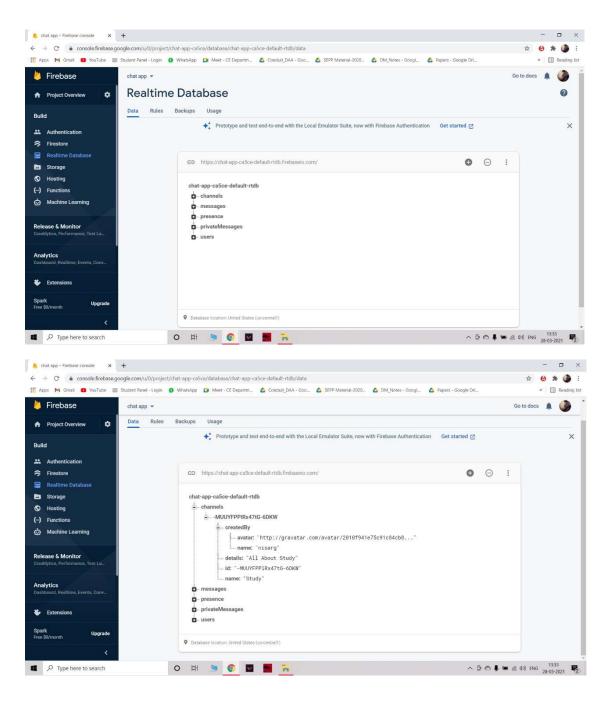
3.5Data Flow

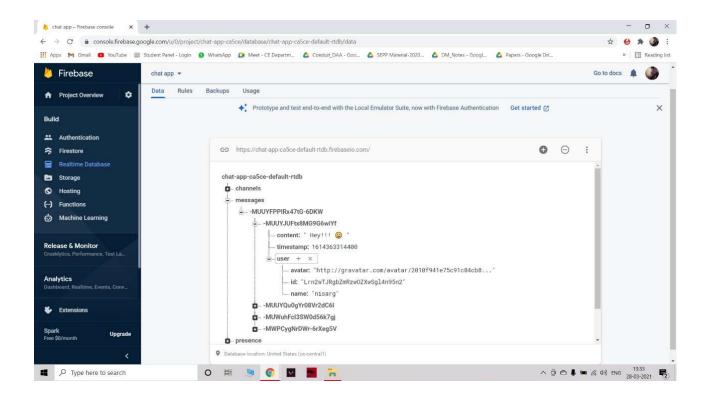


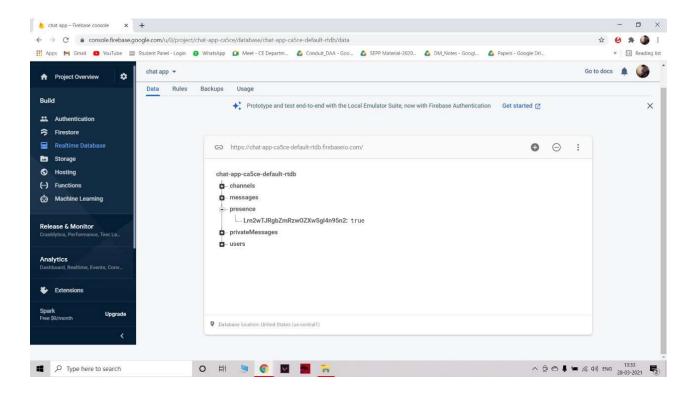


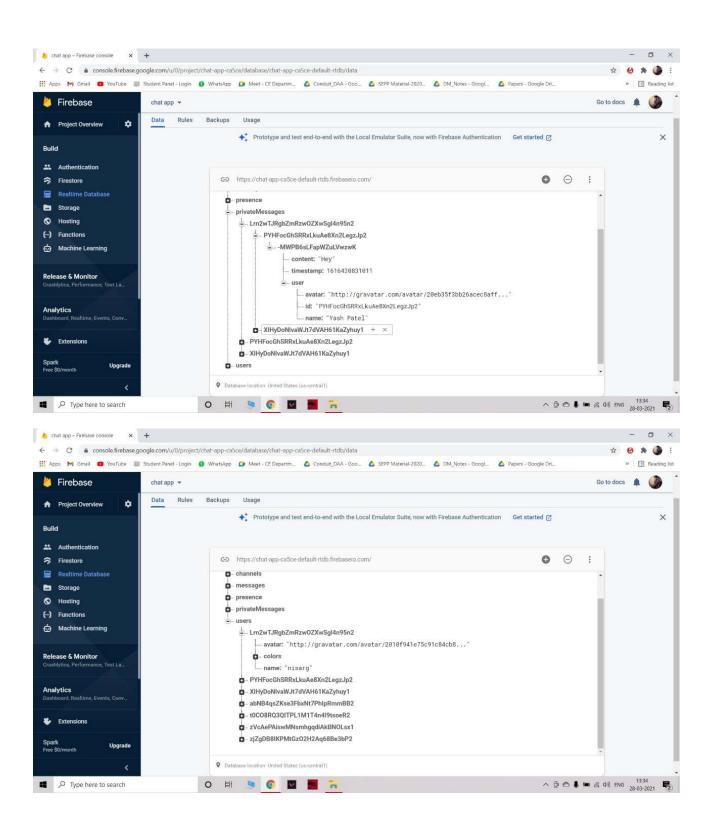
3.6 Data Dictionary

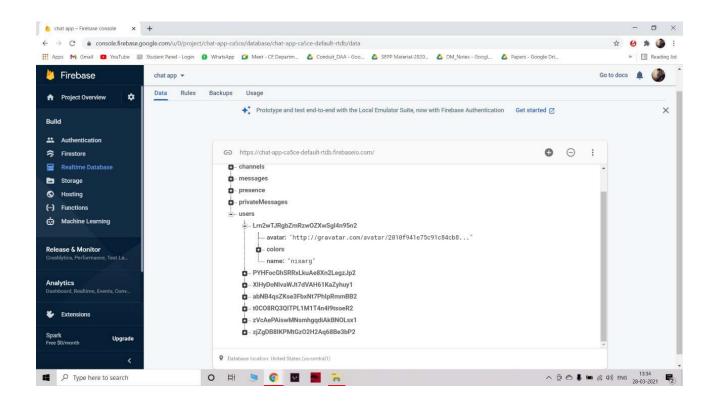
In our project we have used the NoSQL database so we cannot create a data dictionary as well as entity relationship diagram but we are providing here some pictures of our database. We have used the Google firebase database. It doesn't have a table, row & column but it has a collection document & field as shown in below pictures.











4. Implementation Details

4.1 Function prototypes

```
handleSubmit = event => {
  event.preventDefault();
  if (this.isFormValid()) {
    this.setState({ errors: [], loading: true });
    firebase
      .auth()
      .createUserWithEmailAndPassword(this.state.email, this.state.password)
      .then(createdUser => {
        console.log(createdUser);
        createdUser.user
          .updateProfile({
            displayName: this.state.username,
            photoURL: `http://gravatar.com/avatar/${md5(
              createdUser.user.email
            )}?d=identicon`
          })
          .then(() => {
            this.saveUser(createdUser).then(() => {
              console.log("user saved");
          })
          .catch(err => {
            console.error(err);
            this.setState({
              errors: this.state.errors.concat(err),
              loading: false
      .catch(err => {
        console.error(err);
        this.setState({
          errors: this.state.errors.concat(err),
          loading: false
```

Register User

```
handleSubmit = event => {
  event.preventDefault();
  if (this.isFormValid(this.state)) {
    this.setState({ errors: [], loading: true });
    firebase
        .auth()
        .signInWithEmailAndPassword(this.state.email, this.state.password)
        .then(signedInUser => {
            console.log(signedInUser);
        })
        .catch(err => {
            console.error(err);
            this.setState({
                errors: this.state.errors.concat(err),
                loading: false
            });
        });
    }
};
```

Login

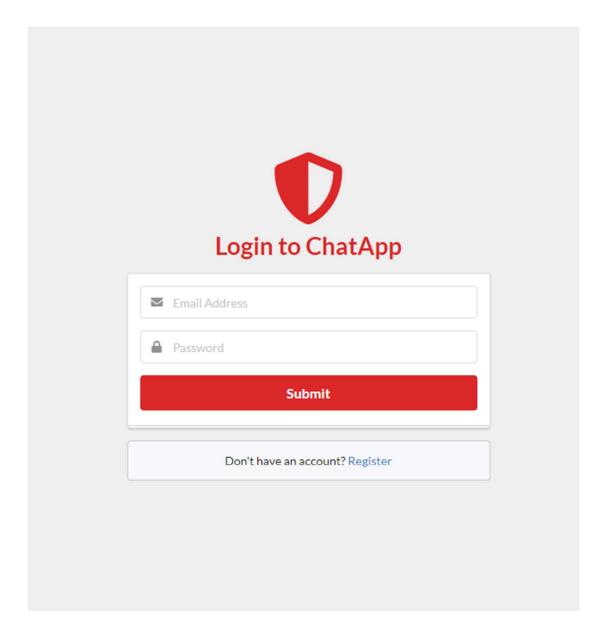
```
sendMessage = () => {
 const { getMessagesRef } = this.props;
 const { message, channel, user, typingRef } = this.state;
 if (message) {
   this.setState({ loading: true });
   getMessagesRef()
     .child(channel.id)
     .push()
     .set(this.createMessage())
     .then(() => {
       this.setState({ loading: false, message: "", errors: [] });
       typingRef
         .child(channel.id)
         .child(user.uid)
         .remove();
     .catch(err => {
       console.error(err);
       this.setState({
         loading: false,
         errors: this.state.errors.concat(err)
   this.setState({
     errors: this.state.errors.concat({ message: "Add a message" })
```

Send Message

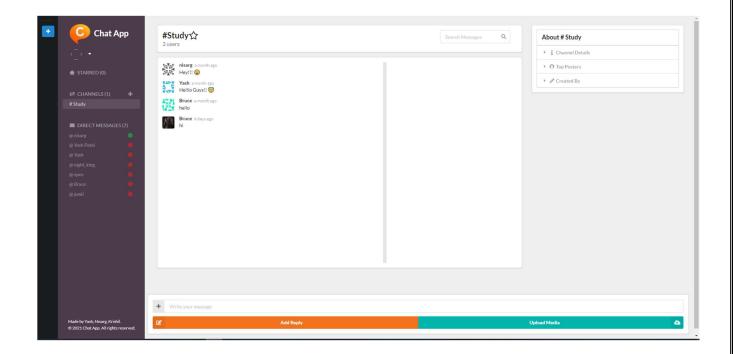
```
handleSearchMessages = () => {
  const channelMessages = [...this.state.messages];
  const regex = new RegExp(this.state.searchTerm, "gi");
  const searchResults = channelMessages.reduce((acc, message) => {
    if (
        (message.content && message.content.match(regex)) ||
        message.user.name.match(regex)
    ) {
        acc.push(message);
    }
    return acc;
}, []);
this.setState({ searchResults });
setTimeout(() => this.setState({ searchLoading: false }), 1000);
};
```

Search Message

5 Screenshots



Login-page



Main User Interface



Add Attachments



Add new channel

6 Conclusion

Functionalities that are successfully implemented in the system are:

- a. User registration containing all the necessary validation on field
- b. Login
- c. User authentication
- d. Logout
- e. User Profile Modifications/Pic etc..
- f. Sending Message
- g. Deliver Attachment
- h. Search a message
- i. Sending E-mojis

7 Limitations and Future Enhancements

We are able to implement the functionality model of the "Real-Time Chat Application". We aim to make this product ready to be used.

Here if not logout and close browser then other can see our status online, it's a bug.

In future we can make user interface little bit better and fast ,we can add Google login or Facebook login or Github login ,and remove some bugs mention above.

8 Reference / Bibliography

Following links and websites were referred during the development of this project:

https://stackoverflow.com/

https://reactjs.org/

https://react.semantic-ui.com/

https://firebase.google.com/docs

https://github.com/

https://youtu.be/-OKrloDzGpU (Firebase Auth)