RUBIX

Chat With Ease

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MESSAGE SCHEDULING

PROJECT GOALS and OBJECTIVES

In general, texting of messages takes pace instantly, but to make the messages to be delivered at a certain time or on some condition is called as Message Scheduling. It mainly helps in sending the messages to the recipients at certain time, because sometimes user may forget about that or the user might be busy with his work. This method can also be helpful in sending messages to the recipients based on their input message automatically. Sending the message based on the recipient message automatically will help a lot to the organizations such as colleges and recruitment departments.

Overall Goal:

Providing an environment to send a specific message at a certain time and to generate an automated reply for users to queries based on their request subject through mail.

Specific Features

- To set time and date for the message to be sent in a chatting environment.
- To setup a mailing system that generates an automated reply to the user based on the user's message based on the user's subject mentioned in the mail.

Significance:

- To send the desired message at specific time to the recipient. This will elevate the use of message scheduling.
- To increase the efficiency of response to the users through mailing process.

Specific Objectives:

- The first and foremost is to increase the immediate responsive nature for basic questions from an organization.

- To remove the problem of remembering to message every time for each event.

Specific Features:

- A regular chat is included along with the feature of specifying a particular time to send message or for a specific message. In addition to that, a system is created by sending the reply to the e-mails or the messages based on finding the key words of the subject that the user is sending. This can be done by using certain API. So finally using several APIs by adding certain feautures to the existing system would help us achieve the task completed

Related Works:

- SMS Sent TIME:

  This is an android application which sends messages to the users by setting date and time.

- Text Magic

  This is also a kind of website where a message can be sent to the user from its website by giving all the information and by setting the time. This can even send message to other countries also by giving the time of the time zone of that country.

Implementation:

This is a part of project, where our idea is implemented in an executive process. This is the phase where, we will give our inputs and follow the procedure to expect the desired outputs.

Main Modules:

The web base application requires the following languages.

HTML (Hyper Text Markup Language) : This is used to create the display of the pages on the websites that the user interacts with the application.

CSS (Cascading Style Sheets): It is used to give the styling for the documentation written using HTML for the web pages.

JavaScript: This is a type of programing language used to make the web pages interactive with the user by giving the logic for the items like buttons, links e.t.c,

Angular JS: It is a JavaScript based open-source framework which reduces the java script usage effort.

Boot Strap. It is a framework used to reduce the work fromt eh scrap and gives an effective view of the web pages and add the functionalities like buttons with easy and good view.

Existing Services/REST API:

For this increment the g-mail oauth login API has been used to login into the home page of our website.

Detail Design of Features

Wireframes

Register Page

Home Page


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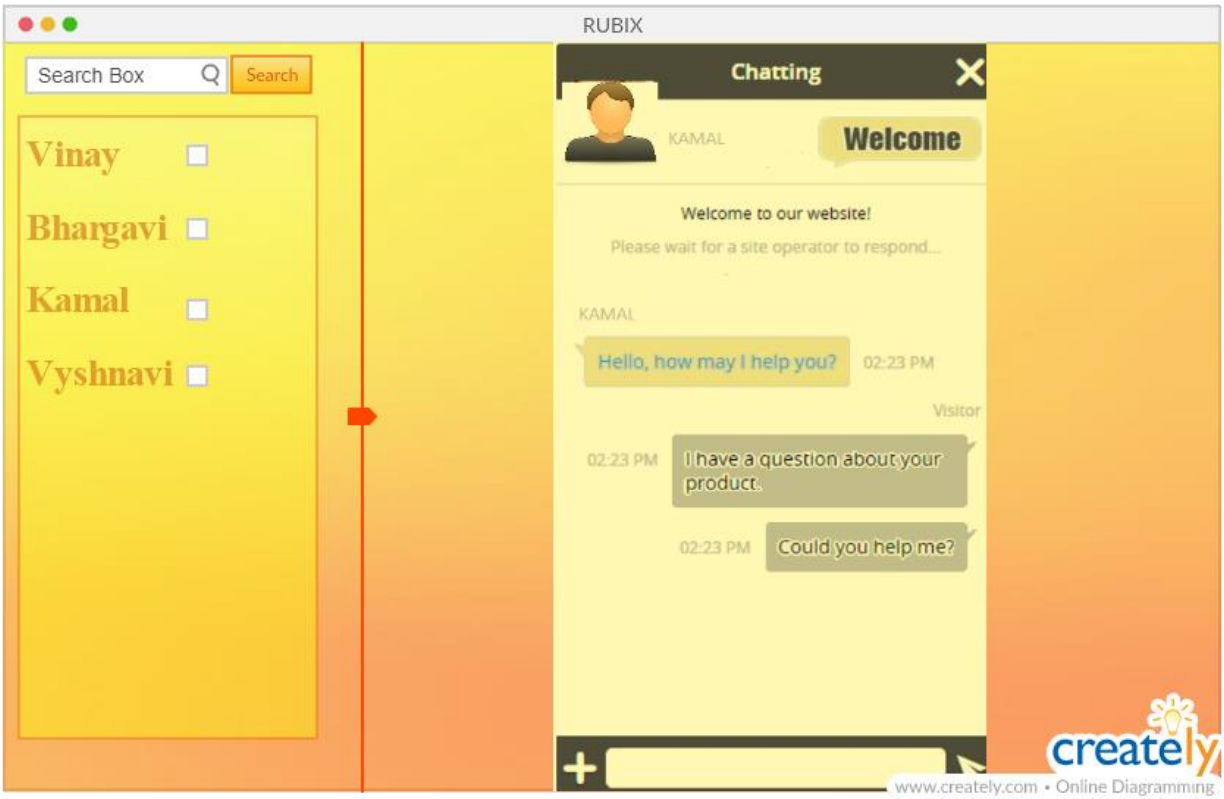
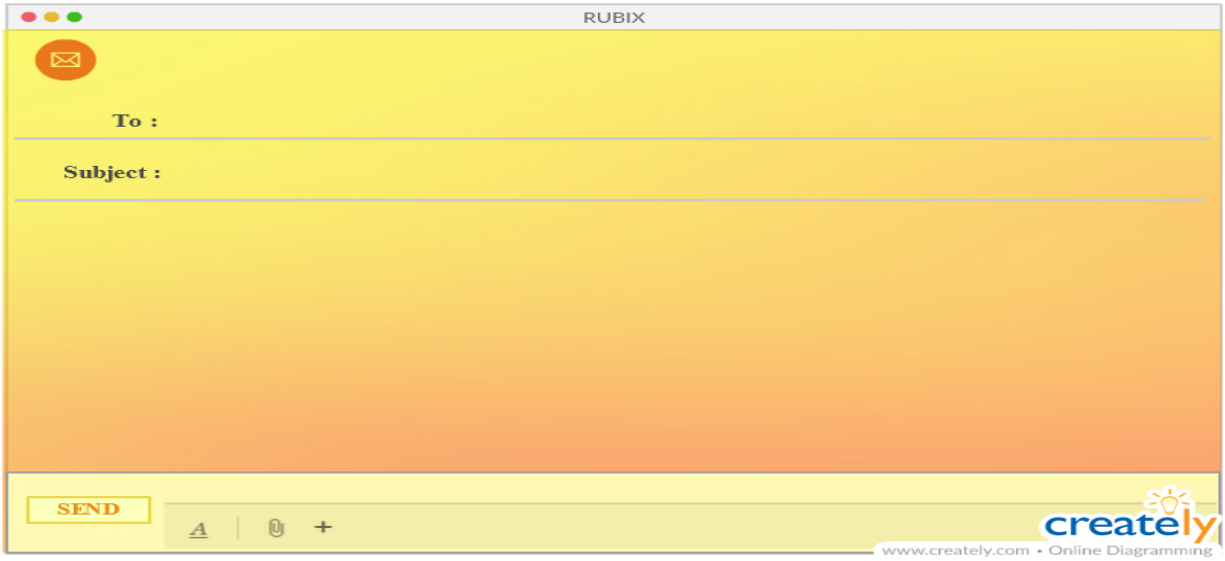
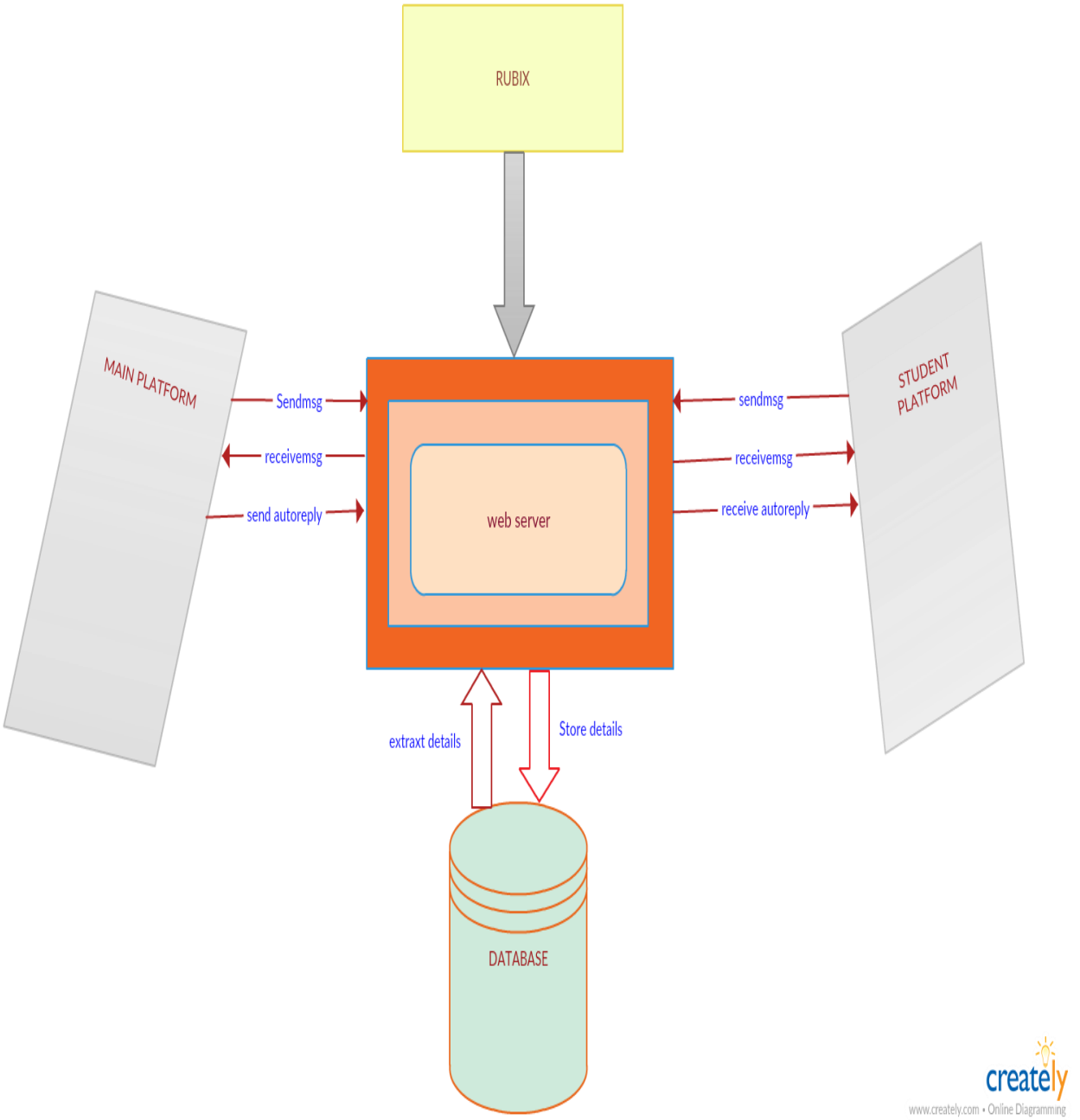
Chat Page



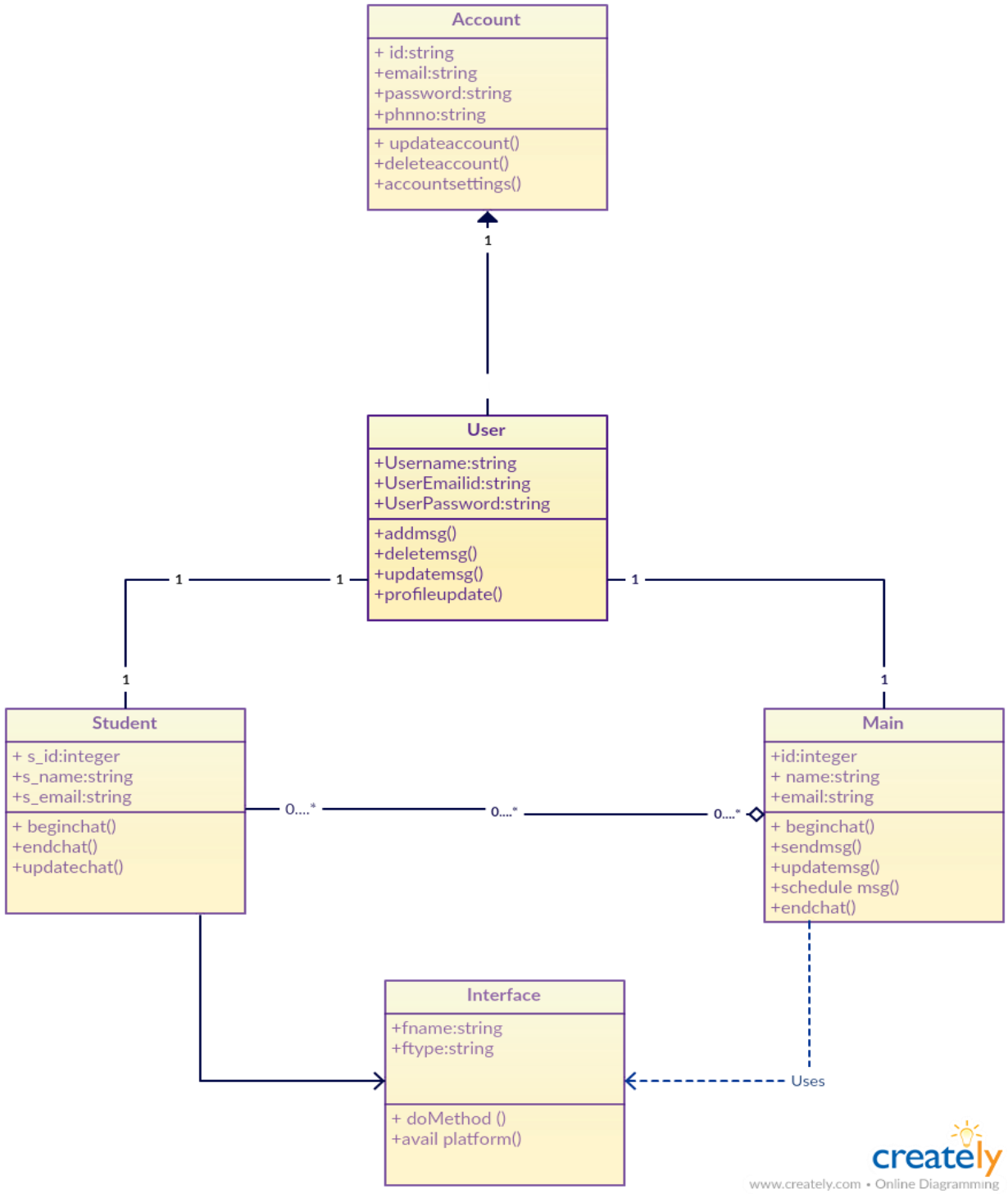
Mailing Page



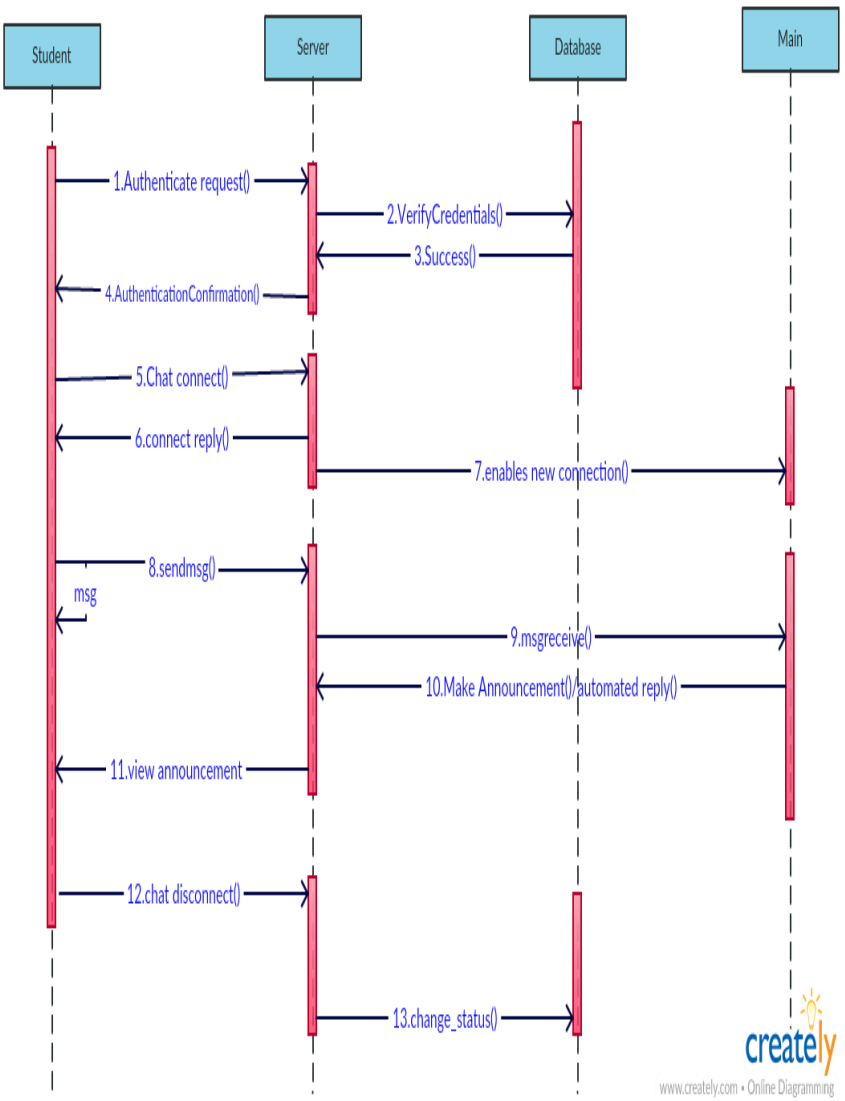
Architectural Diagram



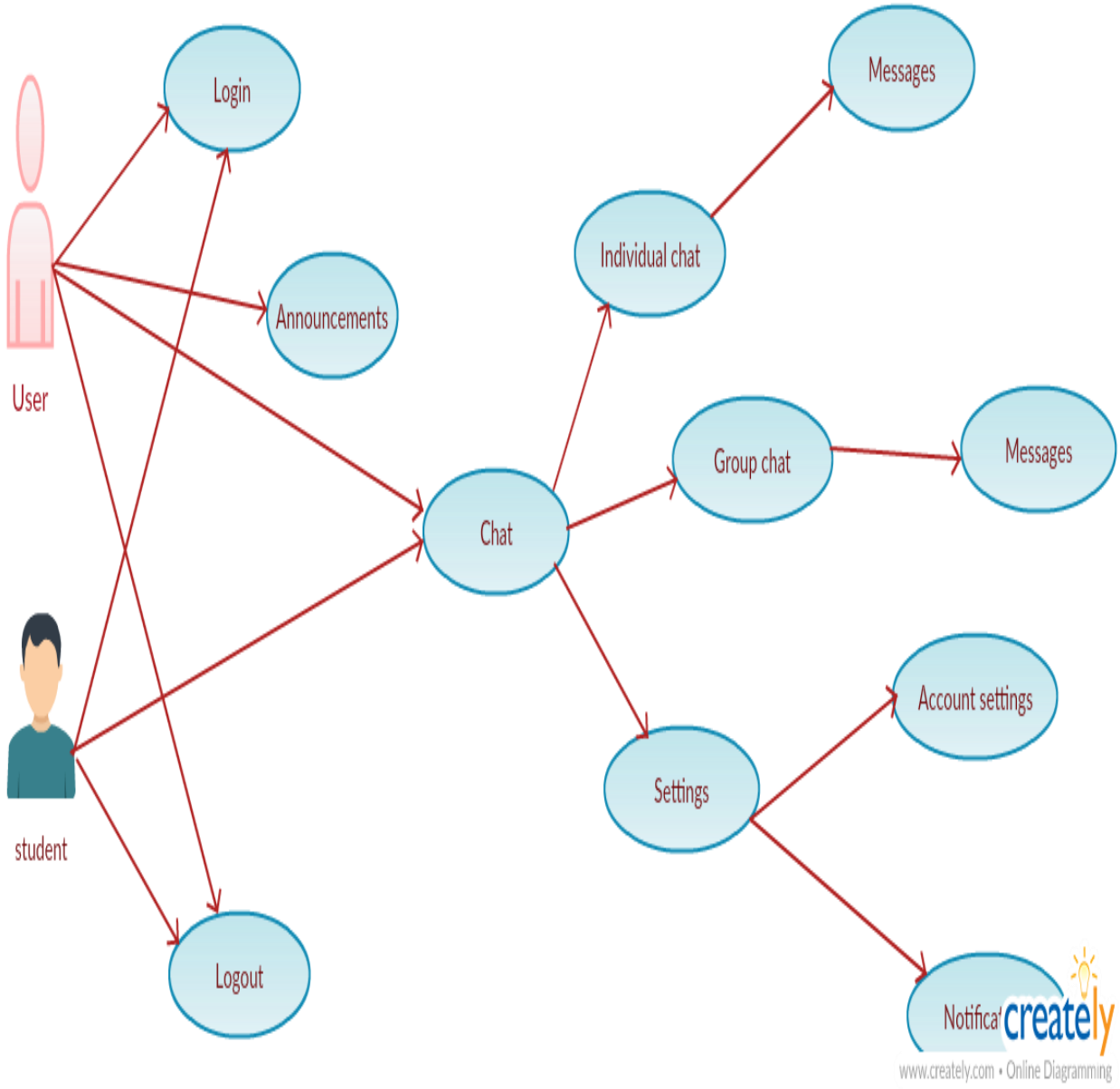
Class Diagram



Sequence Diagram



Use Case Diagram



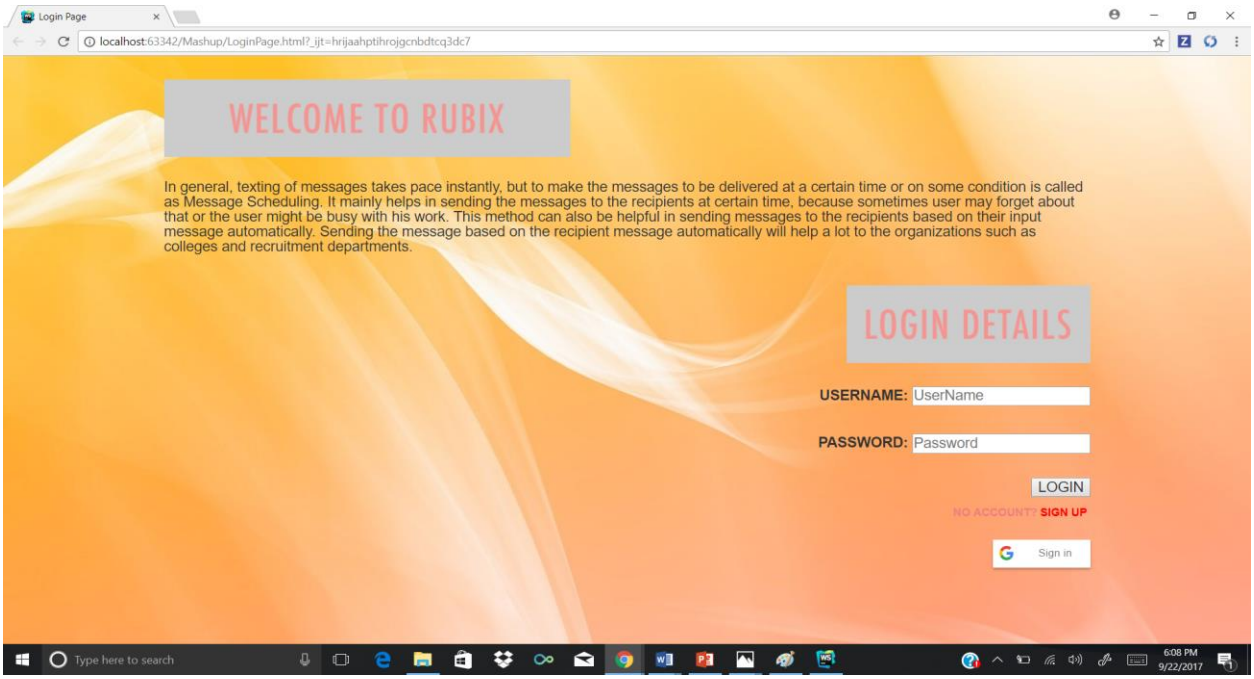
User Stories

1. As a user, I want to Login, so that I can ask queries
2. As Main, I want to Login and check the notifications about the doubts from students.
3. As a user, I want to chat with main to ask doubts, so that I can get my problem rectified.
4. As a main, I want to view incoming chat messages, so that I can respond to student's queries.
5. As a main, I want to post important announcements with a scheduled time, so that I can let students know about it.
6. As a Student, I want to view announcements, so that I can follow main's announcements.
7. As a main, I can send automated replies to students.
8. As a main, I want to search for a specific Student, so that I can ask or clarify the doubts

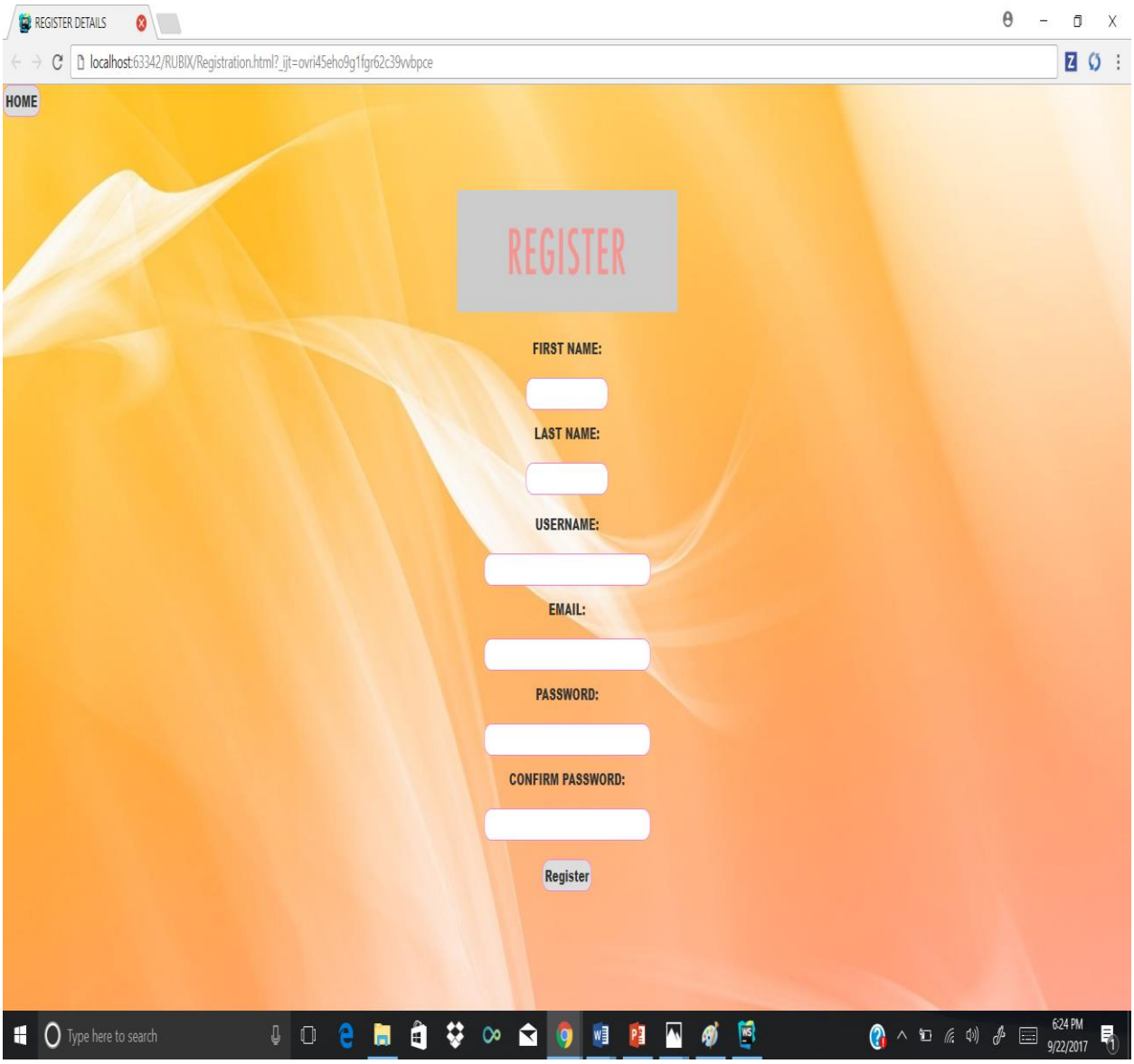
DEPLOYMENT

The implementation of the website works as follows.

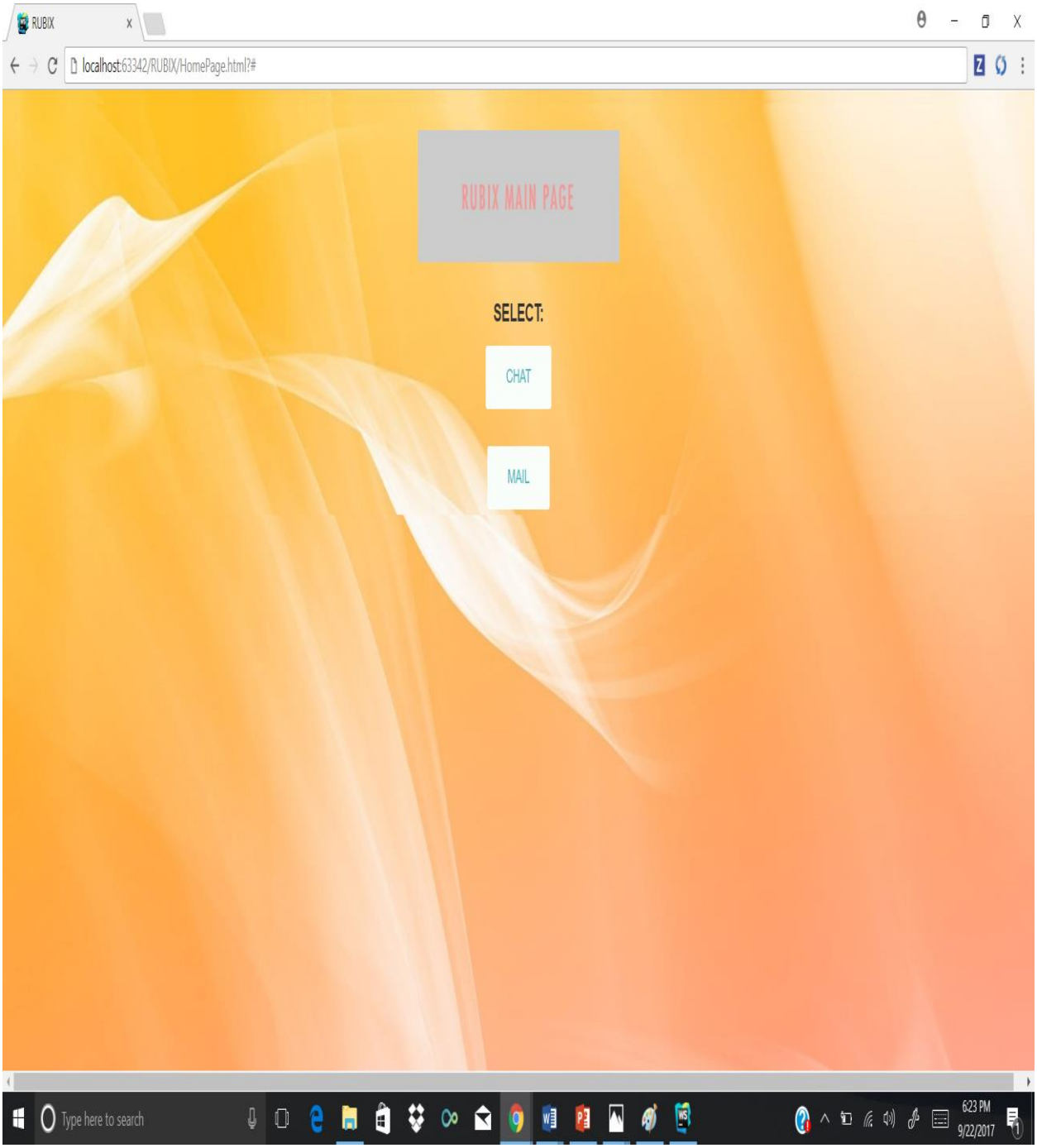
The **login** page of our website is



If the user is a new user, the **Registration page** can be obtained.The registration page looks as below.



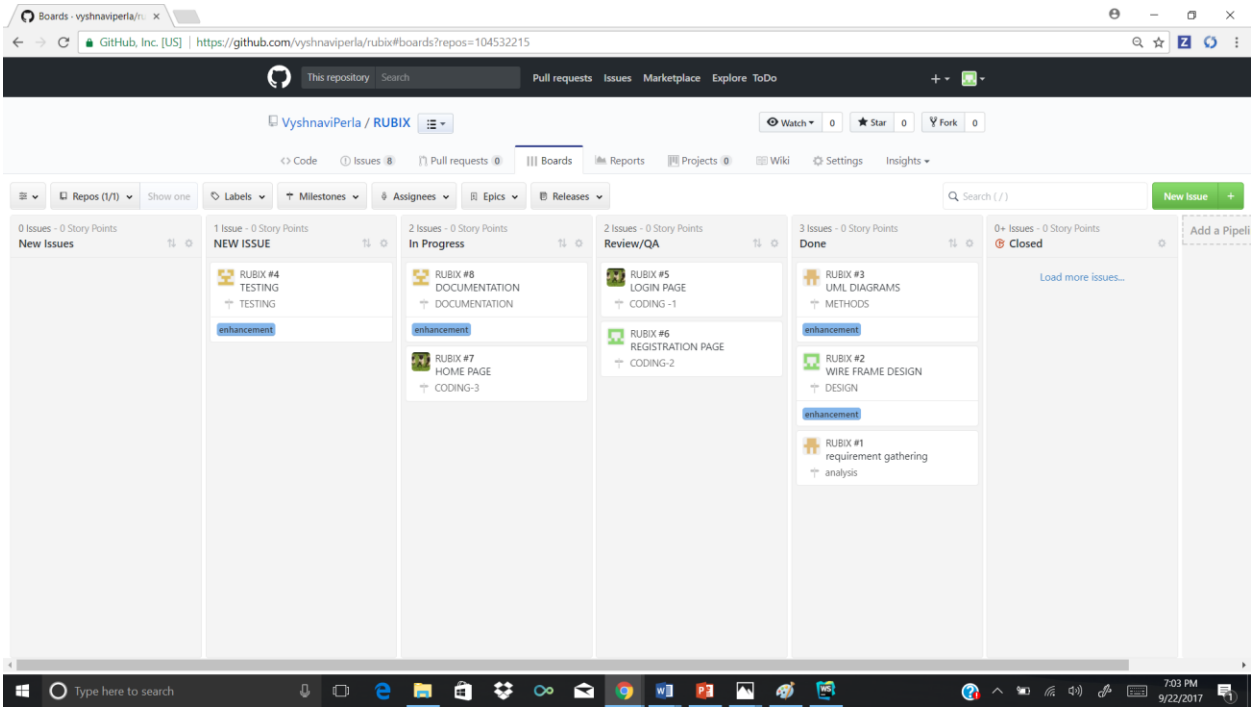
Once the user log in either using his credentials or suing the g-mail oath login, the home page will be opened. The **home page** of our website looks as follows.



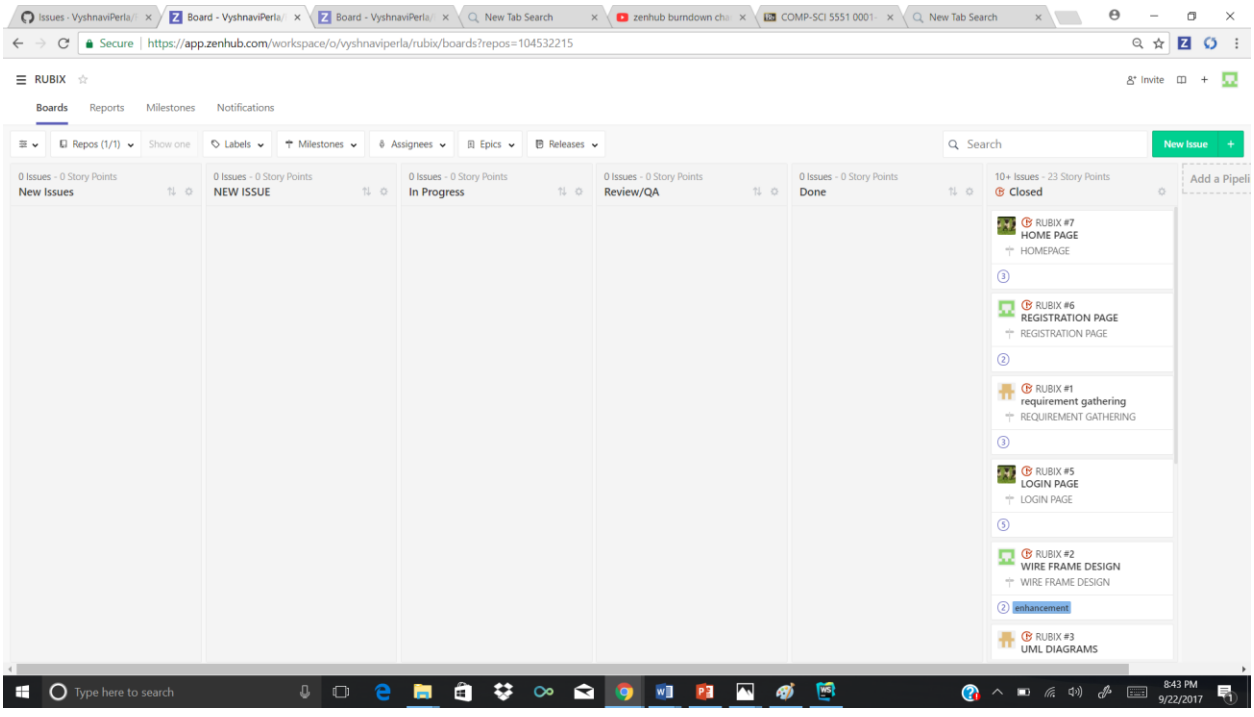
PROJECT PLAN:

Burndown Charts of the issues are as follows.

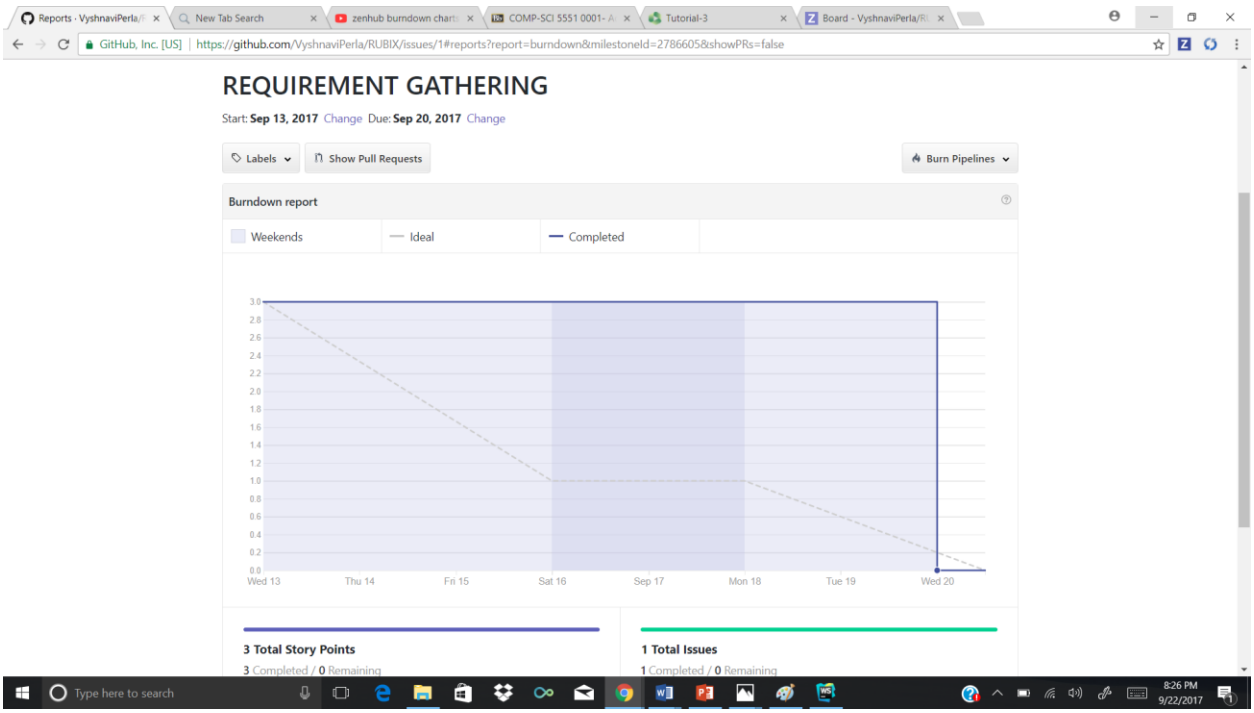
Issues that are used in the increment are as follows.



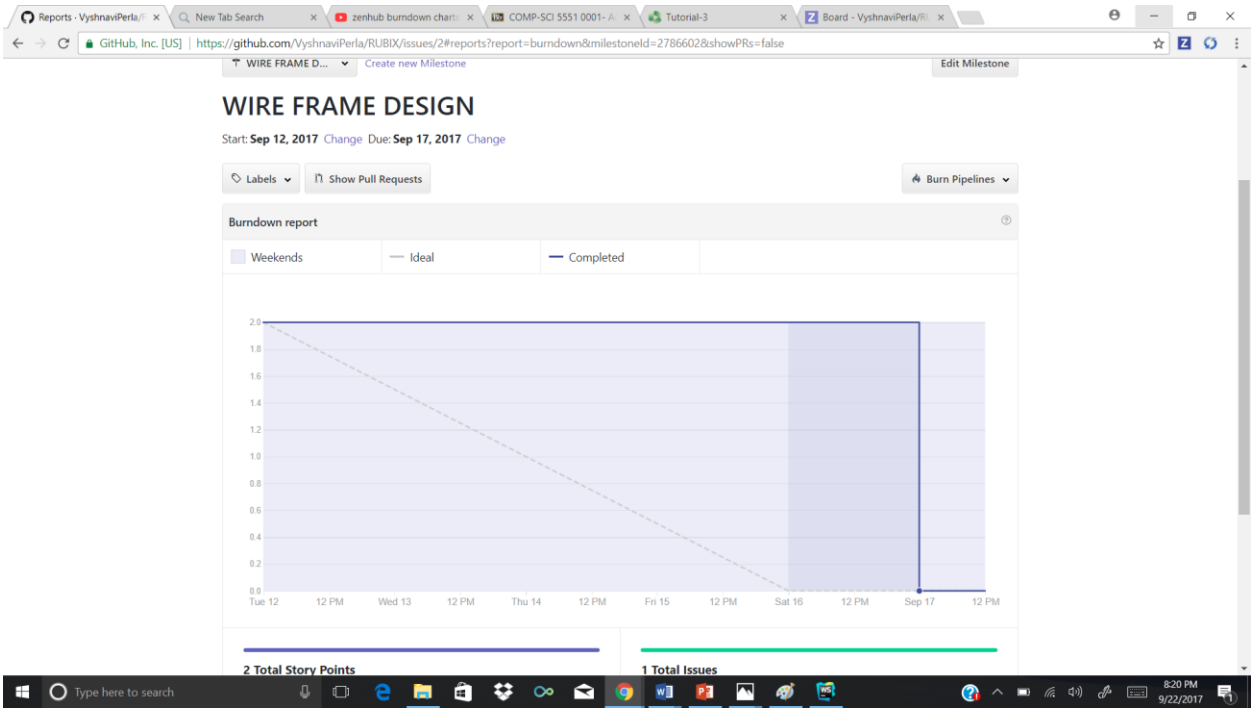
The issues are closed once they are done.



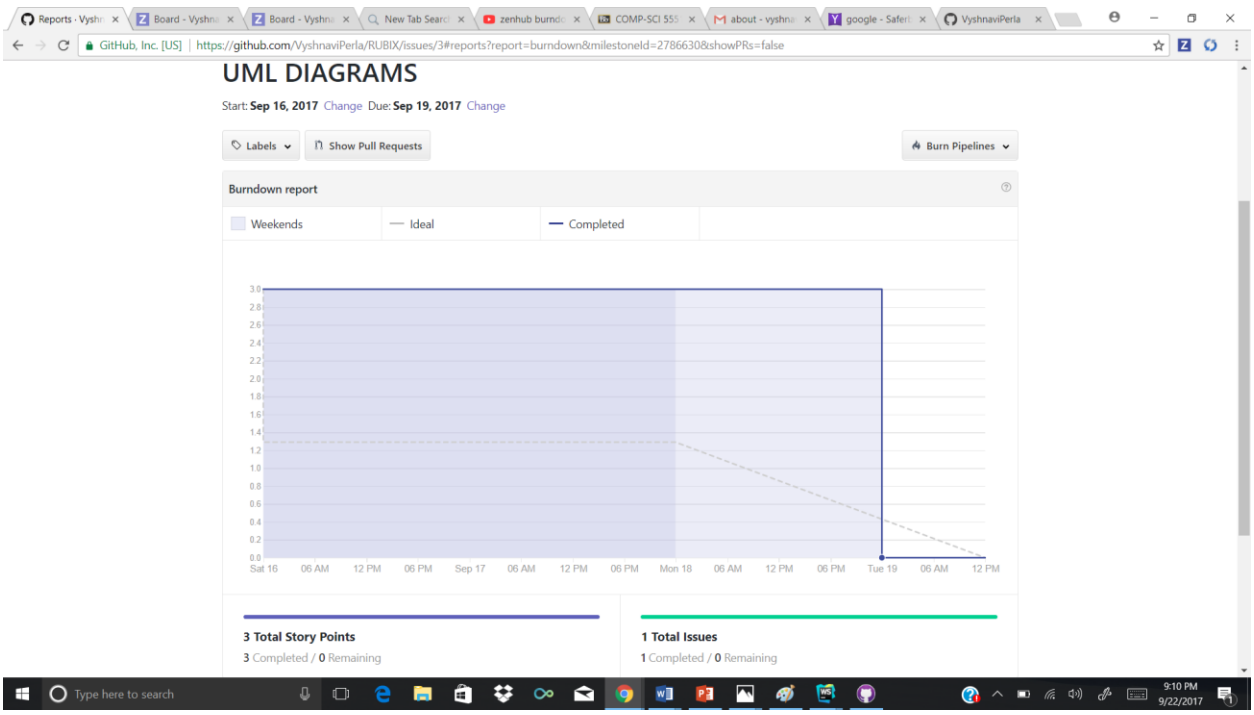
The burndown chat for the requirements gathering is as follows.



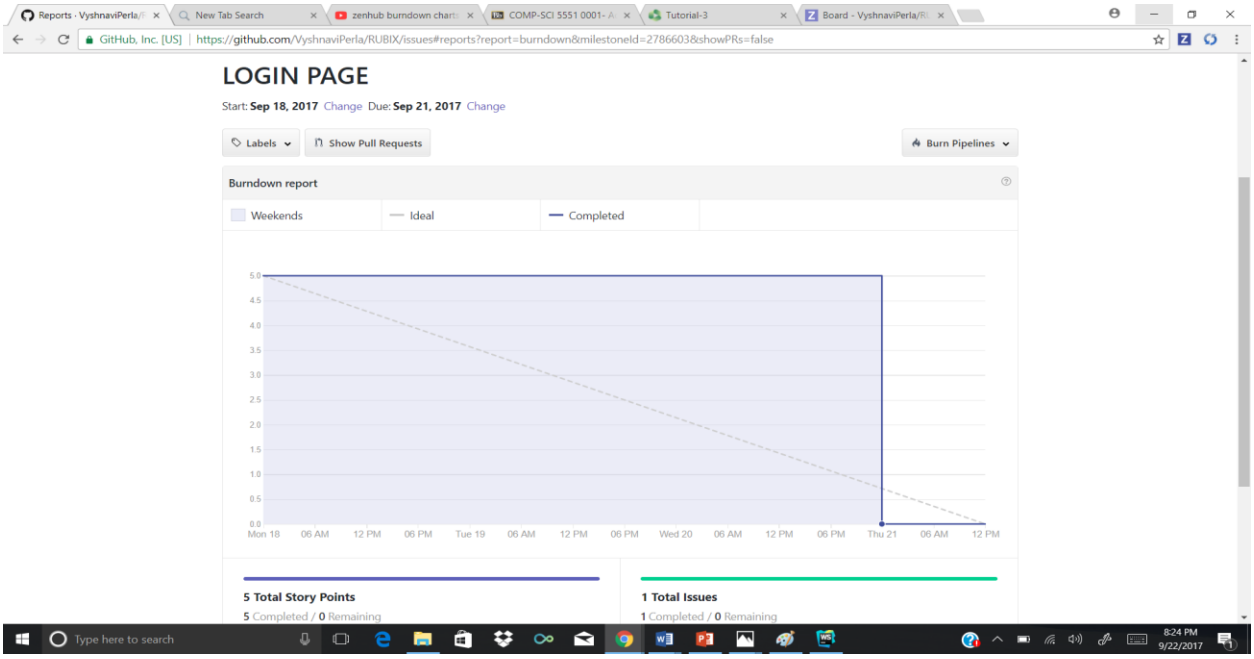
Burndown chart for the Wire Frames is as follows.



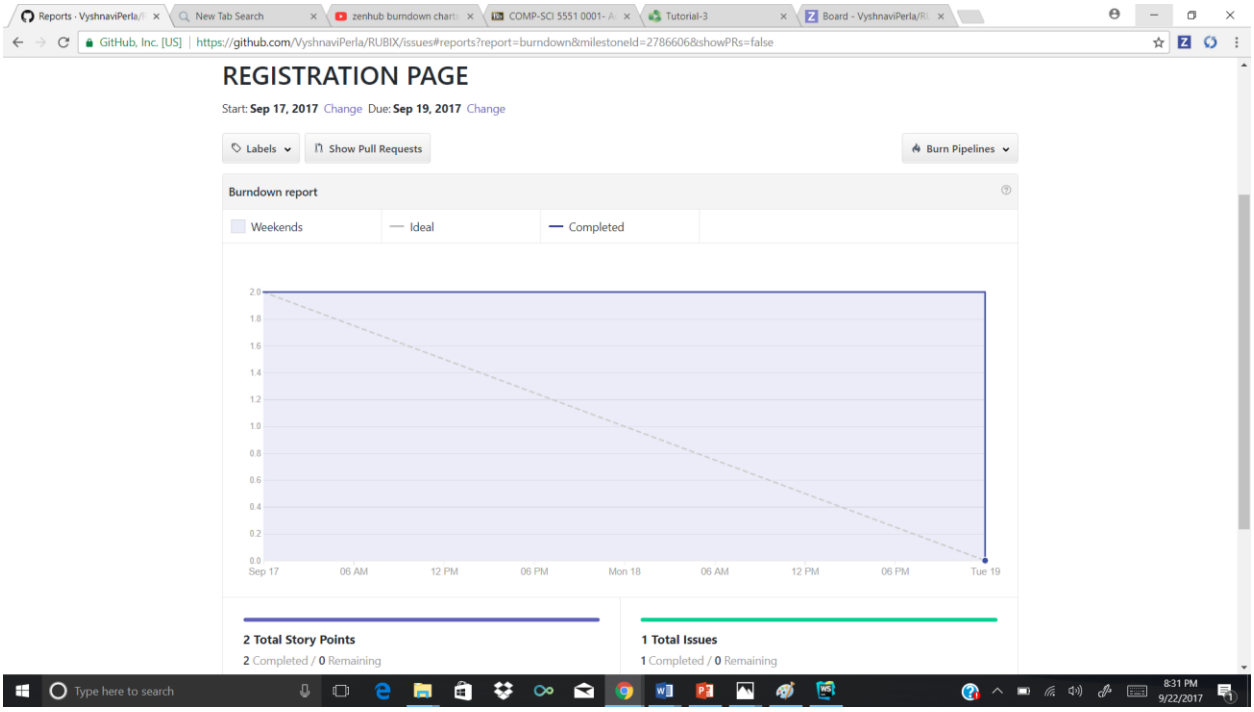
Burndown chart for the UML diagrams is as follows.



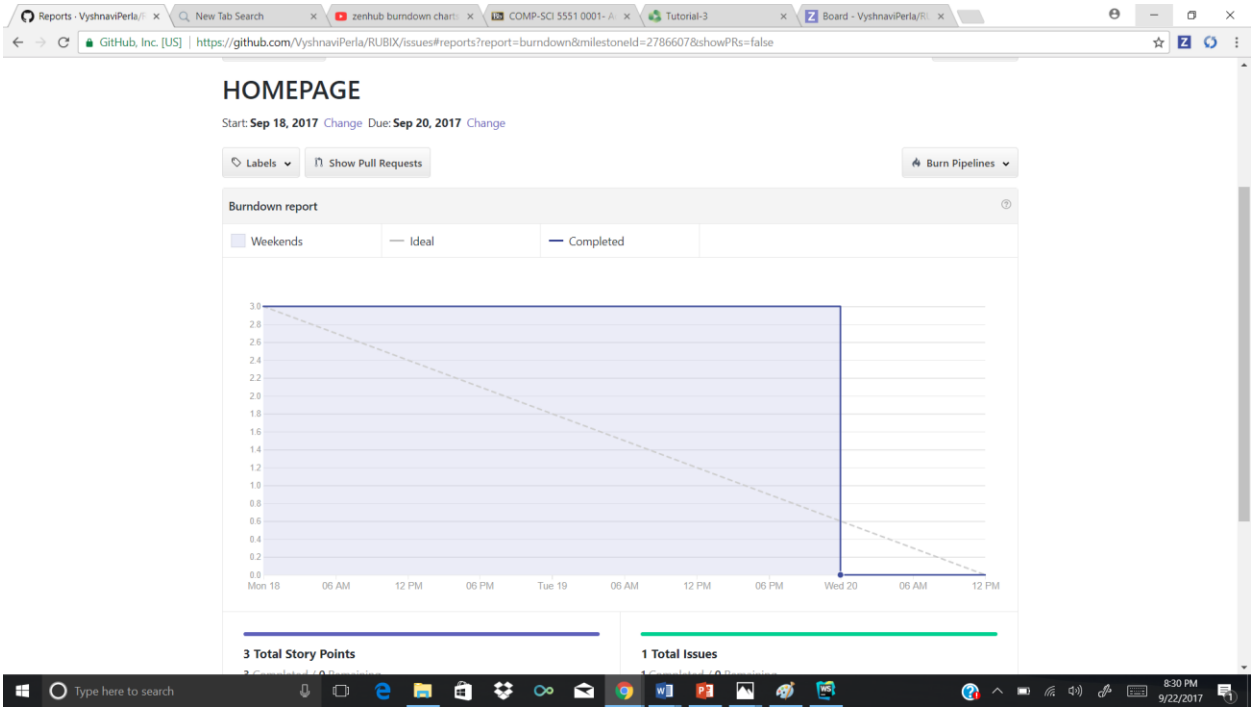
Burn down chart for LOGIN PAGE



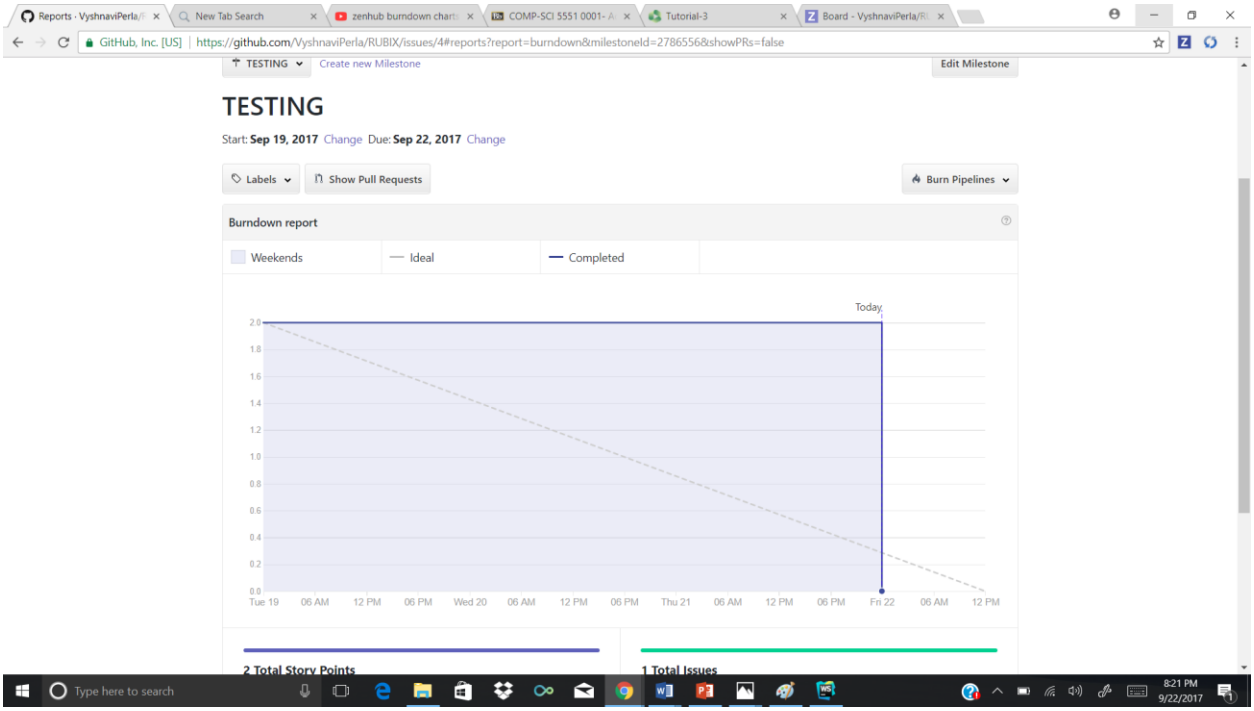
Burn down chart REGISTRATION



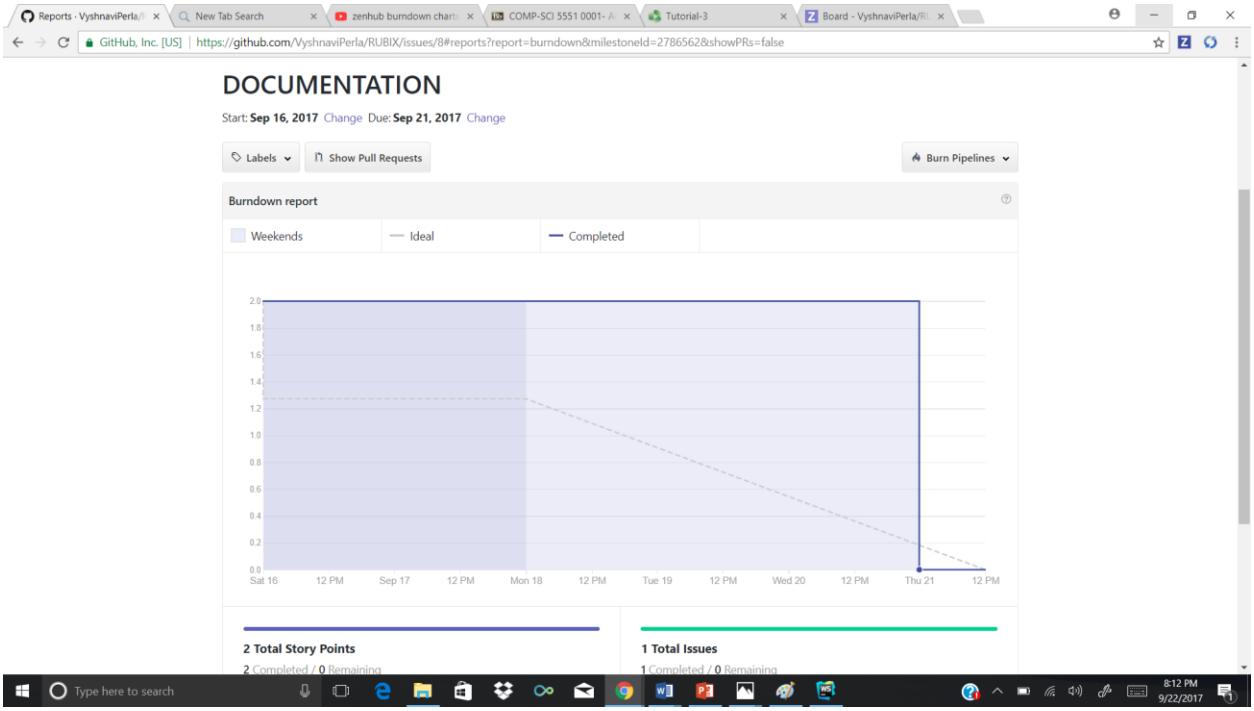
Burn down chart for HOME PAGE



Burn down chart for TESTING



Burn down chart for the DOCUMENTATION



Testing

Software testing involves the execution of a system component to evaluate the quality of a product. The earlier a defect is found in the development process the less expensive the fix. Testing can also be stated as the process of validating a software application:

- Meets the technical requirements that guided its design and development
- Works as expected

- Can be implemented with the same characteristic and any environment as per requirement.
- Behavior of the product doesn't change by changing the Operating system or device.

As for RUBIX, we are following the AGILE Methodology, the testing phase starts as soon as the code is written. Hence, the first stage is the Unit Testing where the code is tested as components.

1. Unit Testing

This testing is performed by the Developers in stages to test the design of the application. The small components of the code are tested individually to check if they are working correctly. Unit testing involves testing of the functionalities which are most crucial for that unit or component. This helps the developers to rectify the code at the same instance of the testing is performed. The testing will be limited to the specific components only and rectifying or correcting the code of that unit will not hamper the functionality of other components of the application. Once all the units are identified and tested separately. White Box Testing is used for executing a Unit Test. Debugging the code in this stage is helpful and advantageous. Once the all units/components of the application are working efficiently, error free and per expected results, these can be integrated with larger components and Integration Testing can be done.

Project Management

Implementation Status Report:

Work completed and Contributors:

1. **Requirements Gathering**- Kamal Tej Veerapaneni- 7 days
2. **Wireframes**- Lakshmi Vyshnavi Perla-5 days
3. **Design (Class Diagram, Sequence Diagram ,** Architecture **Diagram, Use case diagram,)**- Kamal Tej Veerapaneni – 6 days day
4. **Documentation** Vinay Maturi- 5 days
5. **(Coding)Source code and Design of Homescreen** Bhargavi Sandhya podile-2 days
6. **Login Screen**- Bhargavi Sandhya podile- 3 days
7. **Registration page** (coding)-Lakshmi Vyshnavi perla-3 days
8. **Testing (Unit Testing)**- Vinay Maturi- 4 days