

QuickChat

VERSION 0.1.1A

USER MANUAL

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		TEAM 17

“

WELCOME

TO QuickChat 0.1.1A

QuickChat

The internet is a wonderful creation. Data and information is sent in split seconds across the globe, people can call each other in an instant with VOIP, and devices are becoming more integrated.

There are a vast amount of programs out there for communication, but some are just too hard to use or simply frustrating. QuickChat is here to give you an easy, out of the box experience to get you connected with your buddies, without the annoying advertisements, data trackers, and major interface changes.

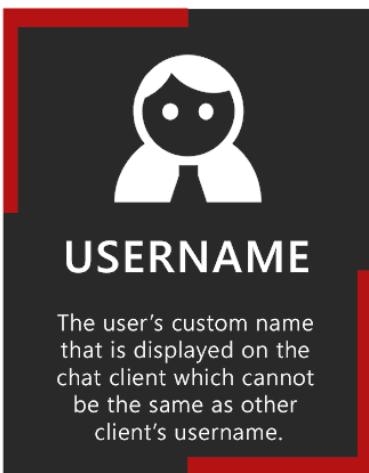
Our hope and goal here at ZOTCOMM is to bring you efficient and simple to use software utilizing tried and true technologies. This user guide will demonstrate the basics and show you what QuickChat has to offer. Our development team is standing by and waiting to answer any questions that you may have if this guide does not explain it clearly. We hope you enjoy a new age of chatting!

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GLOSSARY

PART 1



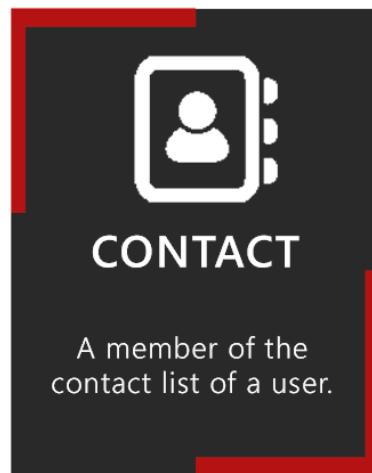
USERNAME

The user's custom name that is displayed on the chat client which cannot be the same as other client's username.



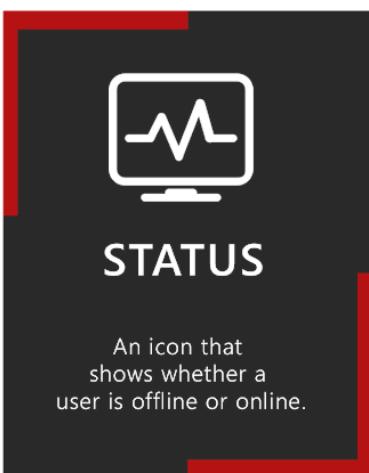
PASSWORD

The user's custom password that is used to login the account.



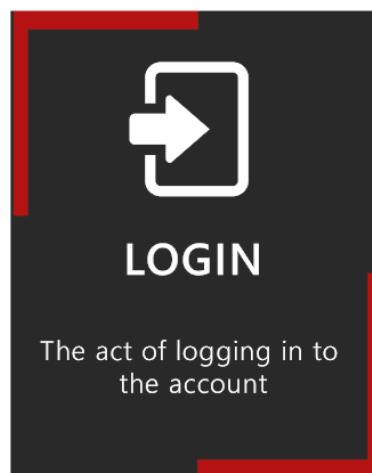
CONTACT

A member of the contact list of a user.



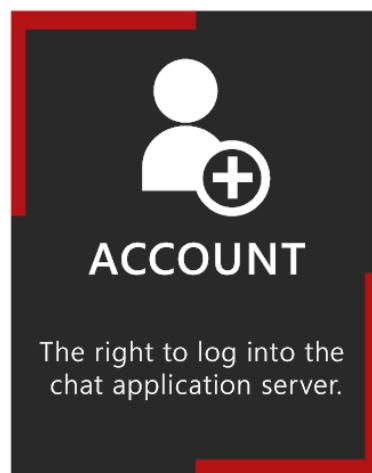
STATUS

An icon that shows whether a user is offline or online.



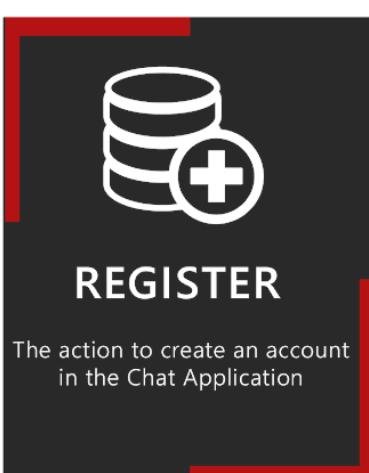
LOGIN

The act of logging in to the account



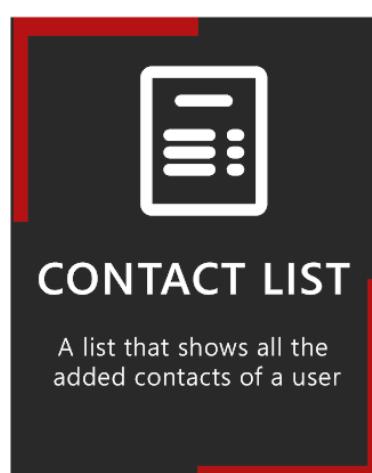
ACCOUNT

The right to log into the chat application server.



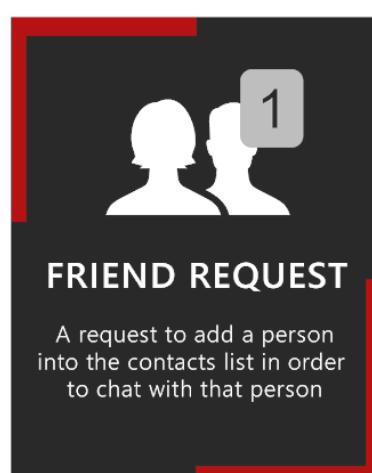
REGISTER

The action to create an account in the Chat Application



CONTACT LIST

A list that shows all the added contacts of a user



FRIEND REQUEST

A request to add a person into the contacts list in order to chat with that person

GLOSSARY

PART 2



SERVER

Provides a service function (centralized resource) to one or more clients



CLIENT

Computer hardware or software that accesses a service made available by a server.



INTERNET

A global communication network used to exchange data using communication protocols.



USER

A person who operates something, in this case, the chat application.



WINDOW

A graphical control element that consists of a visual area containing buttons, data entry boxes, etc.



PROTOCOL

A method of exchanging data over the network.



TCP

Transmission Control Protocol is a set of rules that is used to interconnect network devices on the internet.



PEER-TO-PEER

P2P is a distributed application architecture that allows peers to communicate with each other.



INTERNET PROTOCOL

A set of rules governing the format of data sent over the network.

USAGE SCENARIO

SECTION 2

To start the chat application, the user will run Chat with the command: ./Chat
After you type the command, the Login window will appear. There are spaces to enter your username and password in the window.



Here, you can login by typing your username and password in the appropriate fields and pressing the "login" button. This will start the communication with the server and if your information is valid, will lead you to the your account menu. All your contacts will be automatically recovered.

USER REGISTRATION

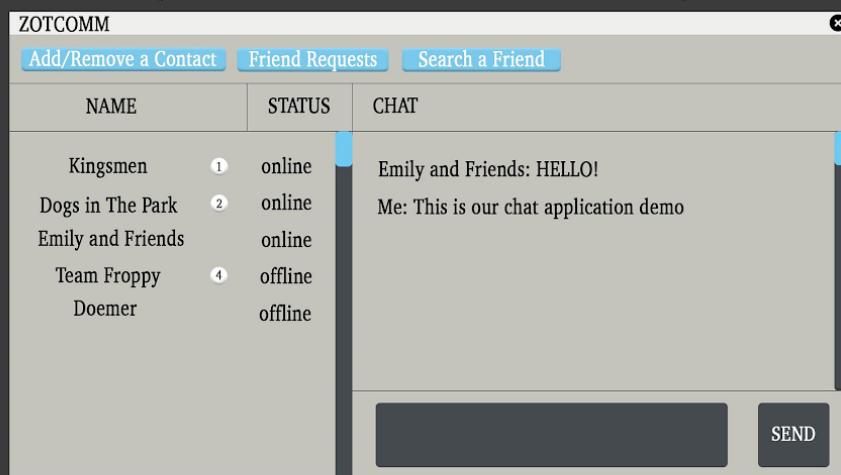
If you do not own an account yet, you can register using the "register" button. This will take you to the registration window where you can proceed with creating the account and you will be prompted to enter a username and a password for your account.



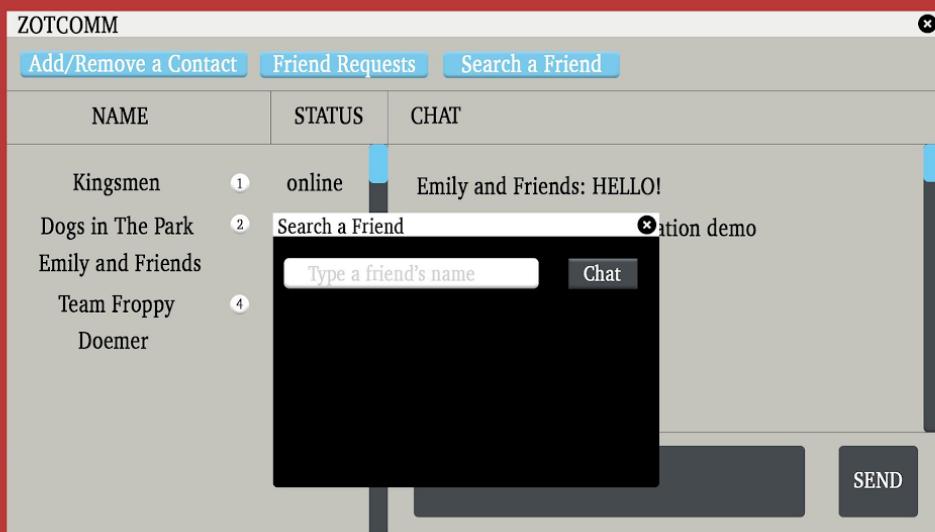
USAGE SCENARIO

SECTION 2

Once you successfully login, a window containing your username at the top, an "add/delete contact" button, your friend list with friends' status, and your friend requests list will appear. The friend list with friends' status will be displayed on the left of your account window. It shows all of your friend names with status.



SEARCHING A FRIEND

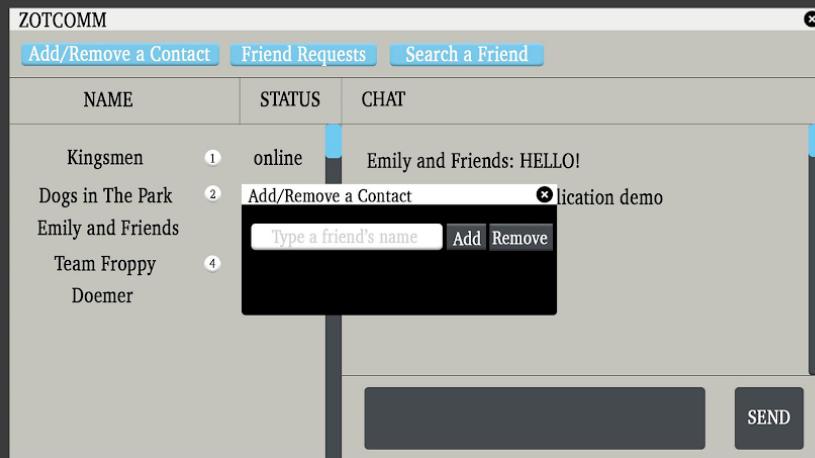


If you have a hard time finding a friend in the list, you can search for them by name using the "search a friend" button. This will open a new window where you can type the name of your friend manually and you can chat with them by simply clicking "Enter" or the button "Chat".

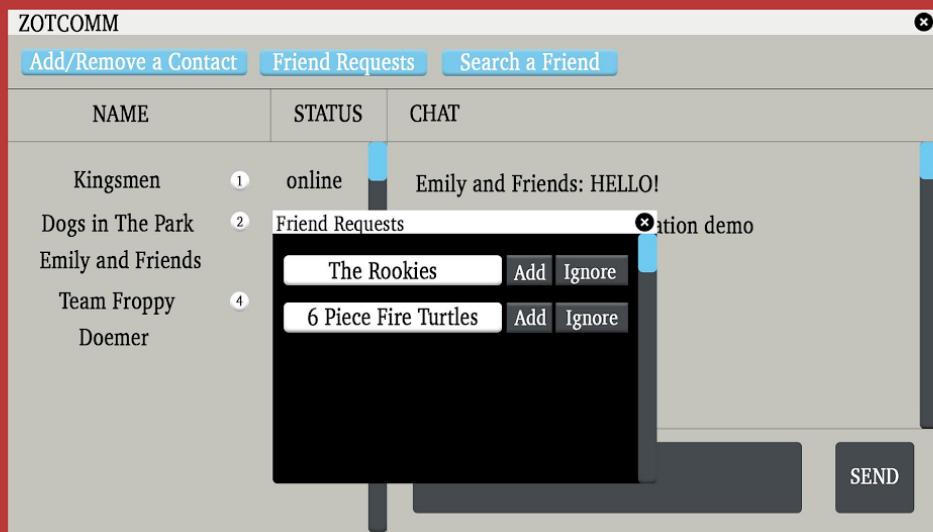
USAGE SCENARIO

SECTION 2

ADDING/REMOVING A CONTACT



FRIEND REQUESTS



You can see your friend requests by clicking the "Friend Requests" button. A new window showing your friend requests will open where you can check who sent you an invitation and choose the option to accept or ignore it.

GOALS & FEATURES

SECTION 3

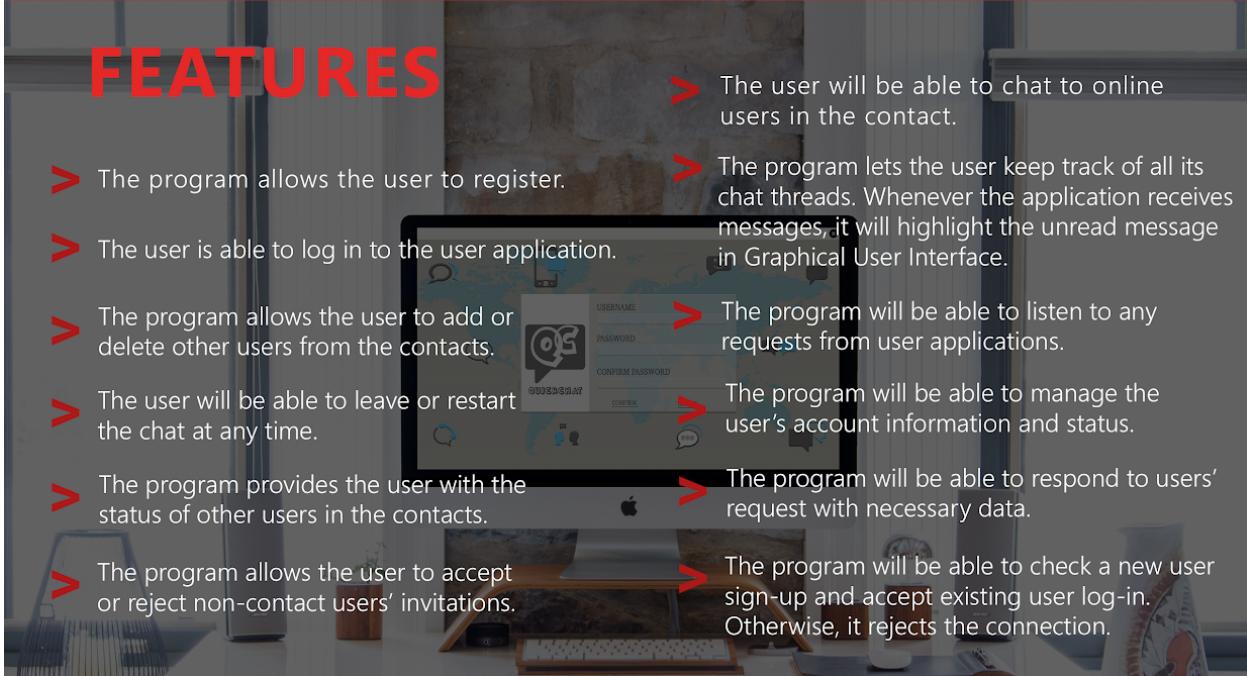
GOALS

THE QuickChat SIGNATURE EXPERIENCE

QuickChat aims to provide an easy to use chat client which allows the user to connect with their friends online. No tracking algorithms, no nonsense. Just talk!

“NO BULLSHIT, JUST CHAT!”

FEATURES

- 
- > The program allows the user to register.
 - > The user is able to log in to the user application.
 - > The program allows the user to add or delete other users from the contacts.
 - > The user will be able to leave or restart the chat at any time.
 - > The program provides the user with the status of other users in the contacts.
 - > The program allows the user to accept or reject non-contact users' invitations.
 - > The user will be able to chat to online users in the contact.
 - > The program lets the user keep track of all its chat threads. Whenever the application receives messages, it will highlight the unread message in Graphical User Interface.
 - > The program will be able to listen to any requests from user applications.
 - > The program will be able to manage the user's account information and status.
 - > The program will be able to respond to users' request with necessary data.
 - > The program will be able to check a new user sign-up and accept existing user log-in. Otherwise, it rejects the connection.

SETUP & CONFIGURATION

SECTION 4

INSTALLATION

01 COPY

Copy the tar package named QuickChat.tar.gz from the team 17 directory to your local folder using linux commands

02 INSTALL

Navigate to the directory where your copied the tarball. Type "gtar xvzf QuickChat.tar.gz" to extract the archive to the local directory that you are currently in. A new folder will automatically be created for the contents

03 RUN

Navigate into the directory that was created by the archive extractor. Once in the root of the folder, type "./Chat" to run the program.

RECOMMENDED SYSTEM REQUIREMENTS



X11
FORWARDING



LINUX x64



CPU WITH
x86 SUPPORT

UNINSTALLATION

01 CLOSE

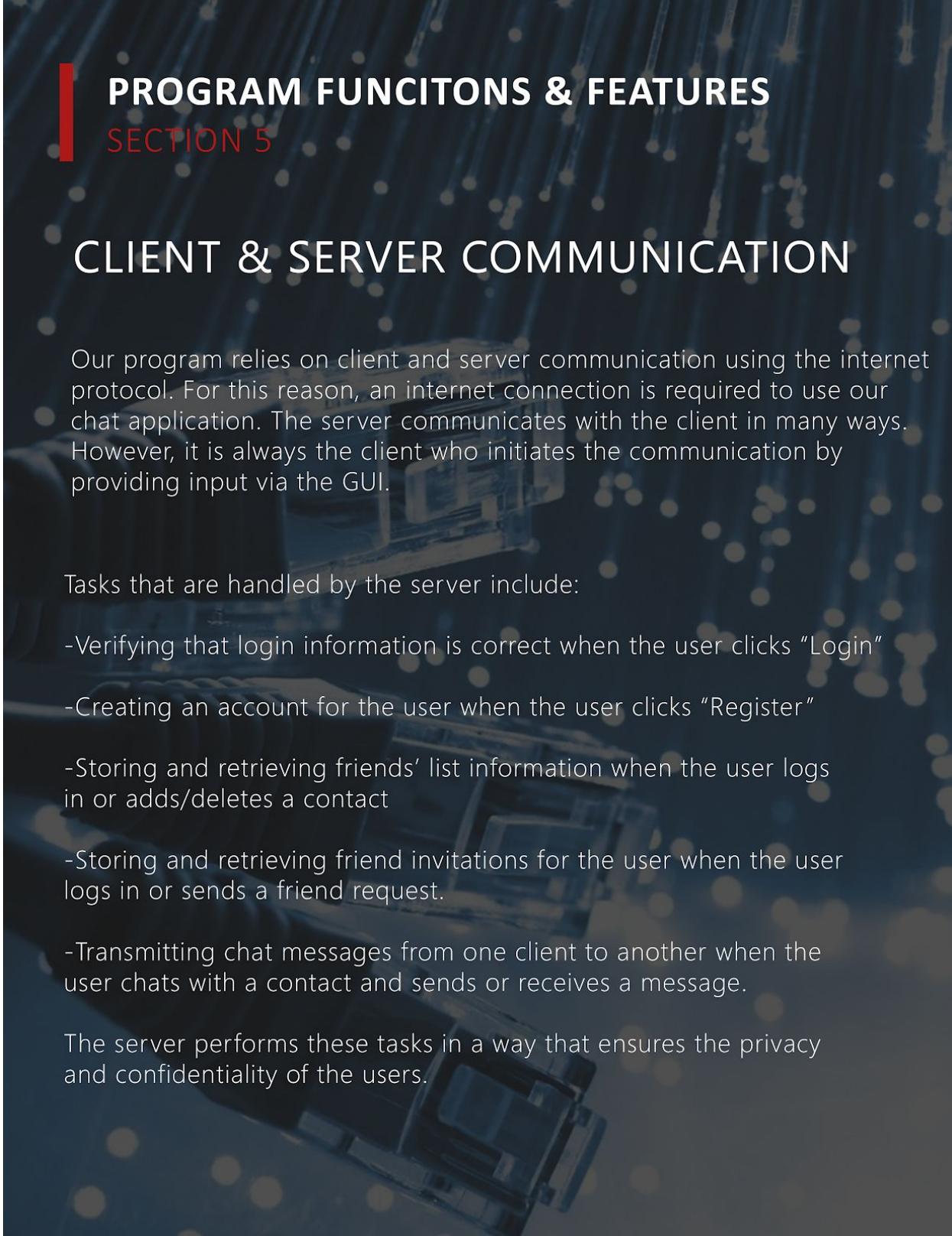
Close and quit all instances of QuickChat

02 EXECUTE

Navigate outside of the Chat folder. Run "rm -rf" on the entire QuickChat directory

03 VERIFY

Verify that QuickChat directory is gone with "ls"



PROGRAM FUNCTIONS & FEATURES

SECTION 5

CLIENT & SERVER COMMUNICATION

Our program relies on client and server communication using the internet protocol. For this reason, an internet connection is required to use our chat application. The server communicates with the client in many ways. However, it is always the client who initiates the communication by providing input via the GUI.

Tasks that are handled by the server include:

- Verifying that login information is correct when the user clicks "Login"
- Creating an account for the user when the user clicks "Register"
- Storing and retrieving friends' list information when the user logs in or adds/deletes a contact
- Storing and retrieving friend invitations for the user when the user logs in or sends a friend request.
- Transmitting chat messages from one client to another when the user chats with a contact and sends or receives a message.

The server performs these tasks in a way that ensures the privacy and confidentiality of the users.

PROGRAM FUNCTIONS & FEATURES

SECTION 5

LOGIN ALGORITHM & REGISTERING ALGORITHM

The program will always start with the login window where you will remain at the login window as long as the username and password combination is invalid.



If you do not have an account, you can create one by clicking the register button. This will open the registration window. If you wish, you can exit the registration window and return to the login window by pressing the cancel button. Otherwise, You must choose a username and a password.



APPENDIX

SECTION 6



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ERROR MESSAGES

1. OUT OF MEMORY

Occurs when the computer doesn't have sufficient memory for the program to run. If you encounter this error, please close other programs and try again.

2. SERVER UNREACHABLE

Occurs when a connection to the server is attempted but the server is not running or is unable to respond. Contact the server manager.

3. INVALID USERNAME & PASSWORD

Occurs when you attempt to login with an invalid Username/Password combination. Please verify your input and try again.

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