

DEPARTMENT OF COMPUTER ENGINEERING

CHATTING APPLICATION [CHAT!T]

UNDER THE GUIDANCE OF:

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ACADEMIC YEAR: 2022-23

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INTRODUCTION

- Today **Developers** around the world are making efforts to enhance user experience of using application and **to improve the workflow** of the developer to design applications to deliver projects and applications for the release under a strict timeline
- The **aim** of this project is to build a **real-time messaging developer messaging app** using modern web technologies.
- ➤ While we do not expect it to have a lot of resources due to limited time, **coding and archive view** will be our main features.
- ▶It will be a completely open source.

ABSTRACT



- Conversation is a way of using technology to connect people with ideas outside of local boundaries. The technology has been available for years but adoption has only recently taken place.
- >Our project is an example of a **chat server** .To start chatting the client must be connected to a server where they can conduct private and group chat.
- This project is for the development of a chat system based on **Java** programming language and **network concept**. The app allows people to transmit messages both **privately** and **publicly**.
- It also enables the feature to **share** resources such as **photos**, **videos**, **etc**. This **online application** is designed to communicate or chat with others online. It is more **reliable** and **secure** than any other traditional system available



LITERATURE REVIEW

Sr. No.	Project Title	Author	Publishing Date	Summary
1.	Development of Chat Application	Dr. Abhay Kasetwar Ritik Gajbhiye	May 2022	Creating a two-way communication system
2.	Chatting Application with Profanity detection	Gaurav Joshi Jatin Bisht	May 2022	Security for the chating application remains an issue
3.	Android based instant messaging Application using Firebase	Bhadoria Ishani Pavankumar Patel	July-2016	Storage and management of data base using SQL properties

PROBLEM STATEMENT & OBJECTIVE

PROBLEM STATEMENT:

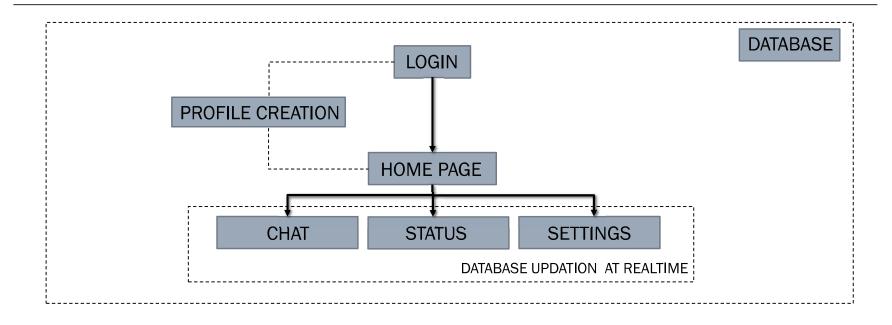
•To improve communication between users.

OBJECTIVE:

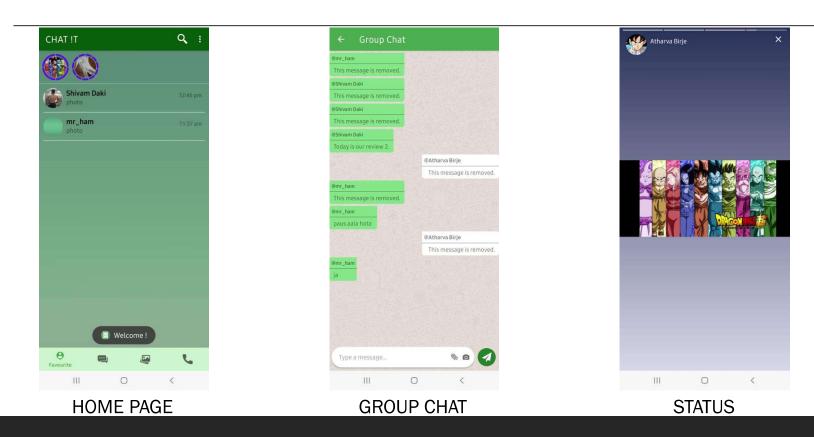
- Using a private network chat system or organizations.
- Creating a two-way communication system.
- •Allow both group chat and private chat.
- •Making people connect with others anytime, anywhere with anybody.



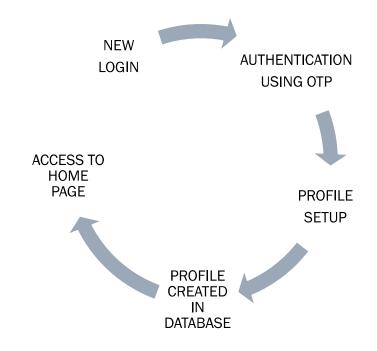
PROJECT FLOW



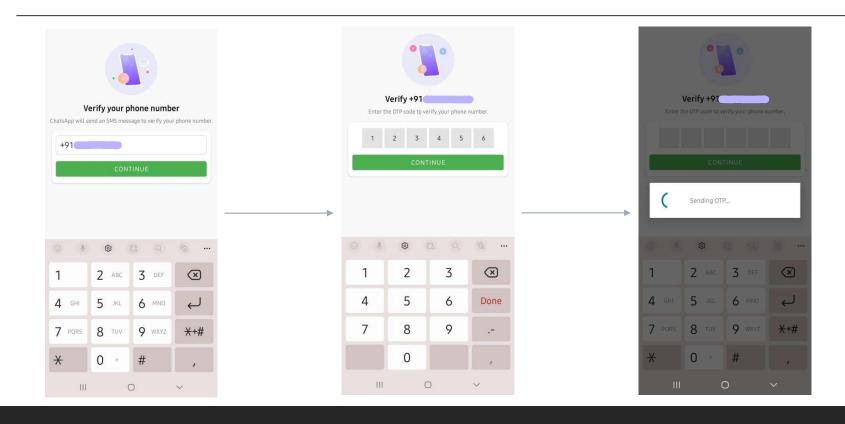
APP INTERFACE



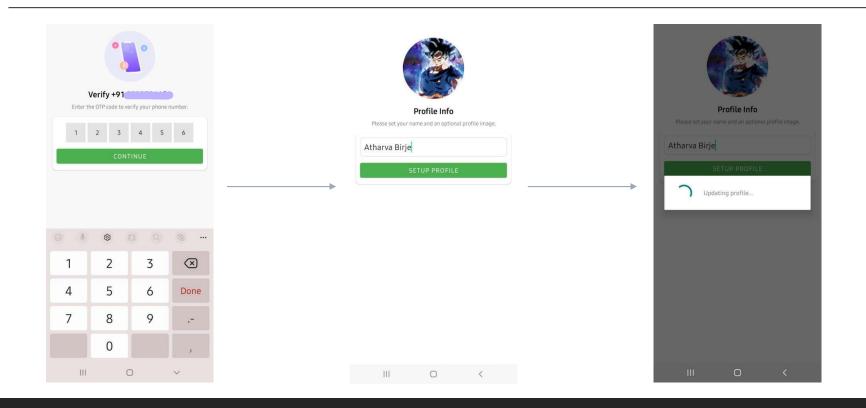
☐ PROFILE CREATION



☐ PROFILE CREATION



☐ PROFILE CREATION





HARDWARE & SOFTWARE USED

USER:

- Smartphone with minimum API level of 21.
- Smartphone with minimum 2GB RAM.

DEVELOPER:

- Android studio SDK
- Firebase Authentication
- Real-time Database

COCLUSION & FUTURE SCOPE

CONCLUSION:

It was therefore within our intent to write pure codes, which could be measured by following the most popular patterns and principles of each language and relevant libraries.

Unlike most chat apps available in the market, this one will focus on developers and will try to increase their productivity.

FUTURE SCOPE:

- >To allow for easier and faster communication between people.
- Ensure unlimited data transfer without any size limit.
- Ensuring the security of message and confidential data to be shared over the network.
- > Keeping data confidential in a secure way.

REFERENCE

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- 3. Bhadoria, Ishani, Pavankumar Patel, and Jinan Fiaidhi. "ChatApp with Encryption using Firebase." (2020).
- 4. Emmadi, Sai Spandhana Reddy, and Sirisha Potluri. "Android based instant messaging application using firebase." International Journal Recent Technology and Engneering 7.5 (2019)

Thank You!!