Progressive Education Society's

Modern College of Arts, Science and Commerce (Autonomous)

Shivajinagar, Pune - 411005

Department of Computer Science

Report of the Project

Chat Application

For the award of the degree of

Master of Science (Computer Science)

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INTRODUCTION

Communication is a means for people to exchange messages. Distant communication began with the introduction of television, telegraph and then telephony. Interestingly enough, telephone communication stands out as the fastest growing technology, from ﬁxed line to mobile wireless, from voice call to data transfer. The emergence of computer network and telecommunication technologies bears the same objective that is to allow people to communicate. All this while, much eﬀorts has been drawn towards consolidating the device into one and therefore indiscriminate the services. Chatting is a method of using technology to bring people and ideas together despite the geograph- ical barriers. The technology has been available for years but the acceptance of it was quite recent. Our project is an example of a chat server. It is made up of applications, the client application which runs on the users mobile and server application which runs on any pc on the network. To start chatting our client should get connected to a server where they can do Group and private chatting.

Problem Definition

Project Purpose

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This project is to create a chat application with a server and users to enable the users to chat with each other. To develop an instant messaging solution to enable users to seamlessly com- municate with each other. The project should be very easy to use, enabling even a novice person to use it.

The purpose of this project is to develop a chat application. The objective of this process is as follows;

1. To develop an instant messaging solution to enable users to seamlessly communicate with each other.

2. The project should be very easy to use, enabling even a novice person to use it.

EXISTING SYSTEM

PROPOSED SYSTEM

SCOPE OF THE SYSTEM

Broadcasting Chat Server Application is going to be a text communi- cation software, it will be able to communicate between two computers using point to point communication.

1) Client server are connected with each other so both can send and receive messages

2)New user can join the chat in between when communication is going on between two users

3)If any new user joins the chat remaining users will get text as well as audio notification that new user is joined

4)Similarly if any user left chat in between other will get notification that this user left the chat

FEASIBILITY STUDY

ECONOMIC FEASIBILITY

It is also known as the Cost Benefit Analysis in which costs are compared for the systematic development and implementation over the outcome and benefits of the proposed system. The requirements of software and hardware are cheap in cost. Hence no more money is required. Anyone who know the basic about the python and the handling of machine learning they can use this system. Thus, proposed system is economically feasible.

TECHNICAL FEASIBILITY

Technical feasibility revolves around the existing application as to what extent it can support the proposed application. Under this consideration, it is to be examined as to whether the existing hardware and software are enough to support the new application. The hardware and the software required for developing and implementing the Disease Prediction is easily available. This model can work in any Windows, Linux and Mac. So, the proposed system may be regarded as technically feasible.

OPERATIONAL FEASIBILITY

In general, people are resistant to changes. This system is user friendly and easy to operate. Hence any person can operate or use the proposed system as no special kind of training. System will also display proper Output. Thus, the system is operationally feasible.

HARDWARE/SOFTWARE DETAILS

REQUIREMENTS

OS : Windows, Linux

HDD : 5GB

RAM : Recommended: 4GB

TECHNOLOGIES USED

Frontend:: JavaScript html css

Backend : Node , socket io (web server)