

# CHIT CHAT WebApp

Team

Nishant Pandey

Tripuresh Tripathi

Hansi Saxena

# Content

- Introduction
- Hardware specification
- Software requirements
- Front end
- Back end
- System architecture
- Conceptual Use case
- How we different
- Future Scope and conclusion

# Introduction

- This project is a multi user real-time chatting WebApp which is more privacy driven.
- User can connect to the server and make rooms and start chatting with their friends.
- The webapp can run on any device pc or phone

# Hardware specification

- Any device Pc or Phone
- Web browser

# Software requirements

- Windows 10
- Visual studio code
- Framework and Libraries of JavaScript like react, socket and node
- Any Web browser

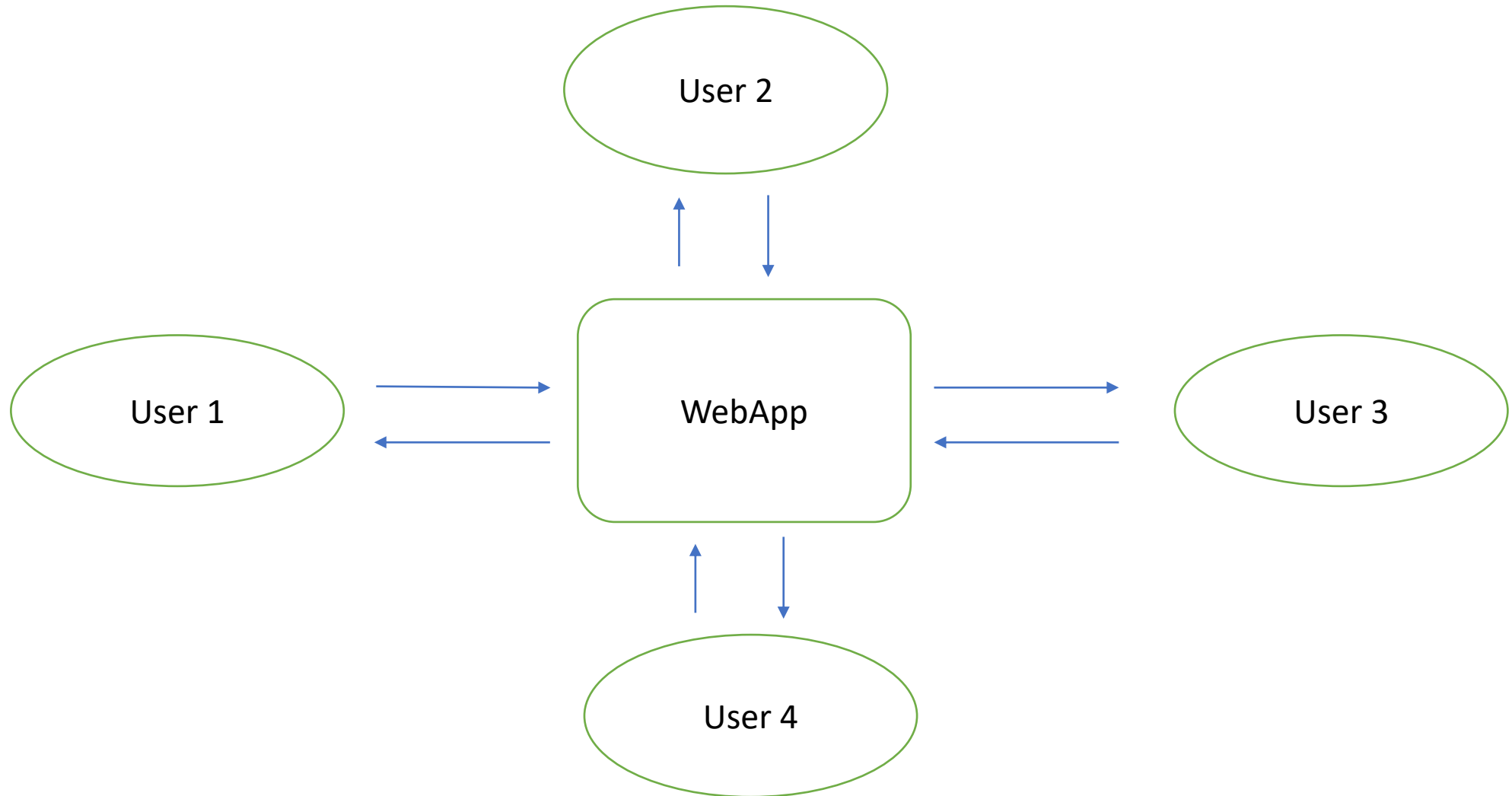
# Front end

- Html
- CSS
- React

# Back end

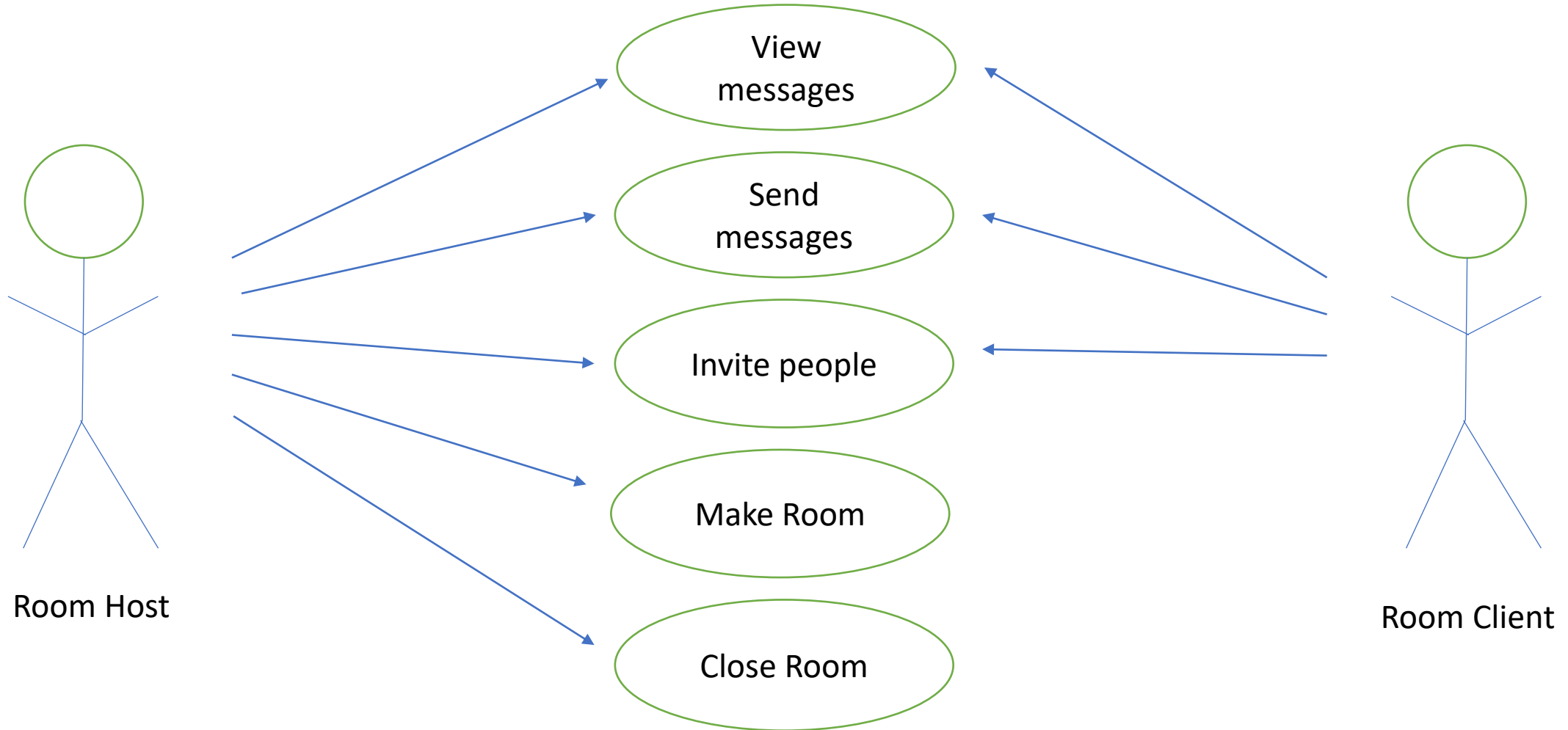
- Node JS
- Socket

# System Architecture





# Conceptual Use Case




# Home page

## Join

SIGN IN

# Chat Page

• room1

admin  
nishant, welcome to room room1

admin  
tripuresh has joined!

admin  
hansi has joined!

tripuresh  
hi how are you gys

hansi  
i am fine how are you

nishant  
all good

nishant  
this is a test of our project

type here.. SEND

## People In Room

- nishant
- tripuresh
- hansi

# How we are different

- There are many chatting application that provide the same benefit like ours but the thing that makes us different is privacy. In most of the applications data of user are tracked and used for the benefit of the company, examples are Facebook and Google.
- Here since there is no storage of data of the user and all of it is deleted as soon as the room is closed there is no tracking of data. A person can be fully anonymous as there is no signing required.

# Future Scope

- We will upgrade our application with option of voice chatting that will give it more functionality and convenience to the user.
- Adding ability to send photos and videos will also be our future agenda.

Thankyou