PROJECT REPORT

CHAT CONNECT – A REAL-TIME CHAT AND COMMUNICATION

1.INTRODUCTION

1.1 OVERVIEW

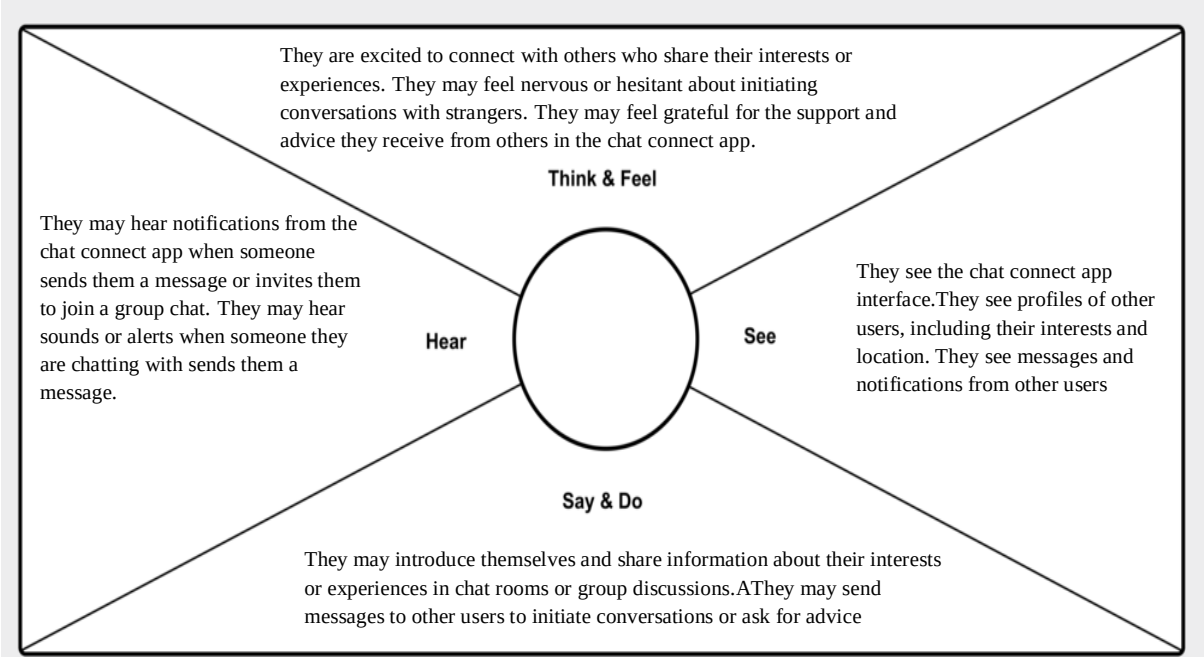
Communication is a mean for project to exchange messages. Messaging apps are apps and platforms that enable instant messaging. According to the survey the group of users prefer whatsapp and like to 51% of the group users the chat applications on an average of 1-2 hours a day. Messaging apps now have more global users than traditional social network which means they will play an increasingly important role in the distribution of digital journalism in the distribution of digital journalism in the future.

1.2 PURPOSE

1. Allows users to communicate with each other personality and within a group.
2. Group chatting- anyone can enter into group chat by their name.
3. Voice recognition- can type messages by regnizing user's choice.
4. Includes languages like Hindi, English and Marathi.
5. Includes a pdf reader to avoid downloading separate app>
6. **Project category**: Visual Studio Code & Google chrome
7. Tools/platform/languages to be used: java script,HTML,CSS(Visual Studio Code) Run in Google chrome.

2.PROBLEM DEFINITION& DESIGN THINKING

2.1 EMPATHY MAP



2.2 IDEATION& BRAINSTORMING MAP

Main goal: to help users connect with others who share similar interests or experiences**.**

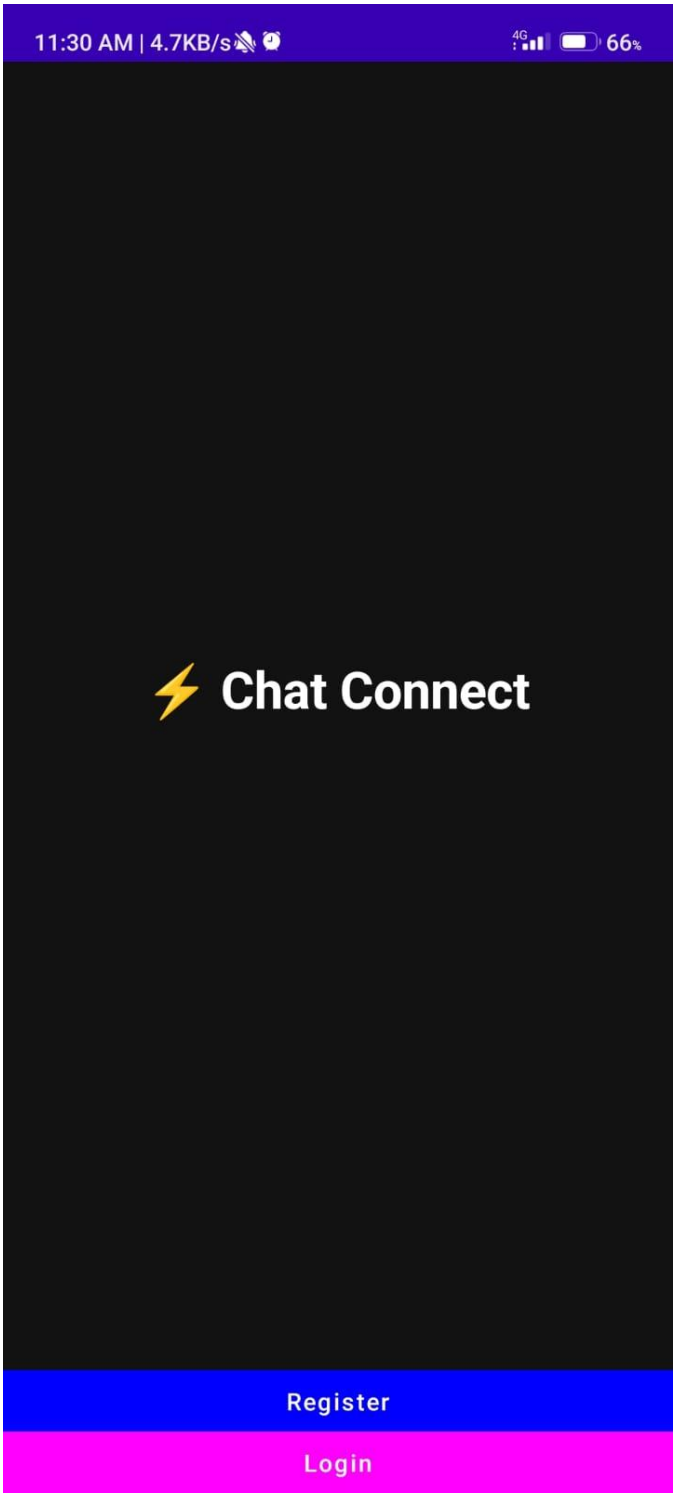
Features: Chat rooms and discussion groups: The app includes a variety of chat rooms and discussion groups related to different topics, interests, or experiences. Users can join existing groups or create their own.

Personalized profiles: Users can create personalized profiles that showcase their interests, location, and other information. This can help them find other users who share similar interests or experiences.

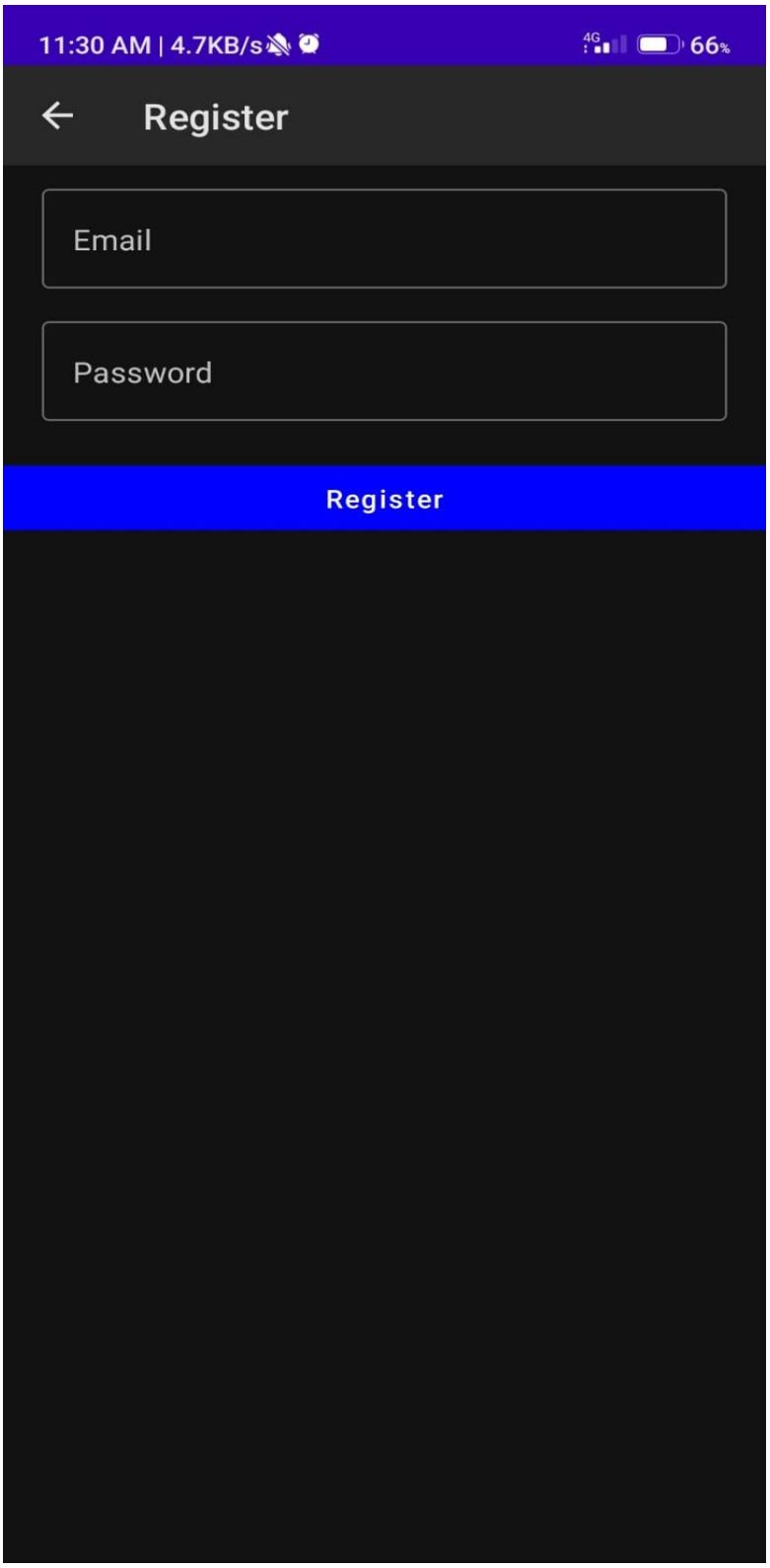
Direct messaging: Users can send direct messages to other users who share similar interests or experiences, allowing them to connect and communicate one-on-one.

3. RESULTS

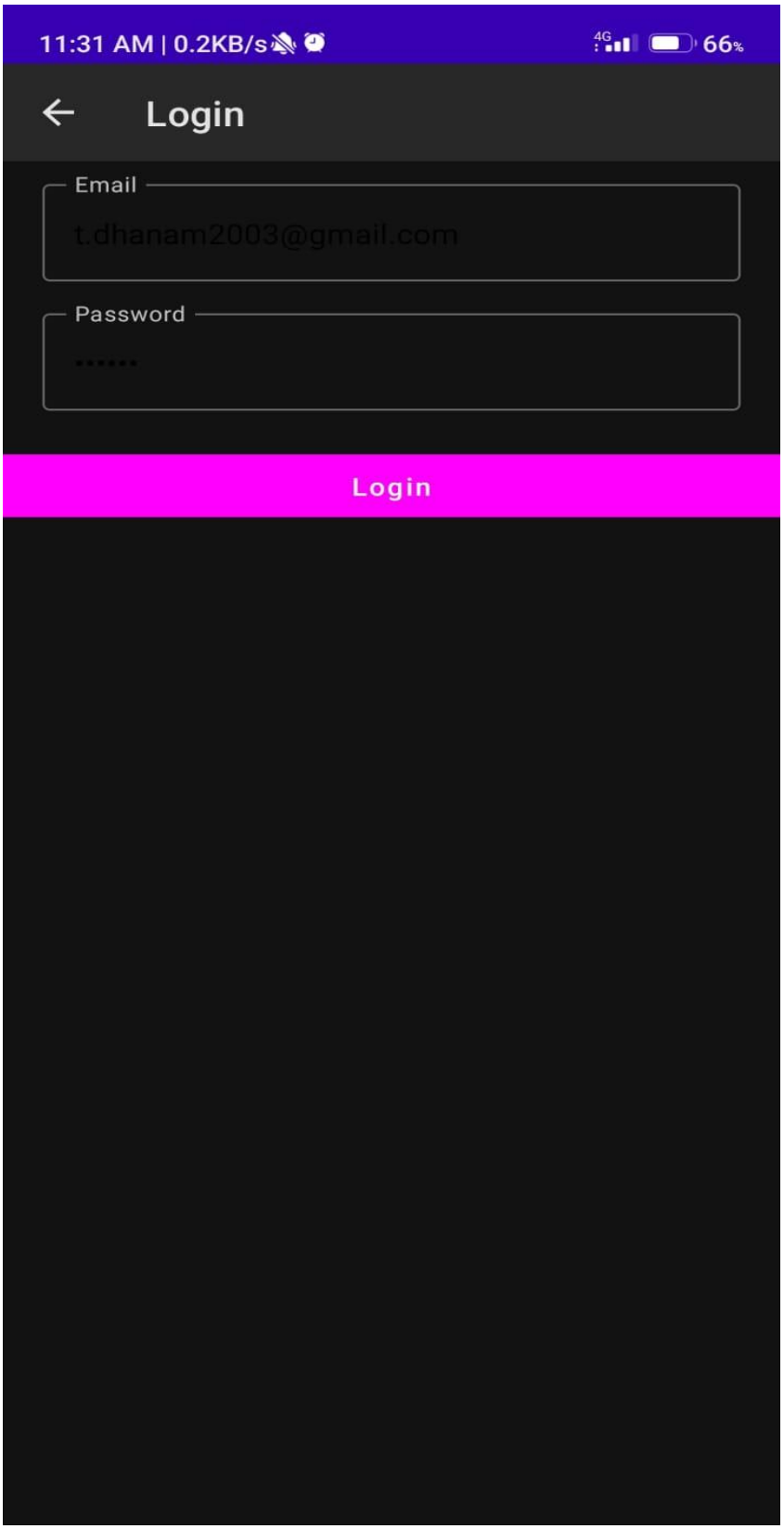
APP SCREEN



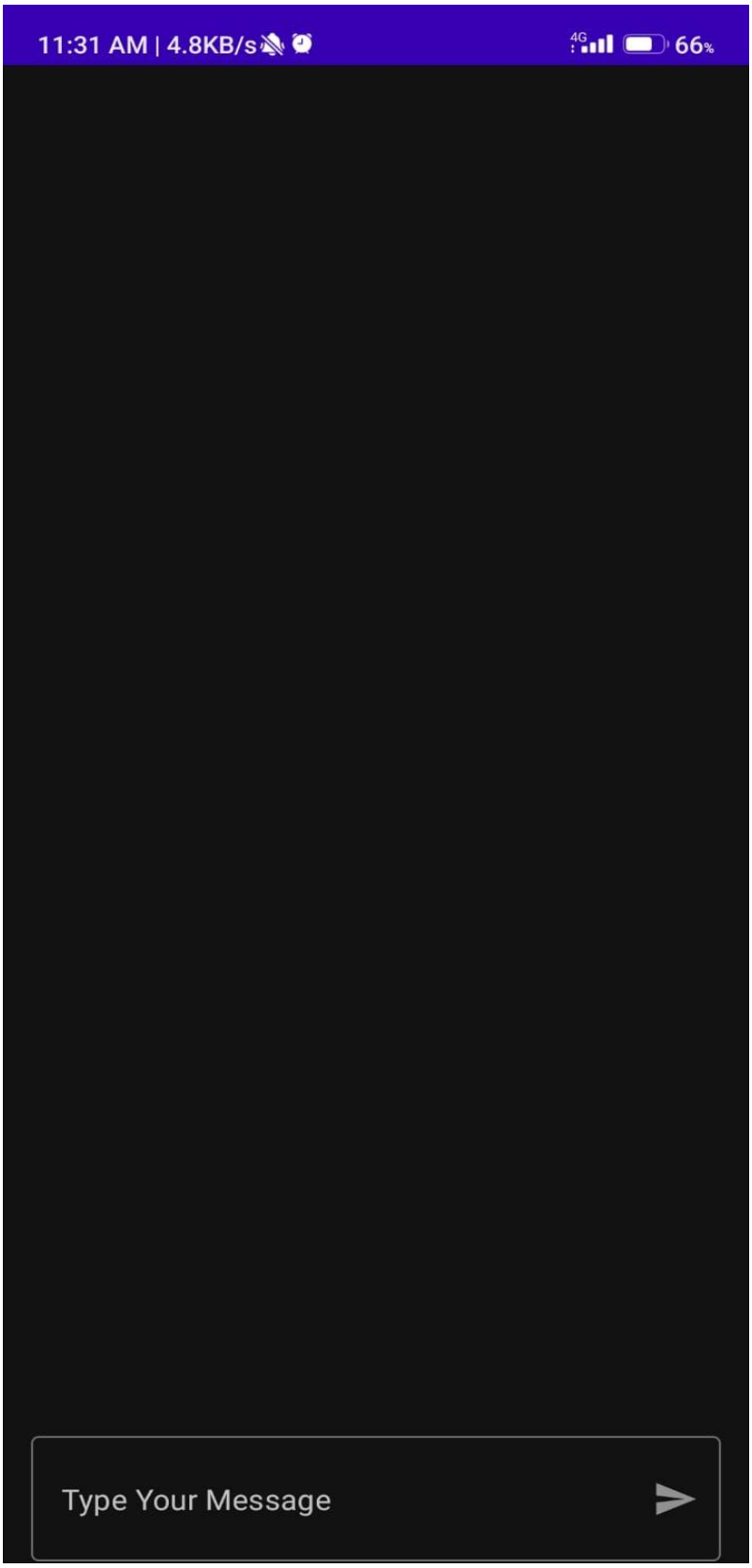
REGISTER SCREEN



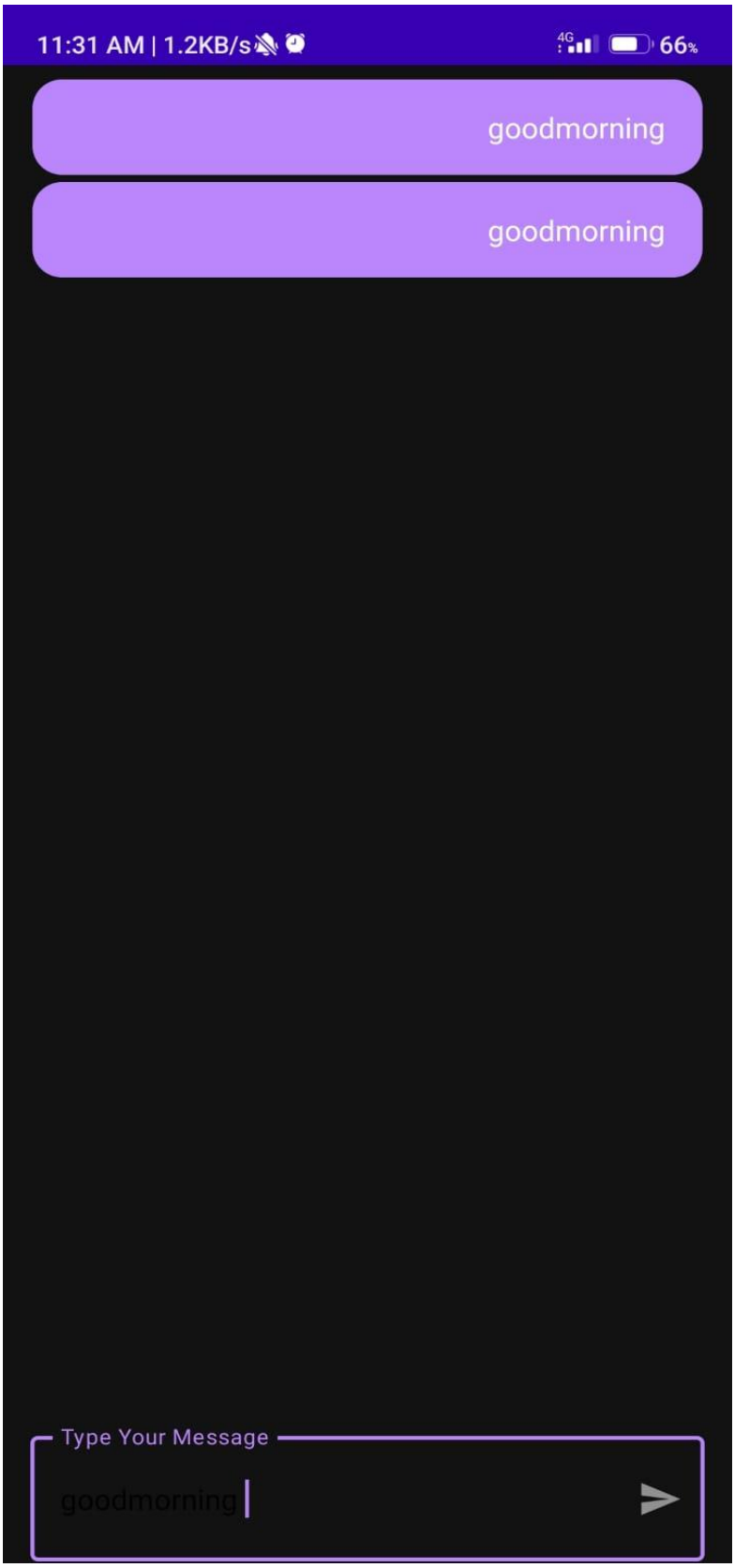
LOGIN SCREEN



TYPING PAGE



CHAT SCREEN


11:31 AM | 1.2KB/s
66%
goodmorning
goodmorning
Type Your Message
goodmorning

4. ADVANTAGES & DISADVANTAGE

4.1 ADVANTAGES OF CHAT CONNECT

- Anonymity
- The chance to meet new people with diffeereent views.
- The chance to learn ideas from various cultures.
- Findind people that march your age, gender identity, sexual orientation, interests, and objectives is simple.
- Useful and cost free.
- Gives useful views.

4.2 DISADVANTAGES OF CHAT CONNECT

- You can't always trust others to be honest to be who they seem to be.
- People online may try to take advantages of you if you feel vulnerable.
- Spending less time with friends and family as a resuly of developing relationships online.
- Even though the majority of users online really wish to help, we can never be sure of their true intentions. For instance, everyone is aware of the issue of online bullying.

5. APPLICATIONS

Chat applications and messaging apps are surging in popularity. The reason for this is simple people love to chat. It is the preferred method of communication in a multitude of different scenarios from collaborating with a colleague to checking in on a loved one.

Chat and messaging applications help for foster a sense of community and connection that other forms of communication can't reproduced

6. CONCLUSION

The main objective of the project is to develop a Secure chat Application. I had taken a wide range of literature review in order to achieve all the tasks, Where I came to know about some of the products that are existing in the market. I made a detailed research in that path to cover the loop holes that existing systems are facing in our application.

8. APPENDICES

A. SOURCE CODE

```
package com.project.pradyotprakash.flashchat

import android.os.Bundle

import androidx.activity.ComponentActivity

import androidx.activity.compose.setContent

import com.google.firebase.FirebaseApp

/**

 * The initial point of the application from where it gets started.

 *

 * Here we do all the initialization and other things which will be required

 * thought out the application.

 */

class MainActivity : ComponentActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {

        super.onCreate(savedInstanceState)

        FirebaseApp.initializeApp(this)

        setContent {

            NavComposeApp()

        }

    }

}
```