# MINI PROJECT (2020-2021)

#### **RT Messenger**

#### **MID-TERM REPORT**



#### **Institute of Engineering & Technology**

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### **Abstract**

Lately we see a constant switch towards real-time applications. With the wide support for WebSockets in recent browsers, more and more frameworks are giving us the ability to use them. Django, which was primarily a request/response-based framework, is doing the switch with Django Channels. Django channels is a lot more than just support for WebSockets, it's a complete architectural change for Django and - in my honest opinion - a great move towards the new era of frameworks.

We are creating a platform where a particular person can send a mail to different ids at a same time without having to check the database of their employees. This saves a lot of time. This project saves a lot of storage as there would be no use of creating any other database for sending mail to a large number of people. It creates a database of the details entered. This data can be updated any time, very easily and be securely saved.

### **Introduction**

### 1.1 General Introduction to the topic

Nowadays, when all sorts of messenger have become extremely popular, when every second large company has launched or developed its own instant messenger, when an increase of smiles and change in the text size is considered as innovation, in the era of Gmail, yahoo, Orkut, Whatsapp etc. We will use Django-channels.

Python is fast becoming a popular coding language in the world, and there are many popular frameworks that build on Python. One of them is Django and it has many functionalities and supporting libraries. For this article, we like to explore one interesting method that builds on Django to handle not only HTTP but also long running connections such as WebSockets, MQTT, etc.

### **1.2** Technical Details

Following are the technologies used in this project:

- Python-Django
- WebSockets
- Web Development
- Python

It uses the Django auth system to provide user accounts; users are only be able to use the chat once logged in, and this provides their username details for the messenger.

This package allows our application to interact with a user not only using HTTP 1.1 (request-response), but also using HTTP/2 and WebSocket.

WebSocket is designed for exchanging messeges between the client and the web server in real time. You should consider it as an open channel between the client and the server, with the ability to subscribe to the events sent to it.

## **1.3** Hardware and Software Requirements

#### **Software Specification:**

Technology Implemented: JavaScript, Django, python, WebSocket
User Interface Design : Web based Application
Web Browser: Chrome

#### **Hardware Requirement:**

• Processor: Intel CORE i3

• Operating System: Windows 10 • RAM:4 GB

· Hardware System: Computer System

· Hard Disk: 64 GB

## **Objectives**

The main objective of creating this real-time messenger is:

Firstly, we are creating a platform where a particular person can send a mail to different ids at a same time without having to check the database of their employees. This saves a lot of time.

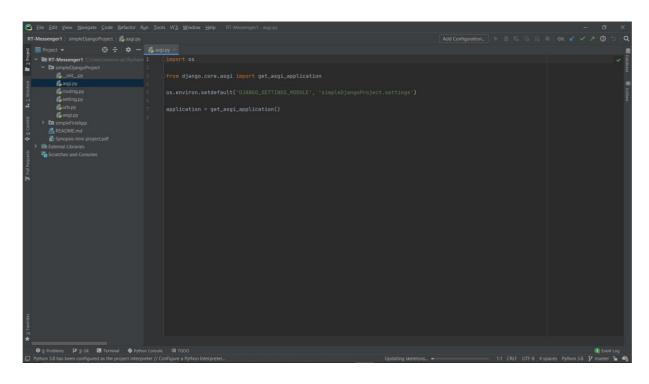
Secondly, this project saves a lot of storage as there would be no use of creating any other database for sending mail to a large number of people.

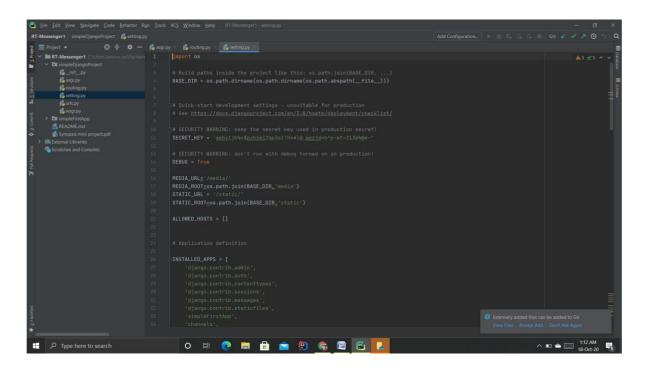
Thirdly, it creates a database of the details entered. This data can be updated any time, very easily and be securely saved.

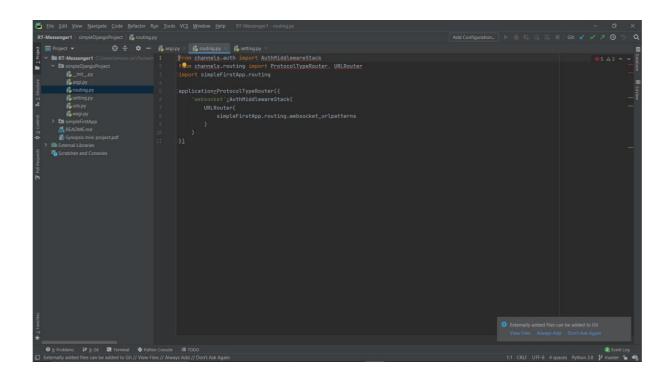
Django is a web building framework based on the Python programming language. It uses a Model-View-Template ("MVT") architecture. Django is being popular because it is fast, secure, and a scalable high-level Python programming for web building. Learning Django is not that easy, but when you get used to it, it has many great functionalities.

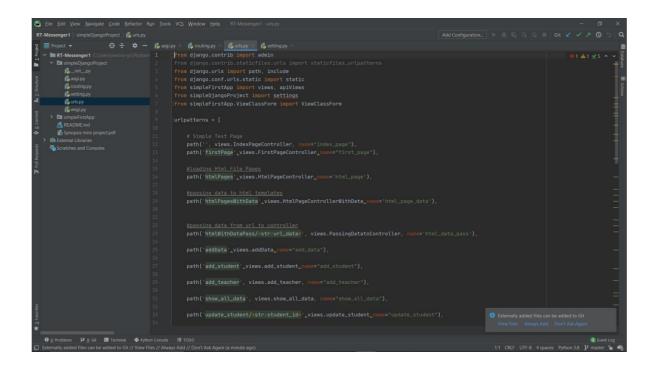


## **Some Screenshots**





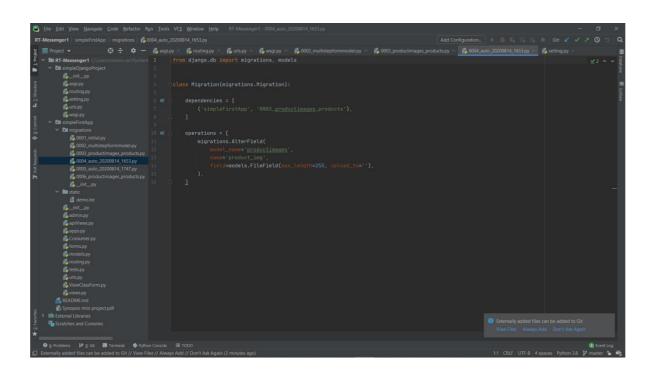




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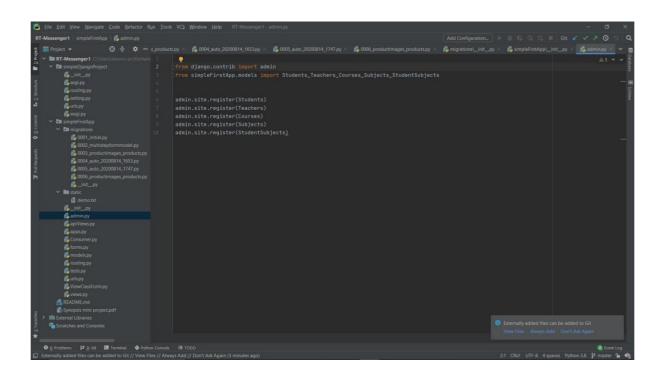
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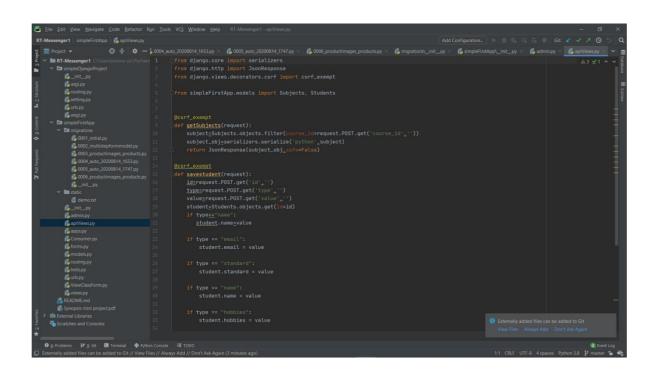


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