MINI PROJECT – I

(2020-21)

Real Time Messenger

SYNOPSIS

Institute of Engineering & Technology

Bachelor of Technology
In
Computer Science and Engineering
Prashant Asthana
Tanishq Tripathi
Shriyanshi Baranwal

Under supervision of:

Mr. Amir Khan

Introduction

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.

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.

.

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