



# A UNIFIED AI INTERFACE FOR MULTI-PROVIDER MODEL INTEGRATION







# MAJOR PROJECT PRESENTATION

Under the Guidance of-Dr. Shiladitya Chowdhury

**SUBJECT CODE: MCAN 482** 

**DEPARTMENT: MASTERS OF COMPUTER APPLICATION** 

**SEMESTER: 4** 

# INTRODUCTION WITH US



**Debopriyo Paul (13071023011)** 



Kuyasha Mandal (13071023019)



Preeti Mitra (13071023025)



Varun Sinha (13071023051)



Hrithik Bajpai (13071023054)

#### PROBLEM STATEMENT

AI chat systems like ChatGPT typically depend on paid APIs, cloud infrastructure, and online authentication, which limits access for students, developers, and privacyfocused users. These constraints make it difficult to use such tools in low-resource or offline environments. This project addresses the problem by creating a GUI-based chatbot using the open-source G4F framework, enabling free, customizable, and private interaction with large language models through local or browser-based providers—without requiring expensive subscriptions or constant internet access.

# What is OMNI AI?

**OMNI AI** is a cost-free, locally running ChatGPT alternative built on the G4F framework. It offers a modular, privacy-focused chat interface with customizable settings.

# Why OMNI AI?

- **Cost-Free:** No need for API keys or paid subscriptions.
- Local Execution: Works offline or with local model inference.
- Modular & Scalable: Easily extendable with new features, providers, or models.
- **Customizable Interface:** Users can tweak settings, switch models, and export conversations.
- **Privacy-First:** User data stays on the local machine, improving trust and confidentiality.

#### **HISTORY**



The first chatbot, created at MIT, simulating a psychotherapist using pattern matching.

An award-winning rule-based chatbot using AIML, a major step in conversational design.

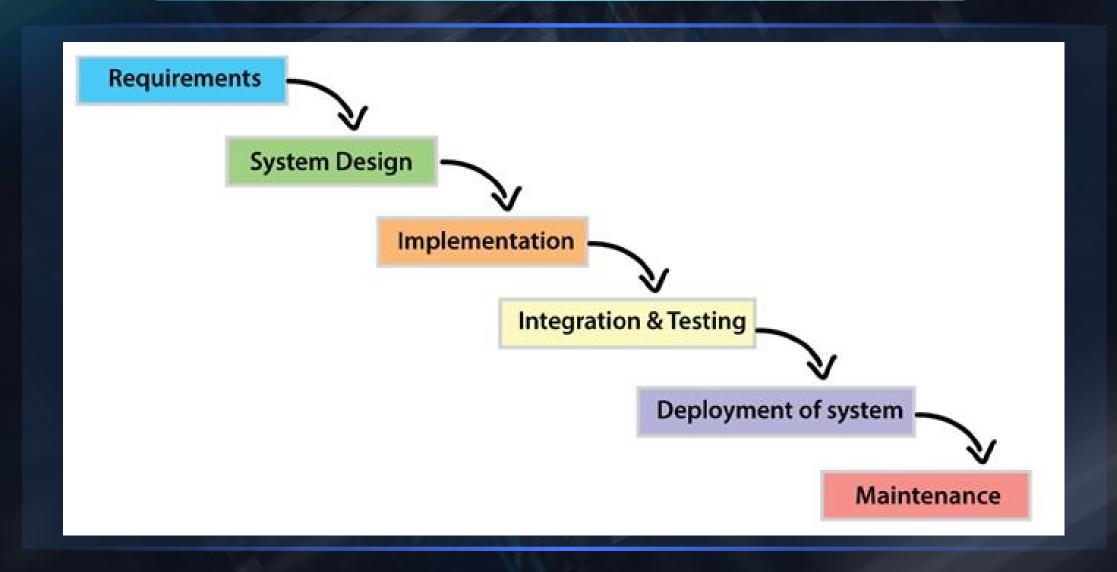
Introduced voicebased AI assistance to smartphones, marking the rise of virtual assistants.. A deep learning
breakthrough
enabling human-like
text generation and
flexible dialogue.

Brought advanced conversational AI to the public, setting new standards for chatbot interaction.

#### **INTRODUCTION TO OMNI AI**

"Omni AI is a local, open-source chat interface built on the G4F framework. It enables free, API-free interaction with LLMs, focusing on privacy, modularity, and offline access."

#### SOFTWARE DEVELOPMENT LIFE CYCLE



#### **COCOMO**

Feature	Organic	Semi-Detached	Embedded
<b>Project Size</b>	Small to medium	Medium to large	Very large
Complexity	Low	Moderate	High
Application Domain	Well-understood and familiar	Some new elements but mostly known	Novel or strictly constrained domains

#### Types of Software Projects According to COCOMO Model

Software Projects	a	b	c	d
Organic	2.4	1.05	2.5	0.38
Semi-Detached	3.0	1.12	2.5	0.35
Embedded	3.6	1.20	2.5	0.32

Coefficients and Exponents Values According to Software Projects

#### **COCOMO**

Effort 
$$(PM) = a * (KLOC) ^ b$$

Development Time (T) =  $c * (Effort) ^ d$ 

Person Required = Effort / Development Time

#### Where:

- KLOC = Thousands of Lines of Code
- a, b, c, d = constants based on project type

Total LOC = 1500 (i.e, 1.5 KLOC)

Assuming the project is of organic type,

Effort =  $2.4 * (1.5) ^ 1.05 = 3.673$  person-months

Development Time =  $2.5 * (3.673) ^ 0.38 = 4$  months

#### SPECIFICATION WE USED

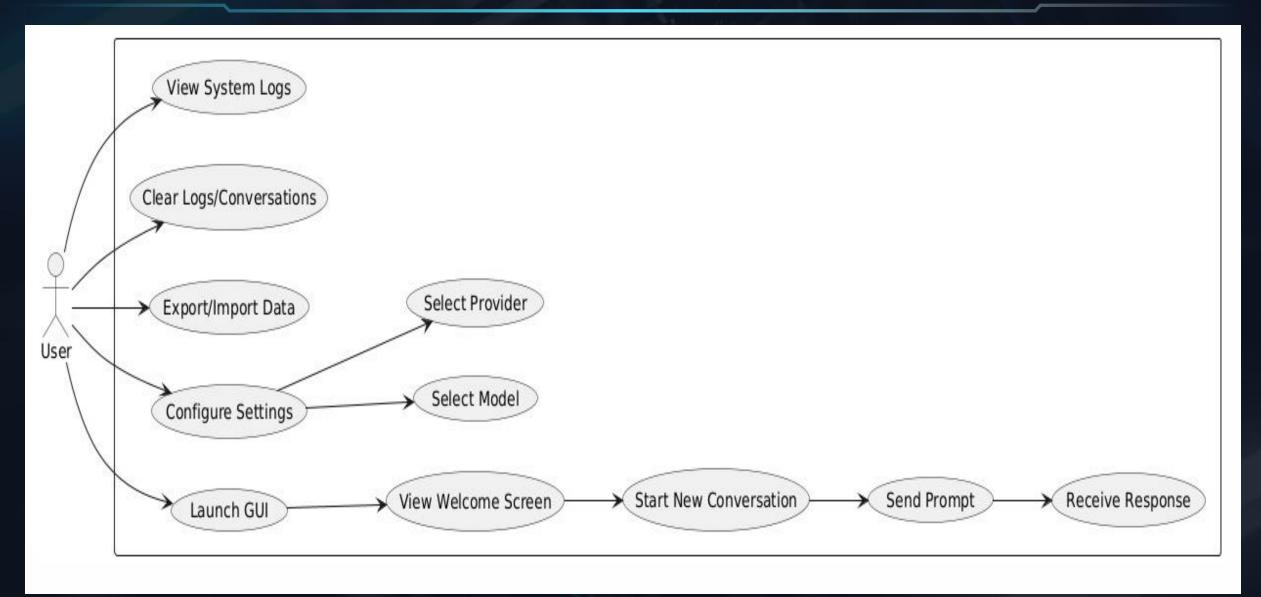
Processor: Intel(R) Core(TM) i5-1035G1 CPU @ 1.00Ghz

Installed RAM: 8.00 GB (7.77 GB usable)

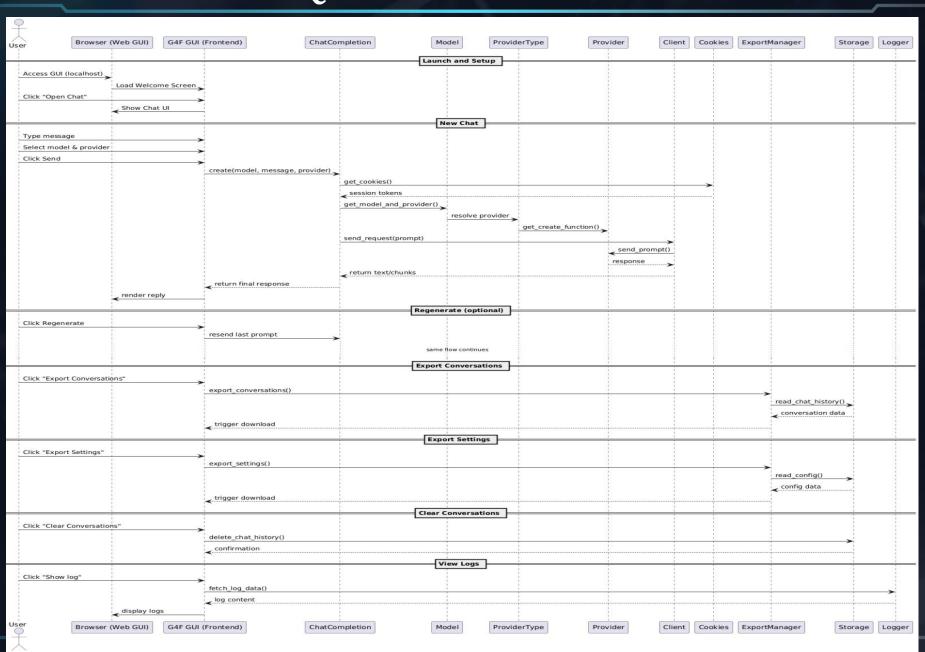
Graphics Card: NVIDIA GeForce MX250 (2 GB), Intel(R) UHD Graphics (128 MB)

Storage: 932 GB HDD ST1000LM035-1RK172, 238 GB SSD NVMe SAMSUNG MZVLB256HBHQ-000L2

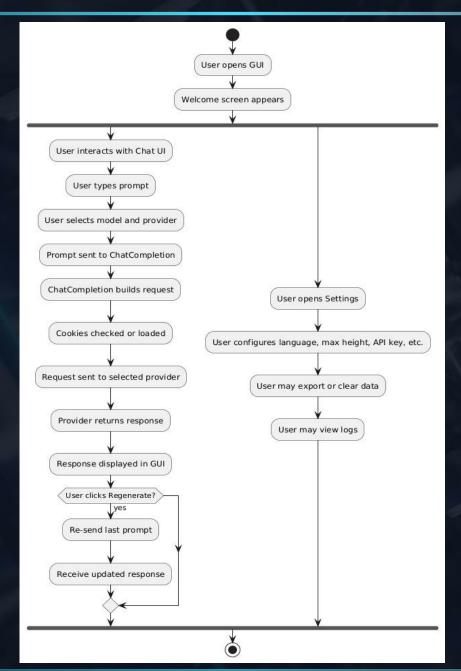
#### USE CASE DIAGRAM



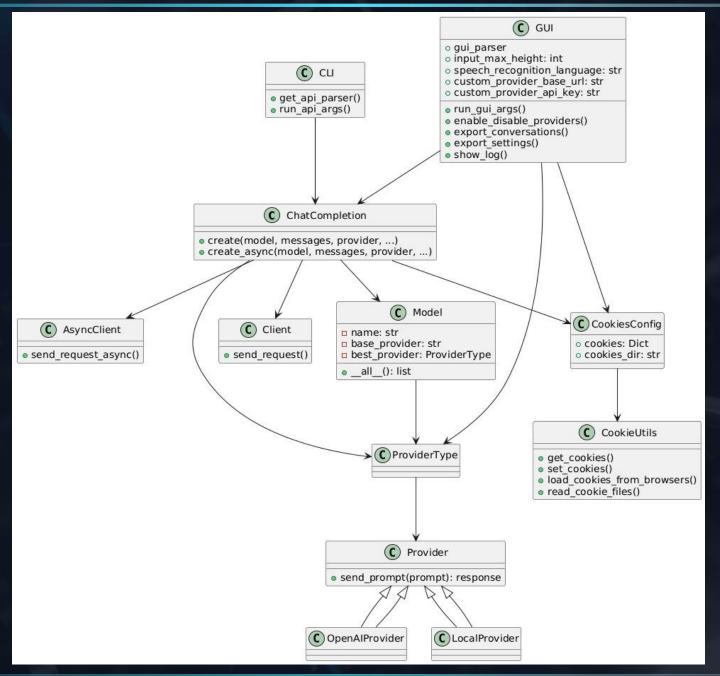
# SEQUENCE DIAGRAM



#### **ACTIVITY DIAGRAM**



#### **CLASS DIAGRAM**



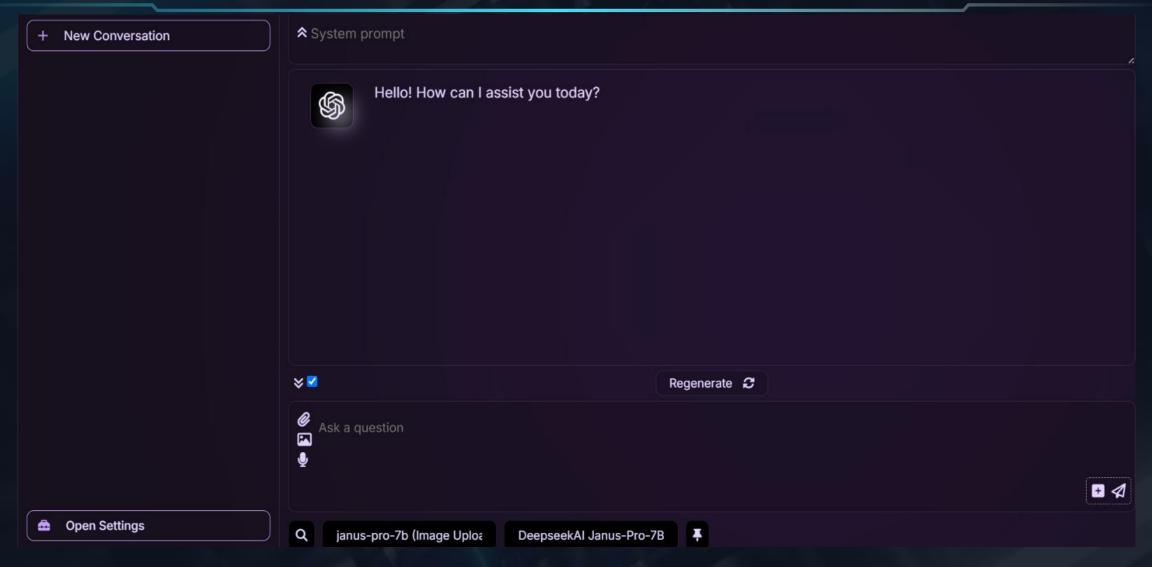
#### **OMNI AI**

Welcome to the Omni Al! Your Al assistant is ready to assist you.

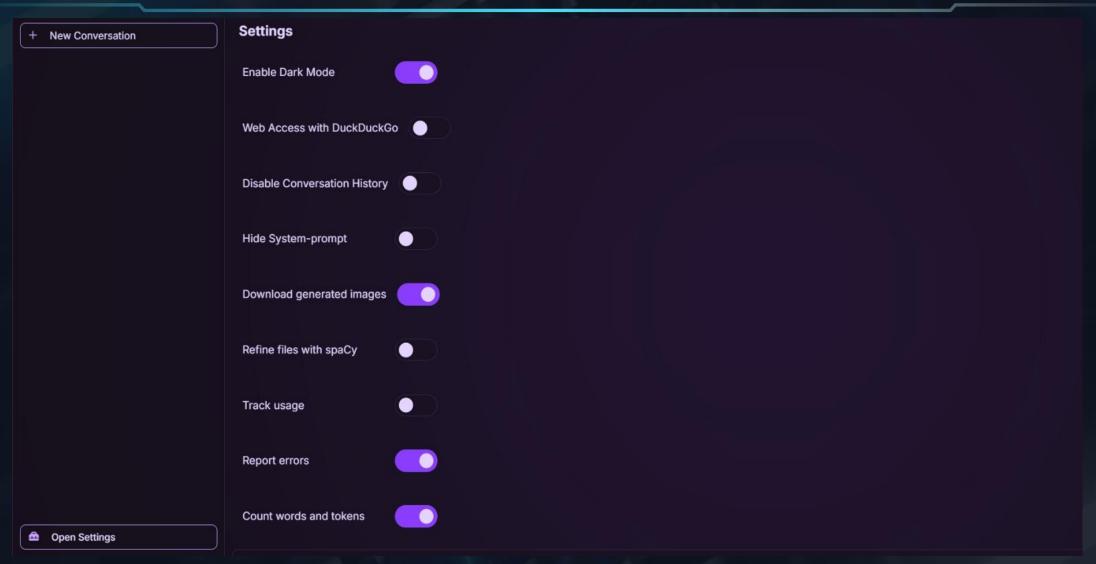
**Open Chat** 

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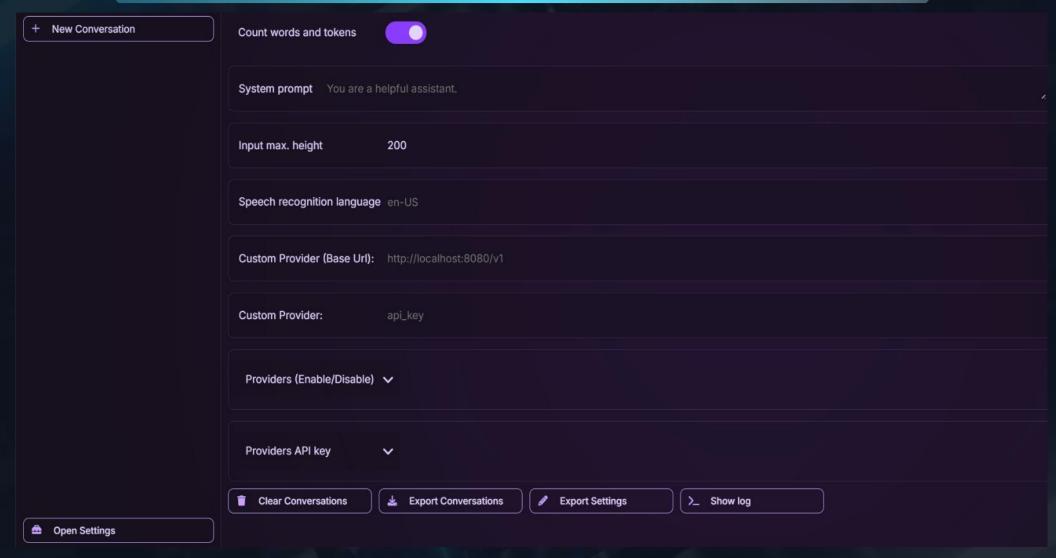
Welcome Screen



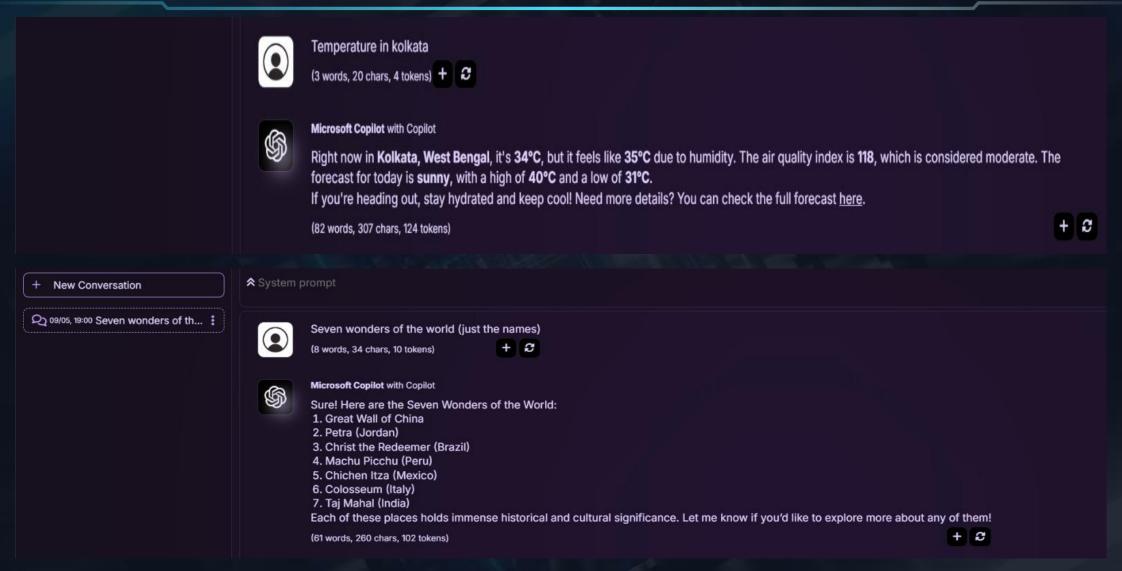
Chat History on the left side, Query Submission and Response on the right side



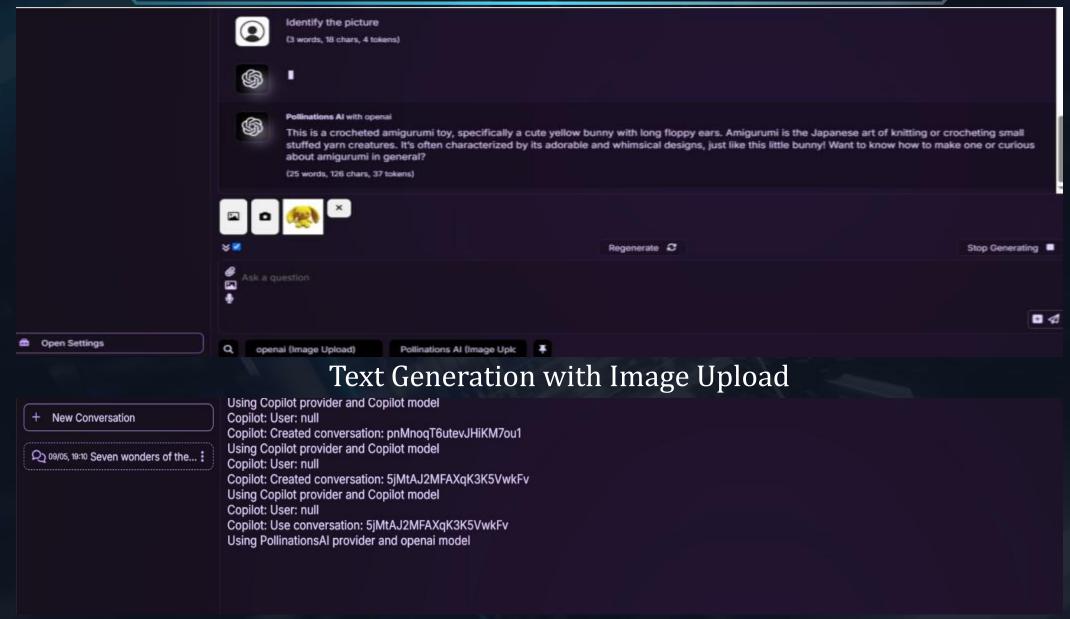
**Settings Page** 



Settings Page. Options for Clear, Export Conversations, Export Settings and Log View



**Text Generation** 



Log View

# **TESTING**

Requirement ID	Description	Design Module	Implementation Code	Test Case ID
FR-01	Chat Interface Validation	GUI → Chat Window	gui.py	TC-01
FR-02	Query Submission & Response	GUI + Provider Interface	gui.py, provider.py	TC-02
FR-03	Model Communication	ChatClient & Model Provider	client.py, provider.py	TC-03
FR-04	Session Persistence	Cookies & Session Manager	cookies.py	TC-04
FR-05	Error Handling	Error Catching Layer	errors.py	TC-05

# **TESTING**

Test Case ID	Description	Result	Status	
TC-01	C-01 Validate input field in chat Text box does not send empty or invalid inputs		PASS	
TC-02	Send query and receive reply	Model responds with generated output upon valid query	PASS	
TC-03	Verify API call to model provider	Proper API payload sent, and valid response parsed correctly	PASS	
TC-04	Cookie/session data stored	Session ID is saved and reused properly for consistent interaction	PASS	
TC-05	Error response on failure	When model API fails, error is caught and user is shown friendly message	PASS	

#### **FUTURE SCOPE**

- **Voice Interaction and TTS:** Enhancing the speech recognition feature by integrating text\_x0002\_to-speech (TTS) would enable a full voice-based AI assistant. This would be valuable in accessibility-focused use cases or mobile deployments.
- Browser Plugin and Web App Deployment: By extending the application as a browser extension or deploying it as a web app, users could have real-time AI support across different platforms or integrate it directly into their workflow.
- Multi-language and Translation Features: Supporting multiple languages and integrating real-time translation features would increase the global usability of the platform, especially for users who prefer to chat in non-English languages.
- Integration of Local LLMs: Future versions of the system can include support for fully local LLMs like LLaMA 3 or Mistral, removing even the need for remote APIs. This would provide complete offline functionality, ideal for educational institutions or restricted environments.

#### **CONCLUSION**

In conclusion, the G4F-based ChatGPT system successfully demonstrates a practical and cost\_x0002\_free alternative to commercial LLM platforms. By combining the flexibility of the G4F backend with a user-friendly GUI, the project provides an accessible conversational AI experience that can be customized, extended, and deployed locally. Its modular design, provider abstraction, and configuration options make it suitable for both casual users and developers.

#### **REFERENCES / BIBLIOGRAPHY**

- Ian Sommerville, "Software Engineering" (10th Edition): Used for guidelines on software project planning, design methodologies, SRS documentation, and quality assurance principles.
- Roger S. Pressman, "Software Engineering: A Practitioner's Approach" (7th Edition): Provided foundational concepts on risk management, procedural design, and modular software architecture.
- Stuart Russell and Peter Norvig, "Artificial Intelligence: A Modern Approach" (3rd Edition): Referenced for understanding AI systems, natural language processing, and large language model behaviors.
- Python Documentation: Official reference for Python syntax, modules like tkinter, asyncio, and standard development practices used in the project.
- Jan.ai Documentation: Used to explore local LLM APIs and OpenAI-compatible interface design.
- OpenAI API Reference: Studied to emulate request-response formats and token usage features within the GUI.
- IEEE Software Engineering Standards (IEEE 830-1998): Helped structure the Software Requirements Specification (SRS) and quality planning sections.

