

Project Report Template

1 INTRODUCTION

1.1 Overview

A brief description about your project

1.2 Purpose

The use of this project. What can be achieved using this.

2 Problem Definition & Design Thinking

2.1 Empathy Map

Paste the empathy map screenshot

2.2 Ideation & Brainstorming Map

Paste the Ideation & brainstorming map screenshot

3 RESULT

Final findings (Output) of the project along with screenshots.

4 ADVANTAGES & DISADVANTAGES

List of advantages and disadvantages of the proposed solution

5 APPLICATIONS

The areas where this solution can be applied

6 CONCLUSION

Conclusion summarizing the entire work and findings.

7 FUTURE SCOPE

Enhancements that can be made in the future.

8 APPENDIX

A. Source Code

Attach the code for the solution built

1. Introduction

Welcome to our chatting app! Our app is designed to provide you with a convenient and user-friendly platform to connect with friends, family, and colleagues. With our app, you can easily send messages, make voice and video calls, share photos and videos, and create group chats.

Our app is perfect for keeping in touch with loved ones who live far away, as well as for staying connected with your social and professional networks. We offer a range of features and tools to help you personalize your chat experience, including customizable chat backgrounds .

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1.1 Overview

Most chatting apps offer a range of features, including private and group messaging, voice and video calls, file sharing, and the ability to customize chat settings. Many chatting apps also integrate with social media platforms, allowing users to share photos, videos, and other content.

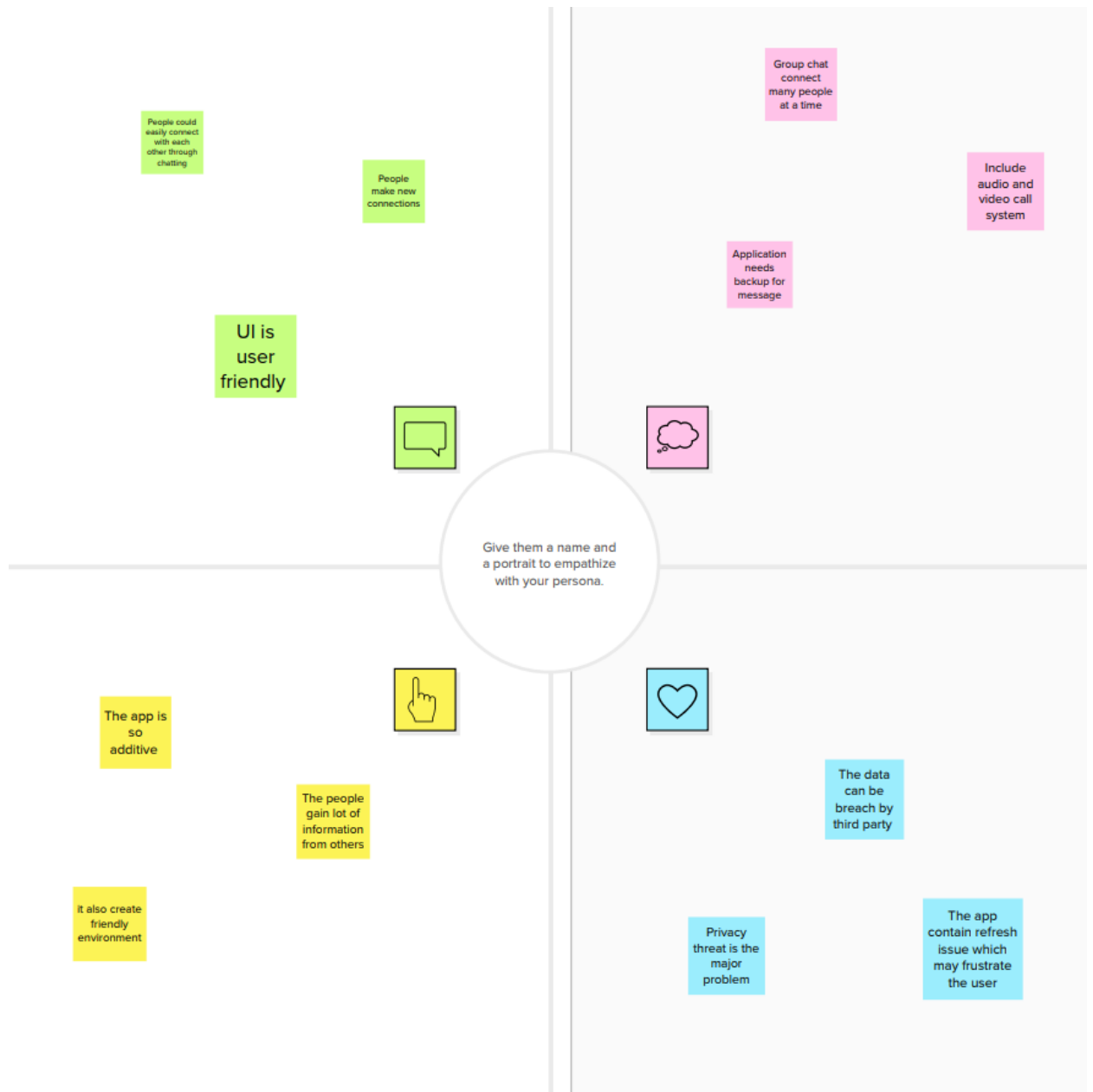
Chatting apps can be used for personal and professional communication. They are widely used for socializing, keeping in touch with loved ones, and making new friends. In a professional setting, chatting apps are used for collaboration and teamwork, allowing team members to share information and ideas in real-time.

1.2 Purpose

The purpose of a chatting app is to provide a convenient and efficient way for users to communicate with each other in real-time. Chatting apps allow users to send and receive text, voice, and video messages, share files, and make voice and video calls. The main purpose of a chatting app is to facilitate communication between individuals, groups, or teams in a fast and convenient way, regardless of their location or time zone.

2.PROBLEM DEFINIITION & DESIGN THINKING

2.1Empathy map



2.2Brain storm

2

Brainstorm

Write down any ideas that come to mind that address your problem statement.

🕒 10 minutes

TIP

You can select a sticky note and hit the pencil [switch to sketch] icon to start drawing!

Type your heading...

Person 1

you can rate the chatting app and mention the reason

The user can change light theme or dark theme

They can also send gif and sticker

Person 3

Group chatting is used connect many people

by allowing permission to camera and location

we can use to audio call and video call

Person 2

The usage of app is tracked and we can see in weekly report

The message are backup once in a week

The user can change the profile

Person 4

the notification alert indicate the message

we can communicate with long distance people

They can send image and document

3

Group ideas

Take turns sharing your ideas while clustering similar or related notes as you go. Once all sticky notes have been grouped, give each cluster a sentence-like label. If a cluster is bigger than six sticky notes, try and see if you can break it up into smaller sub-groups.

🕒 20 minutes

Features

You can
decide your
message
tone

Feature the
alert the
user
message

You can rate
the app and
mention the
reason

Functions

we see the
message
anywhere
and any time

they can
send image
and

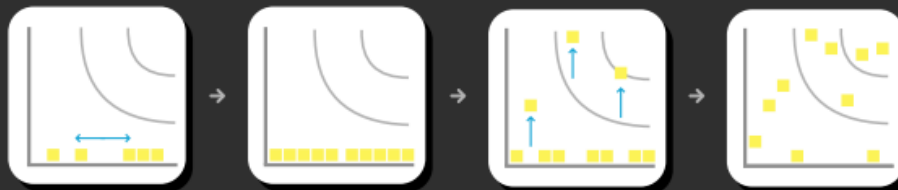
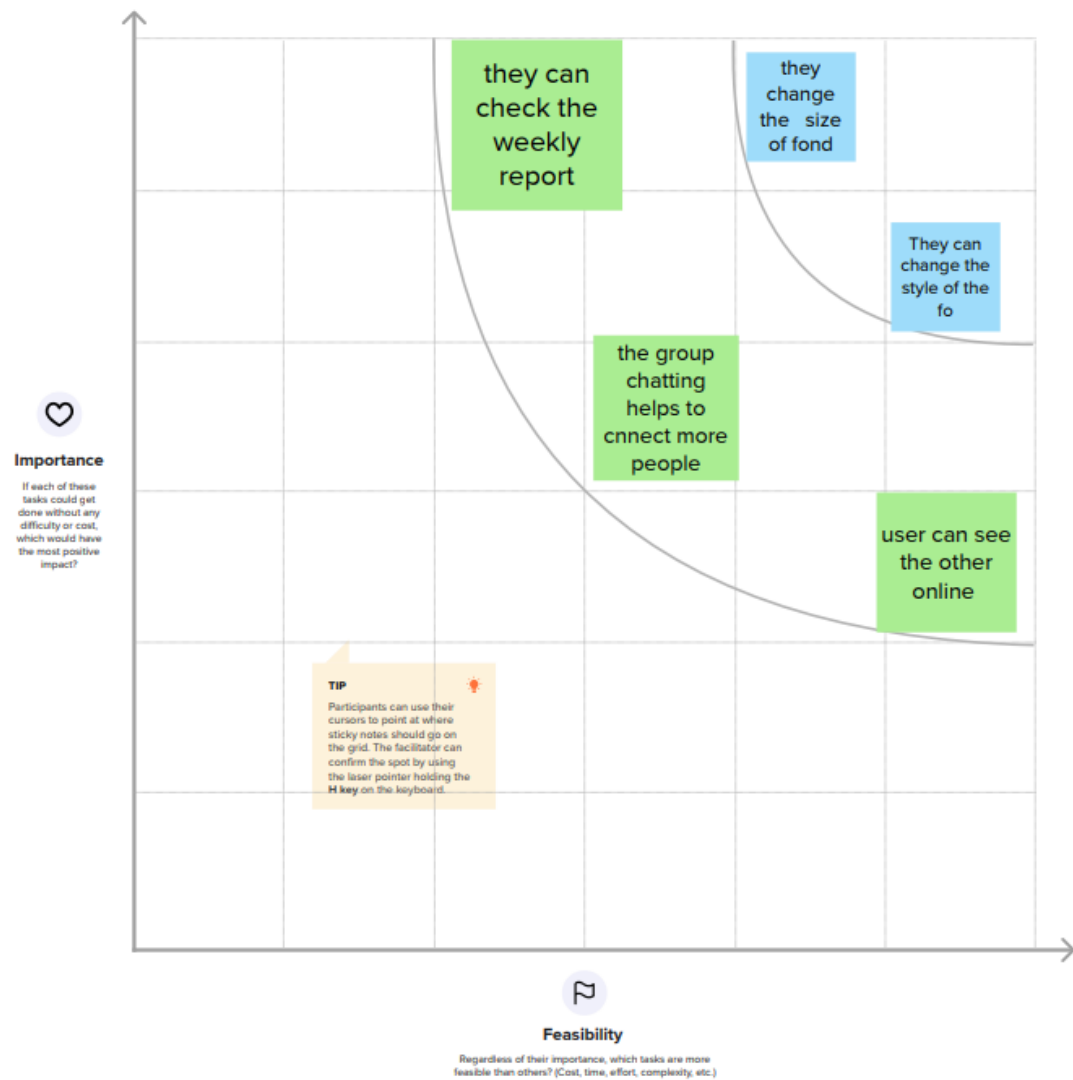
The user
can
view weekly
report

4

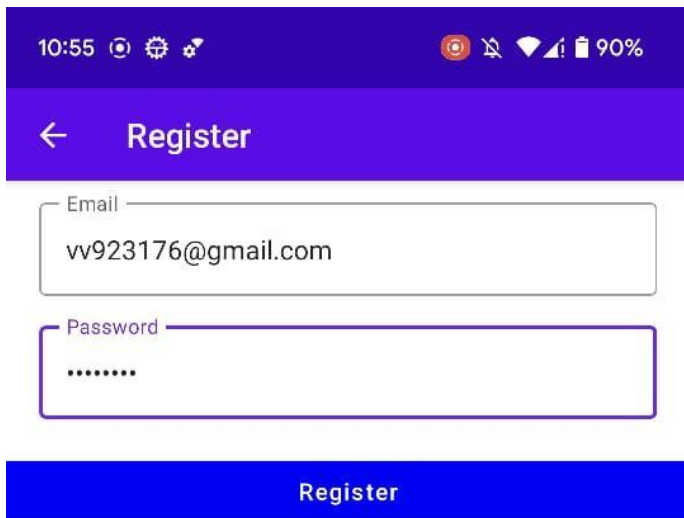
Prioritize

Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.

⌚ 20 minutes



RESULT



A screenshot of a mobile application's registration screen. The status bar at the top shows the time 10:55, various icons, and a 90% battery level. The app's header is purple with a back arrow and the word "Register". Below the header are two input fields: "Email" containing "vv923176@gmail.com" and "Password" containing seven dots. At the bottom is a blue button labeled "Register".

10:55

Register

Email

vv923176@gmail.com

Password

.....

Register



2:17



VoLTE
LTE
54%



Type Your Message

hi



2:02



VoLTE

LTE



LTE

55%



hi

hi

hi

Type Your Message

hi



ADVANTAGE & DISADVANTAGES

Advantages:

Convenience: Chatting apps provide an easy and convenient way of communication, allowing users to stay in touch with friends, family, and colleagues regardless of their location.

Cost-effective: Chatting apps are typically free or charge minimal fees, making them a cost-effective option for communication.

Group communication: Chatting apps enable group communication, making it easier for users to communicate with multiple people simultaneously.

Rich media sharing: Chatting apps allow users to share rich media such as images, videos, and audio files, making conversations more engaging and interactive.

Disadvantages:

Distraction: Chatting apps can be distracting, leading to decreased productivity and concentration levels.

Addiction: Chatting apps can be addictive, leading to excessive use and social isolation.

Miscommunication: Chatting apps can sometimes lead to misunderstandings due to the lack of non-verbal cues and tone of voice.

Privacy concerns: While chatting apps offer security measures, there are still privacy concerns associated with the collection and use of personal data.

Health concerns: Excessive use of chatting apps can lead to physical health issues such as eye strain, neck pain, and headaches.

APPLICATION

1. Personal communication: Chatting apps are used for personal communication to keep in touch with friends and family members, no matter where they are located.

Professional communication: Chatting apps are used for professional communication, such as messaging between colleagues, sharing files and documents, and scheduling appointments.

Customer service: Chatting apps are used by businesses to provide customer service and support, allowing customers to chat with representatives to resolve issues and ask questions.

Marketing: Chatting apps are used by businesses for marketing and promotional purposes, such as sending out targeted messages and offers to customers.

Social networking: Chatting apps are used for social networking, allowing users to meet new people, make friends, and join communities based on shared interests.

CONCLUSION

In conclusion, chatting apps have revolutionized the way we communicate with each other, providing a fast, efficient, and convenient way for people to stay in touch regardless of their location. With the rise of smartphones and other mobile devices, chatting apps have become increasingly popular and widely used, offering a range of features such as group chat, file sharing, emojis, stickers, and video calling.

Chatting apps have various applications, including personal communication, professional communication, customer service, marketing, social networking, education, and healthcare. They have become an essential tool for communication and collaboration, enabling people to stay connected and productive.

FUTURE SCOPE

Location sharing by adding location sharing features users can sharing features, users can share can share their location with friends or family members, making it easier to meet up or find each other in real-time.

File sharing: The ability to share files through Chat connect can be useful for businesses or individuals who need to share documents or images quickly and easily.

APPENDIX

SOURCE CODE:

App

<https://github.com/Ramanan3/Chatting-app/tree/main/Chat-Connect-App-master>

gradle/wrapper

<https://github.com/Ramanan3/Chatting-app/tree/main/Chat-Connect-App-master/gradle/wrapper>

build.gradle

<https://github.com/Ramanan3/Chatting-app/blob/main/Chat-Connect-App-master/build.gradle>

gradle.properties

<https://github.com/Ramanan3/Chatting-app/blob/main/Chat-Connect-App-master/gradle.properties>

gradlew

<https://github.com/Ramanan3/Chatting-app/blob/main/Chat-Connect-App-master/gradlew>

gradlew.bat

<https://github.com/Ramanan3/Chatting-app/blob/main/Chat-Connect-App-master/gradlew.bat>

setting.gradle

<https://github.com/Ramanan3/Chatting-app/blob/main/Chat-Connect-App-master/settings.gradle>

