Assignment Name: Online Chat Aplication Project Report

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Abstract—**Teleconferencing or Chatting, is a method of using technology to bring people and ideas together despite of the geographical barri- ers. The technology has been available for years but the acceptance it was quit recent. Our project is an example of a chat server.**

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Index Terms—**The word mostly used in your report.**

I. INTRODUCTION

Communication is a mean for people to exchange messages. It has started since the beginning of human creation. Distant communication began as early as 1800 century with the introduction of television, telegraph and then telephony. Interestingly enough, telephone communication stands out as the fastest growing technology, from fixed line to mobile wireless, from voice call to data transfer. The emergence of computer network and telecommunication technologies bears the same objective that is to allow people to communicate. All this while, much efforts has been drawn towards consolidating the device into one and therefore indiscriminate the services. Chatting is a method of using technology to bring people and ideas together despite of the geograph- ical barriers. The technology has been available for years but the acceptance it was quit recent. Our project is an example of a chat server. It is made up of applications the client application which runs on the users mobile and server application which runs on any pc on the network. To start chatting our client should get connected to server where they can do Group and private chatting Chatting is now-a-days very useful to express our ideas as well as receive others ideas on any topic. Chats reflect the recent trends of the society. Sometimes, it is possible to meet eminent people in chatting and have their advice.

Chatting, is a method of using technology to bring people and ideas "together" despite of the geographical barriers. The technology has been available for years but the acceptance it was quit recent. My project is an example of a chat server. It is made up of 2 applications the client application, which runs on the user's Pc and server application, which runs on any Pc on the network. To start chatting client should get connected to server where they can practice two kinds of chatting, public one (message is broadcasted to all connected users) and private one (between any 2 users only) and during the last one security measures were taken voice communication system became down then text chatting can be done

II. LITERATURE REVIEW

A lot of Research has been carried out on chatting because it is important to know how much research has been done in chatting. Their description is as follows: Avinas Bamane et al. proposed Enhanced Chat Application, in this research paper they added a new feature in chatting which is paint tool box, with the help of paint tool box now user can create their 2D Diagram such as line, triangle, rectangle, square etc. and then can send to their online chatting partner. In previous research technique there is no such kind of function in which user can write their own diagram so writer introduce this research.[1] Maha Sabri Altemam proposed their research paper on Voice Chat Application using Socket Programming, in this research paper used socket programming to record their voice and later sending it to their communication partner,

III. PROPOSED METHODOLOGY

The methodology you work, explain here with code and other items.

A. Purpose

However , the purpose of this project is to develop a java chat application. The objective of this process is as follows;

1) To develop an instant messaging solution to enable users to seamlessly communicate with each other:

2) The project should be very easy to use enabling even a novice person to use it.:

B. Feature

1) Welcome Page:
2) Registartion:
3) Login Page:
4) Profile Picture:
5) Online Status:
6) Logout:

C. Requirements

Language : HTML, CSS, JS

Tools: Visual Studio Code, Xampp, MySQL Server

IV. PROJECT SUMMARY

A. Project Background

The previous work of this already exists. The similar application can be found on the project either Android market. This project will focus on pro- viding high quality usability experiences to users mainly following Googles user interface guideline. Experiments The application will be tested on a test group to improve the usability quality based on the user's feedback.

B. Functional Requirements

1) User Registration: User must be able to register for the application through a valid phone number. On installing the application, user must be prompted to reg- ister their phone number. If user skips this step, application should close. The users phone number will be the unique identifier of his/her account on Chat Application

2) Send Message: User should be able to send instant message to any contact on his/her Chat Application contact list. User should be notified when message is successfully delivered to the recipient by displaying a tick sign next to the message sent.

3) Message Status: User must be able to get information on whether the message sent has been read by the intended recipient. If recipient reads the message, 2 ticks must appear next to the message read

C. Non Functional Requirements

1) Privacy: Messages shared between users should be encrypted to maintain pri- vacy. 2. Robustness In case users device crashes, a backup of their chat history must be stored on remote database servers to enable recoverability.

2) Performance: System must be lightweight and must send messages instantly,

3) Robustness: In case users device crashes, a backup of their chat history must be stored on remote database servers to enable recoverability.
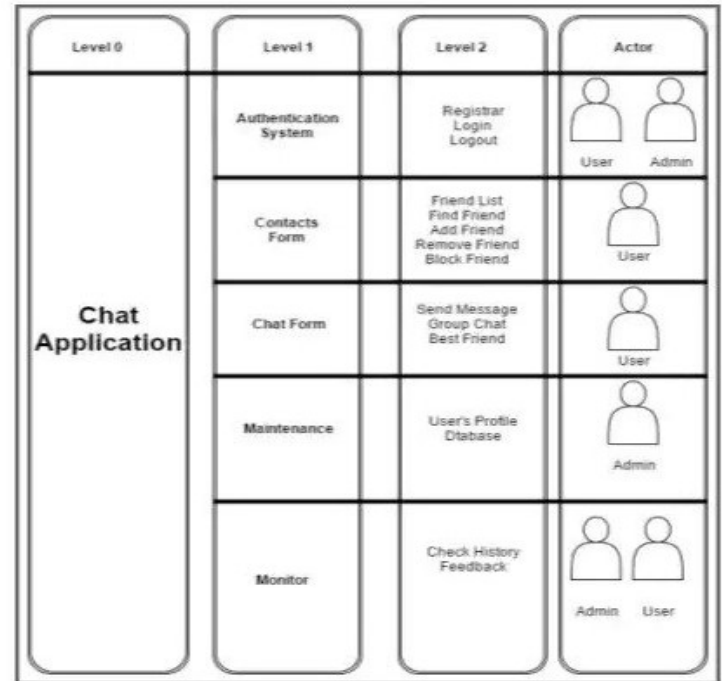
4) Use Case Diagram:

Figure 1: Use Case Table of Chat Application

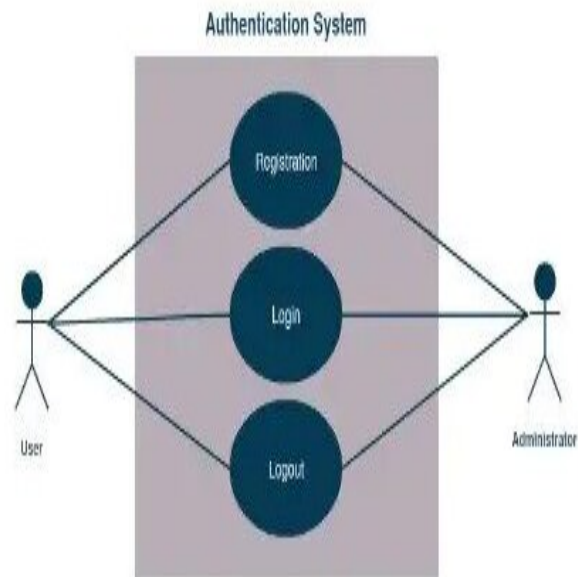*5) Authentication-System:*

Figure 2: Use Case Diagram of Authentication System

V. CONCLUSION AND FUTURE WORK

There is always a room for improvements in any apps. Right now we are just dealing with text communication. There are several android apps which serve similar purpose as this project, but these apps were rather difficult to use and provide

confusing interfaces. A positive first impression is essential in human relationship as well as in human computer interaction. This project hopes to develop a chat service Android app with high quality user interface.

In future we may be extended to include features such as:

1) *File Transfer:*
2) *Audio Call:*
3) *Group Chat:*

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