

Dharamsinh Desai University

Team name : ChatTech

Project name : I-messenger

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Submitted by

DUHacks 2.0

Project Profile

Project title	I – messenger
Team name	ChatTech
Team size	3
Operating system	Microsoft Windows 10
Front end used	HTML, CSS, JavaScript & php
Back end used	MySql database
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1. Introduction

1. Introduction

1.1. Background

1.2. Objectives

1.3. Purpose and scope



1. Introduction :

I-messenger is a type of unique web application. I-messenger is an instant messaging web application. It provide

Project name : **i-messenger**

1.1 Background:

I-messenger is used to send message and exchange photos, upload video, images, audio and pdf. It is provide other facility like

- ☞ Generate text message pdf in particular user or all user.
- ☞ Create group and communicate multiple user.
- ☞ Show all user story and upload story.

The user can sign in first, then login and take functionalities of all the features of this web app

1.2 Objective:

- ☞ To communicate other user easily in anytime and anywhere.
- ☞ You can send information easily.
- ☞ You can search friends easily.
- ☞ Upload story easily.
- ☞ Show all user stories.
- ☞ Upload images, pdf, audio and video etc.

1.3 Purpose & scope :

The system will be mainly design for small a social media in provide services users..

- ☞ You can represent your expression or event using story.
- ☞ It also use to change your profile image.



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Project Title : i-messenger

- ☞ This web application is support to sending data, or file like audio, video, pdf, images
- ☞ This web application is also generate pdf of user text message.
- ☞ This web application is easy to search in other user and send messages.



2. Requirement and system analysis

2. Requirement and system analysis

- 2.1 Problem definition
- 2.2 Requirement specification
- 2.3 Hardware and software requirement
- 2.4 Preliminary production description
- 2.5 Feasibility study



2.1 Problem definition

i-messenger is a one type of web application. This system is used to send a data, to send a personal document, to create group and communicate multiple user and show all user story and upload your story. There are many problems in other system. Like high network speed, low response in browser, not generate pdf in text message.

Network speed

- ☞ Other web applications require high network speeds while these web applications can work easily even if they have low network.
- ☞ This system is also work in smoothly in browser.

Performance

Performance of other web apps is low in browsers when performance of these web applications is good in any browser.

Generate pdf to message

You can generate pdf in important text message in particular user and all user

Story size is low

Other application upload story only 30 sec or 1min. But this application is store 500Mb (0.5 GB) story.

2.2 Requirement specification

There are two type of requirement specification.

1. Functional requirement specification
2. Non – functional requirement specification

Functional requirement specification

User



You can sign and login this system whenever you authenticated person you can perform all operation like update profile, chatting etc.

☞ Chat

This feature can be used for chatting. Use to view messages sent by other users and to send messages to other users.

☞ Story

This feature can be used for story. You can represent your expression or event using story. You can easily upload your story and show all users story. This story size is allowed 500Mb.

☞ Add user

You can add many friends in our system. You can register in multiple accounts in this system.

☞ Create Group

This functionality is use to create group to join multiple user. Group admin is update group data, delete group, add other user, remove user.

☞ Generate pdf

This functionality is use to create pdf in text message to in particular message, all user and group message.

☞ Show all uploaded and receiving file in full screen

You can show all uploaded file in small screen preview and full screen preview and easily download a file.

⊕ Non – functional requirement specification

☞ Security

This web application is provide high security.



☞ Performance

Performance of other web apps is low in browsers when performance of these web applications is good in any browser.

2.3 Hardware & Software requirement

Software and hardware needed for the development and implementation of our project. There are following hardware us required for this system.

1. 512 MB RAM
2. 32 GB Hard Disk
3. Printer(optional)
4. Power backup

There are following software is required for the system.



1. Mysql database
2. Web browser
3. Xampp server/ wamp server

2.4 Preliminary Production Description

In our project the preliminary work has been started and I gathered client's requirements, now I am designing after that we are going to start design for project.

HTML (Hyper Text Markup Language)

HTML stands for Hyper Text Markup Language. HTML is not only way to present information on the web, but it's the glue that holds everything to gather. In addition to being a markup language for displaying text, images and multimedia, HTML provides instructions to web browsers in order to control how documents are viewed and how they relate to each other. For all its simplicity, HTML is a very powerful language.



- ☞ HTML stands for Hyper Text Markup Language.
- ☞ An HTML file is a text file containing small markup tags.
- ☞ The markup tags tell the web browser how to display to the page.
- ☞ An HTML file must have an HTM or HTML extension.
- ☞ An html file can be created using a simple text editor.

PHP (Hypertext Pre-Processor)

PHP is a scripting language originally designed for producing dynamic web pages. It has evolved to include a command line interface capability and can be used in standalone graphical applications.

While PHP was originally created by **Rasmus Lerdorf** in **1995**, the main implementation of PHP is now produced by the PHP Group and serves as the defector standard for PHP as there is no formal specifications. PHP is free software released under the PHP license; however it is incompatible with the GNU general public license (GPL), due to restrictions on the uses of the term PHP.

PHP is a widely-used general-purpose scripting language that is especially suited for web development and can be embedded into HTML. PHP has grown from simple beginnings to a full-fledged object oriented language that can run both windows and UNIX/Linux platforms. The main advantages of using PHP over other platforms, such as Java or .net, are that it is smaller, much simpler to install, and more lightweight, needing only a fraction of the memory of the Java runtime of the .Net CLR. Since it is an open source language and we do not have to purpose it, it seemed best choice for the development of our project as we had to maintain a very low budget throughout our project.

Feature of PHP



The following features of PHP are

- ✓ Simplicity
- ✓ Portability
- ✓ Speed
- ✓ Open source
- ✓ Extensible



- ✓ XML and database support

JavaScript

Java script is a scripting language used to enable programmatic access to objects within other applications. It was developed by **Brendan Eich**.

It is primarily used in the form of client-side JavaScript for the development of dynamic website. Java script is a dialect of the ECMA script standard and is characterized as a dynamic, weakly typed, prototype-based language with first-class functions. Java script was influenced by many languages and was designed to look like java, but be easier for non-programmers to work with.

Java script, despite the name, is essentially unrelated to the java programming language even though the two does have superficial similarities. Both languages use syntaxes influenced by that of C syntax, and java script copies many java names and naming conventions. The language's name is the result of a co-marketing deal between Netscape and Sun, in exchange for Netscape building sun's Java runtime with their then-dominant browser. The key design principles within Java Script are inherited from the self and scheme programming languages.

"JavaScript" is a trademark of sun microsystems. It was used under licences for technology invented and implemented by Netscape Communications and current entities such as the Mozilla Foundation.



CSS (Cascading Style Sheet)

Cascading Style Sheets (CSS) is a style sheet language used to describe the presentation (that is, the look and formatting) of a document written in a Markup language. Its most common application is to style web pages written in HTML and XHTML, but the language can be applied to any kind of XML document, including SVG and XUL.

CSS is designed primarily to enable the separation of document content (written in HTML or a similar markup language) from document presentation, including elements such as the colours, fonts and layout. This separation can improve content accessibility, provide more flexibility and control in the





specification of presentation characteristics, enable multiple pages to share formatting, and reduce complexity and repetition in the structural content (such as by allowing for table less web design).

CSS can also allow the same markup page to be presented in different styles for different rendering methods, such as on-screen, in print, by voice (when read out by a speech-based browser or screen reader) and on braille-based, tactile devices.

MySQL

MySQL is a high-performance, multiuser relational database management system for database driven software applications. Designed around three fundamental principles-speed, stability and ease of use, and freely available under the GNU (General Public License). MySQL has been dubbed “the world’s most popular open-source database” by its parent company, MySQL AB.



Today, MySQL is available for a wide variety of platforms, including Linux, Mac OS and Windows.

Features of MySQL

The following features of MySQL are

- ✓ Speed
- ✓ Reliability
- ✓ Security
- ✓ Scalability and portability
- ✓ Ease of use
- ✓ Compliance with existing standards
- ✓ Wide application support

2.5. Feasibility Study

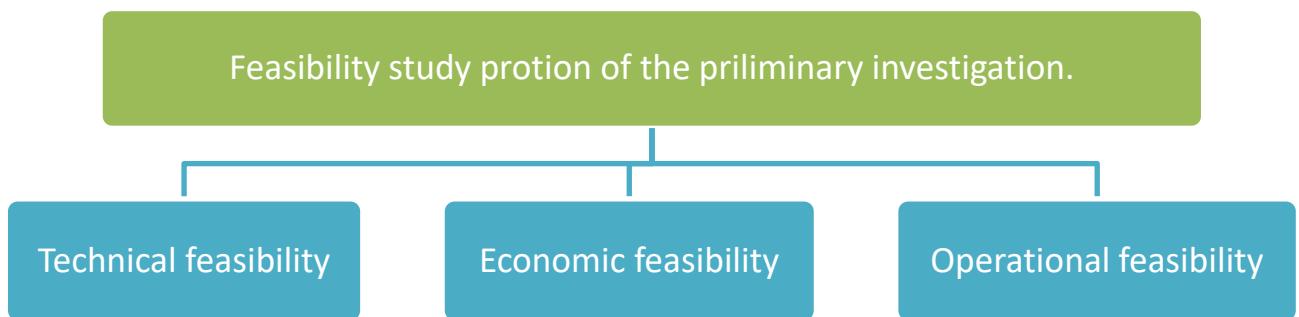
Feasibility study is a test of system proposal according to its workability, impact of the organization, ability to meet needs and effective use of the resources. Feasibility is the determination of whether or not a project is worth doing the process followed and making this determination is called feasibility analysis. This determines whether a project can and should be achieved. Once it has



been determined that a project is feasible, the analyst can go ahead and prepare the project specification which finalizes project requirements.

Generally, feasibility analyses are undertaken within right time constraints and normally conclude in a written and oral feasibility report. The contents and recommendations of such a study will be used as a sound basis for deciding whether to proceed, postpone or cancel the project.

Thus, since the feasibility analysis may lead to the commitment of large resources, it becomes necessary that it should be conducted competently and that no fundamental errors of judgment are made.



1. Technical feasibility

A large part of determining resource has to do with assessing technical feasibility. It considers the technical requirements of the proposed project. The technical requirements are then compared to the technical capability of the organization.

The systems project is considered technically feasible if the internal technical capability is sufficient to support the project requirement.

The analyst must find out whether current technical resource can be upgraded or added to in a manner that fulfils the request under consideration. This is where the expertise of system analysts is beneficial, since using their own experience and their contact with vendors they will be able to answer the question of technical feasibility.

2. Economic feasibility

Economic analysis could also be referred to as cost/ benefit analysis. It is the most frequently used method for evaluating used method for evaluating the effectiveness of a new system. In economic analysis the procedure is to determine the benefit and savings that are expected from a



candidate system and compare them with costs. If benefits outweigh costs, then the decision is made to design and implement the system. An entrepreneur must accurately weigh the cost versus benefits before taking an action.

3. Operational feasibility

Measure how much the proposed system solves the existing system problems. This project is surely operationally feasible because the proposed system (the project) is a good solution maker of the problem or specific solution will work in the existing system and create a good environment towards the user of our application. The project can cover the following activities

- ☞ The new system will be automatic because it will deal with a database.
- ☞ A complete design of the new project system.
- ☞ Will be interactive and user friendly.
- ☞ Will be easy to navigate and manipulate.
- ☞ The system will come up with updated information and register content.
- ☞ The system is user friendly and suitable especially for the user.
- ☞ Minimizing consumption of time and cost.



3. SDLC

3. System

Development Life Cycle

3.1. System development strategies

3.2. Introduction of SDLC

3.3. Phases of SDLC

3.4. Application of SDLC method

3.5. Limitation of SDLC

3.6. Advantages of SDLC method



3. SDLC

System development strategies

- ☞ Computer information systems serve many different purposes, variety from the processing of business transactions for providing information needed to decide recurring issues, supporting senior officials with different strategy formulation, and linking office information and corporate data.
- ☞ In some instances, the factors to be considered in information system projects, such as the most appropriate feature of computer or communication technology to be applied, the impact of a new system on the people in a compact, and the specific features the system should have can be determined in a sequential fashion.
- ☞ These different situations are represented by three separate approaches to the development of computer information systems:
 - System Development Life Cycle Method (SDLC)
 - Structured Analysis Development Method (SADM) / Structured System Analysis and Design Method (SSADM)
 - System Prototype Method (SPM)

Introduction of SDLC

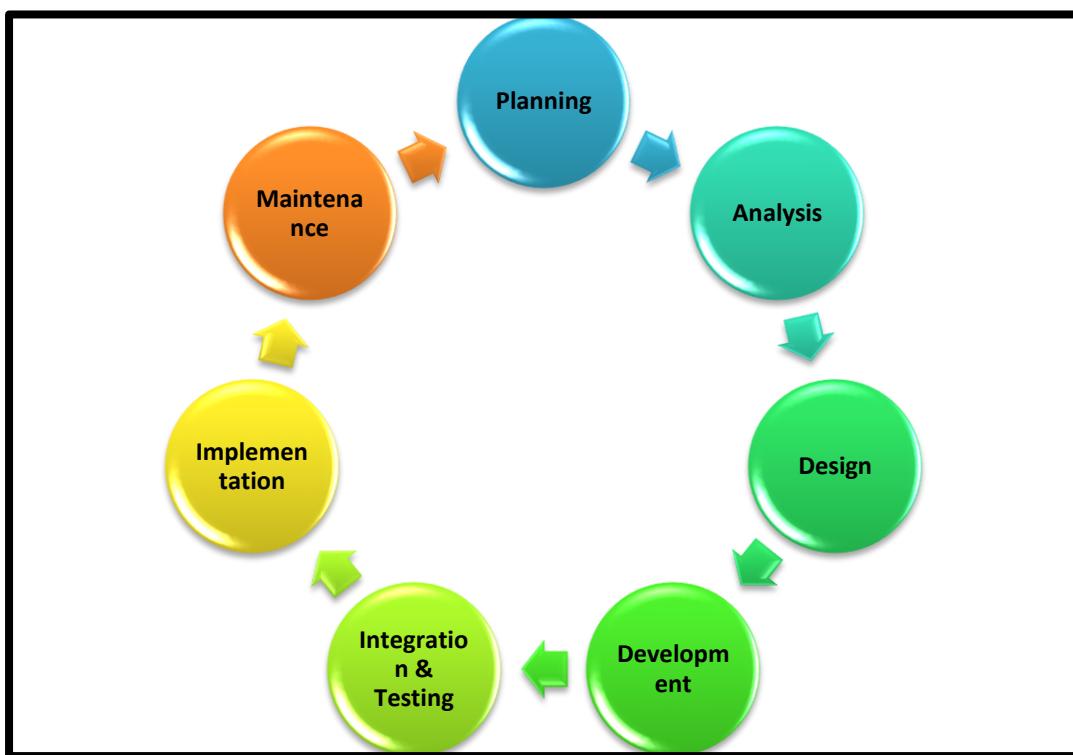
- ☞ SDLC is known as “System Analysis Life Cycle”.
- ☞ System development, a process consisting of the two major steps of system analysis and design, starts when management or sometimes systems development person realize that particular business system needs improvement.
- ☞ “The system development life cycle (SDLC) method is classically thought of as the set of activities that analysts, designers and users carry out to develop and implement an information system.”
- ☞ These section study each of the eight activities that make up the systems development life cycle.

Phases of SDLC

- ☞ The systems development life cycle method consists of the following phases:



1. Preliminary investigation
2. Determination of system requirements
3. Design of system
4. Development of software
5. System testing
6. Implementation
7. Evaluation
8. Maintenance





1. Preliminary investigation

☞ When that request is made, the first system activity, the preliminary investigation, begins. This activity has three parts:

I. Request clarification

- ☞ Many requests from employees and users in organizations are not clearly confirmed.
- ☞ Therefore, before any systems investigation can be considered, the project request must be studied.
- ☞ To determine exactly what the designer wants.
- ☞ In either case, before any further steps can be taken, the project request must be clearly declared.

II. Feasibility study

- ☞ An important result of the preliminary investigation is the system requested is feasible (possible).
- ☞ There are three aspects in the feasibility study portion of the preliminary investigation:

a. Technical feasibility

Can the work for the project be done with current equipment (tools), existing software technology, and available human resources?

b. Economic feasibility

Are there sufficient benefits in creating the system to make the cost acceptable?

c. Operational feasibility

Will the system be used if it is developed and implemented?

The feasibility study is approved by a small group of people (sometimes even one or two) who are familiar with information systems techniques, understand the part of the business or organization that will be involved or affected by the project, and are skilled in the system analysis and design process.

III. Request approval

Not all requested projects are wanted or feasible. Some organizations receive so many project requests from employees that only a few of them can be followed.



However, those projects that are both feasible and wanted should be put into a schedule. Many business organizations develop information system plans as carefully as they plan for new products, new manufacturing programs, or plant development.

2. Determination of system requirement

- ☞ At the heart of system analysis is a detailed understanding of all important facts of the business area under investigation.
- ☞ Analyst, working closely with employees and managers must study the business process to answer these key questions:
 1. What is being done?
 2. How is it being done?
 3. How frequently does it occur?
 4. How great is the level of transactions or decisions?
 5. How well is the task being exist?
 6. Does a problem exist?
 7. If a problem exists, how serious is it?
 8. If a problem exists, what is the original reason?
- ☞ To answer these questions, systems analysts talk to a variety of persons to gather details about the business process and their opinions of why things happen as they do and their ideas for changing the process.

As the details are gathered, the analyst study the requirements data to identify features the new system should have, including both the information the system should produces and operational features such as processing control, response times, and input and output methods.

3. Design of system

- ☞ A life cycle moves from analysis phase to design phase, in fact it is moving from conceptual features to physical features of life cycle.
- ☞ Analysis related with “what” where as design phase is more related with “how”.



- ☞ This phase defines futures system in terms of the system specifications, where common specification are
 - Output design
 - Input design
 - Procedures
 - Information flow
 - Files and database etc.
- ☞ The design of an information system produces the detail that state how a system will meet the requirements identified during system analysis.
- ☞ System specialist often refer to this stage as logical design, in difference to the process of developing program software, which is referred to as physical design.
- ☞ System analyst begin the design process by identifying reports and other outputs the system will produce.
- ☞ Designers are responsible for providing programmers with complete and Clearly outlined software specifications.

4. Development of software

- ☞ Software developers may install or modify and then install, purchased software or they may write new, custom – designed programs.
- ☞ The choice depends on the cost of each option, the time available to write software, and the availability of programmers.
- ☞ Programmers are also responsible for documenting the program, providing a clarification of how and why certain procedures are coded in specific ways.

5. System testing

- ☞ During systems testing, the system is used testing to ensure that the software does not fail, i.e., that it will run according to its specification and in the way users imagine.



- ☞ Special test data are input for processing, and the results study.
- ☞ In many organizations, testing is performed by persons other than those who wrote the original programs to ensure more complete and balanced testing and more consistent software.

6. Implementation

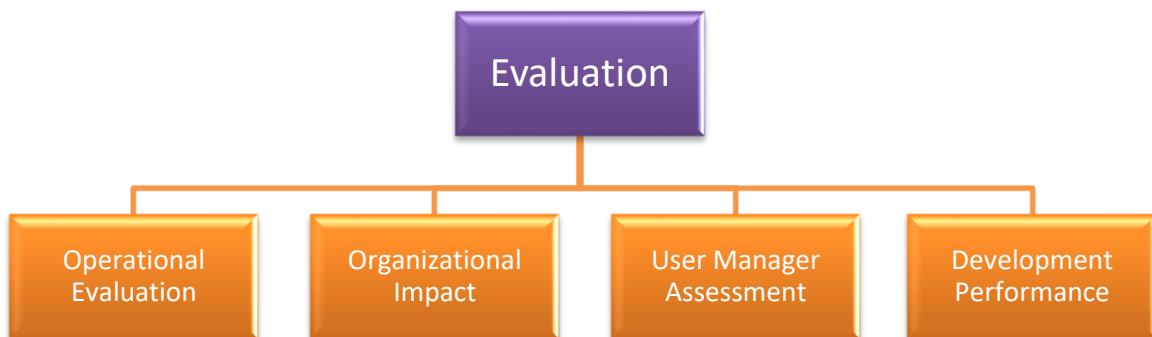
- ☞ Implementation is not at all creative process but it is verify difficult process to execute.
- ☞ It is because end user have to accept the newly implemented system and therefore human thought will have higher priority at this stage.

Implementation includes:

- ☞ Site preparations.
- ☞ Installations of new equipment.
- ☞ User's training, seminars, meetings to increase user support.
- ☞ Use of new inputs and procedures

7. Evaluation

- ☞ Evaluation of the system is performed to identify its strength and weakness. The actual evaluation can occur along any of the following dimensions:



a) Operational Evaluation

Assessment (review) of the manner in which the system functions including simplicity of use, response time, correctness of information formats, overall consistency, and level of utilization.

b) Organizational Impact



Identification and capacity of benefits to the organization in such area as financial concern (cost, revenue and profit), operational efficiency, and competitive impact. Includes impact on internal and external information flows.

c) User Manager Assessment

Evaluation of the attributes of senior and user managers within the organization as well as end – users.

d) Development Performance

Evaluation of the development process in agreement with such standard as overall development methods and tools.

8. Maintenance

- ☞ Maintenance is necessary to reduce the errors in the system during its operations and to correct the system any variations in its working environment.
- ☞ In this phase changes are made in system by adding or deleting features to satisfy use needs.
- ☞ The importance is to continue to bring the new system to standard system.

⊕ Application of SDLC method

System development life cycle is best method of developing a system under following conditions:

- ☞ Predictable information system requirements.
- ☞ Manageable as a project.
- ☞ Requires entry of data into files and databases.
- ☞ High transaction and processing volume.
- ☞ Requires validation of data input.
- ☞ Duration several departments.
- ☞ Long development timetable.
- ☞ Development of project as a team.

⊕ Limitation of SDLC

Classical system development life cycle method has the following limitations:



- ☞ In SDLC interaction with the user is limited. The user interact with the system at the problem identification and feasibility study phases, after that they are predictable to use the system when it is implemented.
- ☞ The system analyst is consistently overloaded with the business and technical details of the system.
- ☞ The analytical tools of SDLC like system flow chart, program flow chart, are constructed more with physical feature of the system rather than logical features. Also, some tools are description and subjective instead of accurate and clear.
- ☞ Software development is a bottom-up approach, so that the entire package (system) can be seen only after it is fully completed, by which time becomes more difficult to make any correction.
- ☞ All system documentation is prepared at the end of the project.
- ☞ In short SDLC has required the structured system development approach.
- ☞ The structured methodology has overcome most of the disadvantage of classical SDLC method.
- ☞ What may be seen as a major problem for some, end-user does not see the solution until the system is almost complete.
- ☞ Documentation is expensive and time-consuming to create. It is also difficult to keep current. What may be current this month may not be the same this time next year.
- ☞ Users cannot easily review intermediate products and evaluate whether a particular product (e.g., data flow diagram) meets their business requirements.

Advantages of SDLC method

- ☞ Formal review is created at the end of each stage allowing maximum management control.
- ☞ This approach creates great system documentation.
- ☞ This documentation ensures that system requirements can be suggestion back to stated business requirements.
- ☞ It produces many intermediate products that can be reviewed to see whether they meet the user's needs and match to standards.



DDUHack 2.0

Project Title : i-messenger

-
- ☞ These can be further worked on if they require data to be made, ensuring that the business gets exactly what it needs.



4. System Design

4. System Design

4.1 Introduction

4.1.1 Overview

4.1.2 All from description

4.2 Data dictionary

4.2.1 Introduction

4.2.2 Data dictionary

4.3 ER – diagram

4.3.1 Introduction

4.3.2 Component of ER diagram

4.3.3 ER – diagram

4.4 Data flow diagram

4.4.1 Introduction

4.4.2 Types of DFD

4.4.3 Notation for DFD

4.4.4 Rules for DFD

4.4.5 All diagram



4. System Design

4.1. Introduction

4.1.1. Overview

I-messenger is one type of web application. This system is used to send a message to other user. The primary objective of this application is communicating with other user. This application should be capable enough to store more than 5000 users and also change your profile and delete account. It will be having a user-friendly web application that will guide the user to easily communicate with other user. In addition to this, the application also supports features to search other user and communicate by audio call. This web application is to be fully developed using HTML, CSS, JavaScript, and PHP.

4.1.2. All form description

1. Register form

In registration is the first step of the web application. The following details are mandatory when you first register.

- ☞ User_name
- ☞ Full name
- ☞ Date of birth
- ☞ Gender
- ☞ Email
- ☞ About
- ☞ Profile image

2. Login form

In login forms is used to user login into the system. Here check out the user name and password is correct or not. Whenever username and password is correct at that time open the dashboard, otherwise generate an error message.

Structure of the login form :

- ☞ User name
- ☞ Password

3. Forget password



User is forgetting a username or password at that time you can verify username, email, birthdate and full name is valid at that time you can change a password

Verify user data

- ☞ Username
- ☞ Full name
- ☞ Birthdate
- ☞ Email id

Change password

- ☞ New password
- ☞ Confirm password

4. Search other user

After login the system at that opens your dashboard. And you can search another user and perform all functionality.

Structure of search user

- ☞ Other username

5. Sending and receiving message

After search user you can send and receiving a message, file and image.

Structure of sending message

- ☞ Upload file button or Textbox
- ☞ Send button

Here you can sending a message at time following detail is store in database.

- ☞ Sender / receiver name
- ☞ Message format (text, pdf, audio, video)
- ☞ Message
- ☞ If file is uploaded then file path



☞ Date and time

6. Create a group

You can create a group and add another multiple user. The member who creates the group becomes the group admin. And he can decide whether or not to add a new member to the group. The following information has to be given while forming the group.

☞ Group name

☞ Admin id

☞ Group member

☞ Profile image

☞ Another user add permission [y/n]

☞ Create group date and time

☞ About

7. Generate pdf in text message or view all file of the group

You can generate pdf in important group text message and view file message and preview and full screen preview.

8. Update group profile

If user is group admin at that time you can add other member, remove user, change group profile image etc.

9. Setting dashboard

This feature is only for used to update your profile, delete account, change password, view and generate pdf to all text message and view all sending or receiving file in your account.

4.2. Data dictionary



4.2.1. Introduction

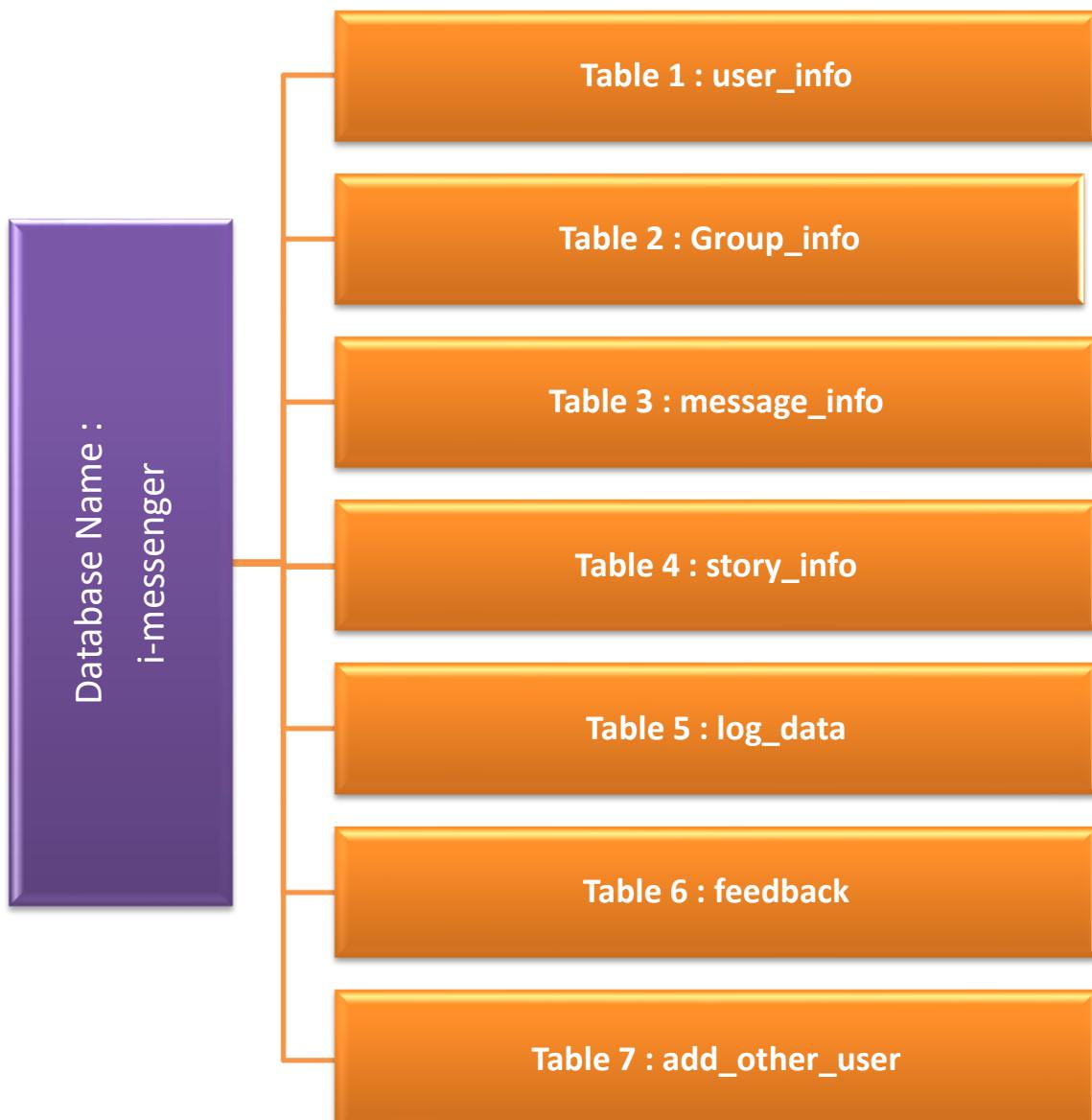
A data dictionary is a catalog – a repository – of the elements in the system. The data dictionary consists of different major elements like Data Elements, Data Store [Tables Used], Data Flow, Processes and other External entities used in the system. The data dictionary stores details and description of these elements.

Analysts use data dictionary for the following important reasons:

- ☞ To manage the details in large system.
- ☞ To communicate a common meaning for all system elements.
- ☞ To document the features of the system.
- ☞ To facilitate analysis of the details in order to evaluate the characteristics and determine where system changes should be made.
- ☞ To locate errors and omissions in the system



4.2.2. Data dictionary





1. User_info

Table Name :- user_info											
Database Name :- i-messenger			Primary Key : user_id								
Foreign key :			Reference :								
Sr. No.	Field Name	Data Types	Field Size (bytes)	Format	Null	Description					
1	user_id	Number	5	A.I.	No	It is use to provide a Id of each user.					
2	User_name	Varchar	15	User input	No	It is used to store user name.					
3	Full_name	Varchar	40	User input	No	It is used to store a full name.					
4	Dob	Date		User input	No	It is used to store a birthdate.					
5	Gender	varchar	6	User input	No	It is used to store a gender.					
6	Email	Text	50	User input	No	It is used to store a email address.					
7	Profile_img	Text	50	User input	No	It is used to store a profile image path and image name.					
8	About	Text	50	User input	No	It is use to stored small description about your self.					
9	Password	text	15	User input	No	It is use to store password					
Total No Of Fields	One Row Size (in bytes)		No of Records expected	Overall Size Of Table							
9	230		1000	230000							
:: Table Remark ::											
This table is used to store a user/ account information.											



2. Group_info

Table Name :- group_info						
Database Name :- i-messenger				Primary Key : grp_id		
Foreign key : admin_id				Reference : user_info (user_id)		
Sr . N o.	Field Name	Data Types	Field Size (bytes)	Format	Nul l	Description
1	Grp_id	Number	5	A.I.	No	It is use to provide a Id of each group.
2	Grp_name	Varchar	20	User input	No	It is use to store a group name.
3	Admin_id	Number	5	User input	No	It is used to store admin id.
4	members_id	Text	10	User input	No	It is used to store all members user id
5	Profile_img	Text	100	User input	No	It is store a profile image path.
6	About	Text	200		No	It is used to store a information of the group.
Total No Of Fields	One Row Size (in bytes)	No of expected Records		Overall Size Of Table		
6	340	1000		340000		

:: Table Remark ::

This table is used to store a group information.



3. Message_info

Table Name :- message						
Database Name :- i-messenger				Primary Key : msg_id		
Foreign key : other_user_id				Reference : user_info (user_id)		
Sr. No.	Field Name	Data Types	Field Size (bytes)	Format	Null	Description
1	Msg_id	Number	5	A.I.	No	It is use to provide a Id of each message.
2	Other_user_id	Number	5	User input	No	It is used to store other user id.
3	Msg_type	Number	1	User input	No	It is used to store a message is sending or receiving. 1- sending 0 - receiving
4	Msg_form at	varchar	10		No	It is used to store a message type. Like file, image or text
5	Msg	Text	500	User input	No	It is used to store a message.
6	Status	Number	1	User input	No	It is used to store a status. 1 – seen 0 – unseen
7	File_path	text	100			It is use to store a file name of the uploaded file.
8	Date	Date	8	Current date (default)	No	It is used to store a current date and time.
9	Time	Time	8	Current time (default)	No	It is used to store a current time
Total No Of Fields	One Row Size (in bytes)			No of Records expected	Overall Size Of Table	
9	650			1000	650000	

:: Table Remark ::

Here, create a multiple table. If user is registration at that time this table is created.



4. Story_info

Table Name :- story_info											
Database Name :- i-messenger				Primary Key : story_id							
Foreign key :user_id				Reference : user_info							
Sr. No.	Field Name	Data Types	Field Size	Format	Null	Description					
			(bytes)								
1	Story_id	Number	5	A.I.	No	It is use to provide a Id of each story.					
2	User_id	Number	5		No	It is used to store user id.					
3	File_path	Text	50	User input	No	It is used to store a file name & path.					
4	Story_date	Date	8	Current date (default)	No	It is used to store a current date to upload story.					
5	Story_time	Time	8	Current time (default)	No	It is used to store a current time to upload story.					
Total No Of Fields	One Row Size (in bytes)		No of Records expected	Overall Size Of Table							
5	80		1000	80000							
:: Table Remark ::											
This table is use to store a story information.											



5. Feedback

Table Name :- feedback						
Database Name :- i-messenger				Primary Key : feedback_id		
Foreign key :user_name				Reference : user_info		
Sr. No.	Field Name	Data Types	Field Size (bytes)	Format	Null	Description
1	feedback_id	Number	5	A.I.	No	It is use to provide a Id of each feedback.
2	User_name	varchar	50	User input	No	It is used to store user name.
3	Email	Text	50	User input	No	It is used to store email id.
4	Msg_text	Text	500	User input	No	It is used to store a feedback description.
Total No Of Fields	One Row Size (in bytes)			No of Records expected	Overall Size Of Table	
4	605			1000	605000	

:: Table Remark ::

This table is use to store a feedback.

**6. Add_other_user :**

Table Name :- add_other_user										
Database Name :- i-messenger				Primary Key : sr_no						
Foreign key :user_id				Reference : user_info (user_id)						
Sr. No. Field Name Data Types Field Size Format Null Description										
(bytes)										
1	Sr_no	Number	5	A.I.	No	It is use to provide a Id of each add user.				
2	User_id	Number	4		No	It is used to store user ID				
3	Other_user	Text	200	User input	No	It is used to store other user id.				
Total No Of Fields		One Row Size (in bytes) 209		No of Records expected		Overall Size Of Table				
3				1000		209000				
:: Table Remark ::										
This table is use to user friends id and group id in the join.										



7. Log_data :

Table Name :- add_other_user						
Database Name :- i-messenger				Primary Key :log_id		
Foreign key :user_id				Reference : user_info		
Sr. No.	Field Name	Data Types	Field Size	Format	Null	Description
			(bytes)			
1	Log_id	Number	5	A.I.	No	It is use to provide a Id of each logged in user
2	User_id	Number	4		No	It is used to store user ID
3	Curr_date	Date	20		No	It is used to store current time to user has logged in.
Total No Of Fields	One Row Size (in bytes) 30			No of Records expected	Overall Size Of Table 30000	
3				1000		

:: Table Remark ::

This table is use to store a login detail. User is log out at that time data is remove in this table.



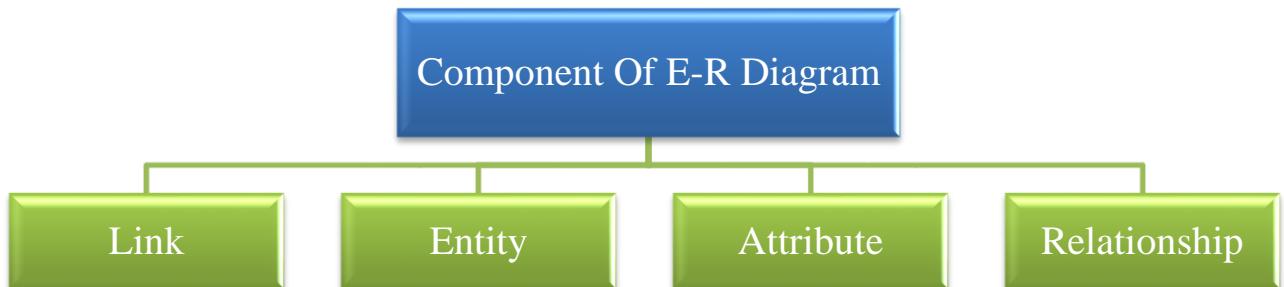
4.3. ER – diagram

4.3.1. Introduction

An Entity Relation(ER) Diagram is a specialized graphics that illustrates the interrelationship between entities in a database. ER diagrams often use symbols to represent 3 different types of information. Boxes are commonly used to represent entities. Diamonds are normally used to represent relationships and ovals are used to represent attributes.

An Entity Relationship Model (ERM), in software engineering is an abstract and conceptual representation of data. Entity Relationship modelling is a relational schema database modelling method, used to produce a type of conceptual schema or semantic data model of a system, often a relation database, and its requirements in a top-down fashion.

4.3.2. Component of ER diagram

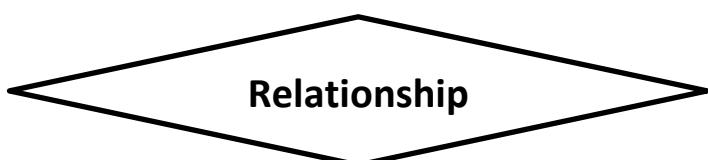


1. Entity



Entity is the thing which we want to store information. It is an elementary basic building block of storing information about business process. An entity represents an object defined within the information system about which you want to store information. Entities are distinct things in the enterprise.

2. Relationship





A relationship describes how entities interact. For example, the entity “carpenter” may be related to the “table” entity by the relationship “builds” or “makes”. Relationship are represented by diamond shapes and are labelled using verbs.

There are four type of relationship

Types of relationship	Symbol
One to one relationship	1 _____ 1
One to many relationship	1 _____ N
Many to one relationship	N _____ 1
Many to many relationship	N _____ N

3. Attribute

Attribute

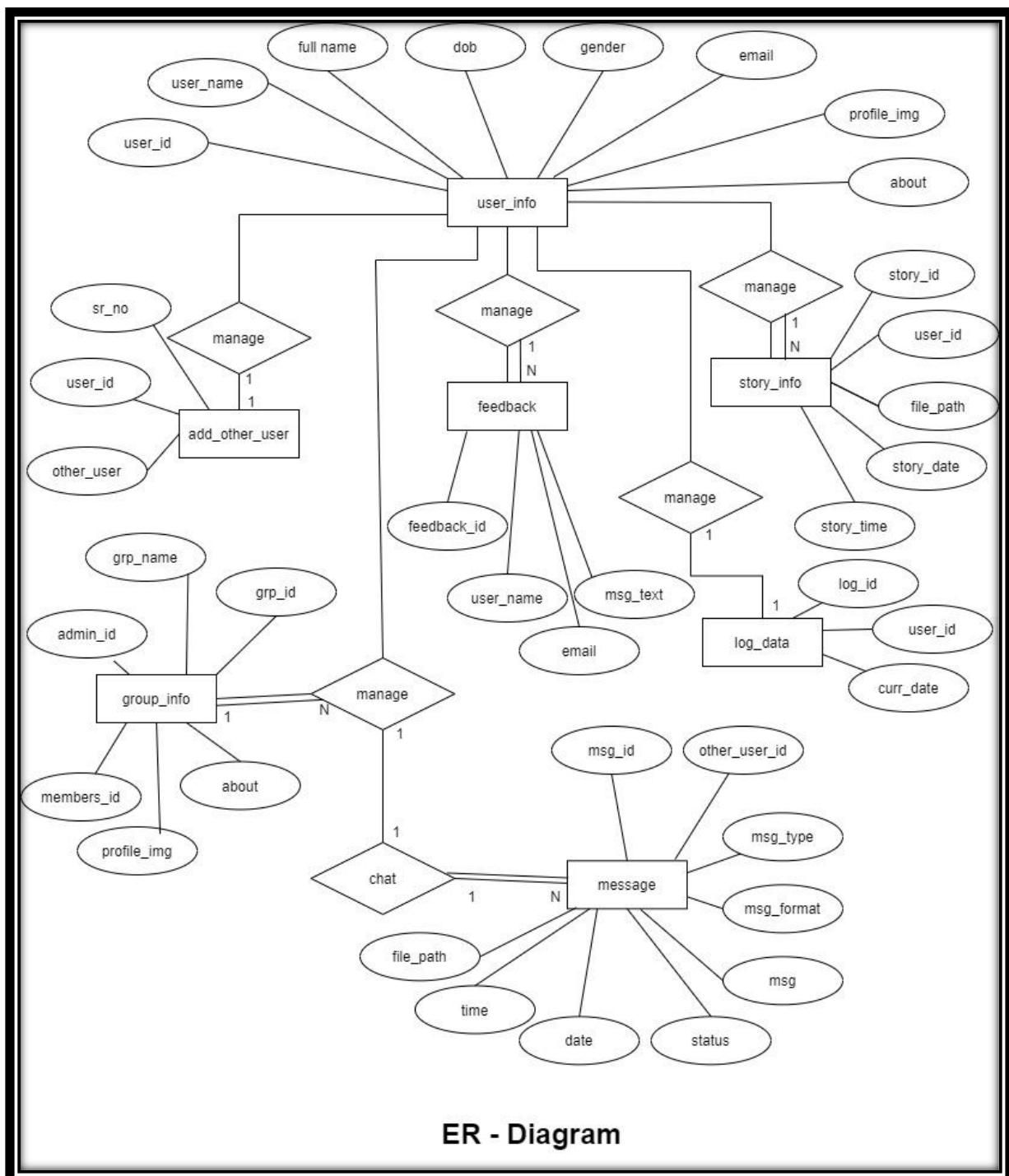
Attribute are the properties of the entities and relationship, descriptor of the entity. Attribute are elementary pieces of information attached to an entity.

4. Link

Link is connected entity to attribute or attribute to entity.



4.3.3. ER – diagram





4.4. Data flow diagram

4.4.1. Introduction

Data flow diagram is graphic tool to execute data flow analysis. This tool is used to analyse and describe the movement of data through the system which can be either automated or manual.

They focus on the data flowing into the system between process or outside the system towards data store. The activity of drawing DFD is divided into multiple levels and as levels are increased, depth of system description is also increased.

Therefore 1st level is responsible for presenting overview of system whereas expanded levels are describing single segment or process in the system. Basic level DFD is known as context DFD, where as further levels are known as 1st level and 2nd level DFD and so on

4.4.2. Types of DFD

are divided into 2 basic main categories.



1. Physical DFD

The physical DFD is responsible for presenting model of current system and is used so that the current system can be clearly understood.

2. Logical DFD

Logical DFDs are model for proposed system. They are responsible for showing clearly the requirement on which new system should be built.

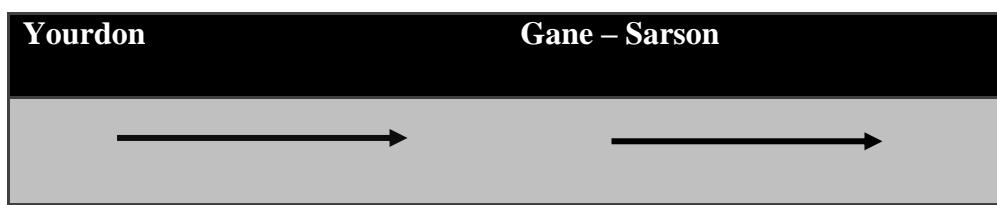
4.4.3. Notation for DFD



- ☞ DFDs are designed in a way so that it will become easier to understand DFD as well as its base system.
- ☞ Even drawing DFD is also an easy task to perform because all drawn DFDs use unified notations to represent the system.
- ☞ These notations are divided into 2 categories.....
 1. Yourdon.
 2. Gane – Sarson.
- ☞ Four basic notations are used to draw DFD...

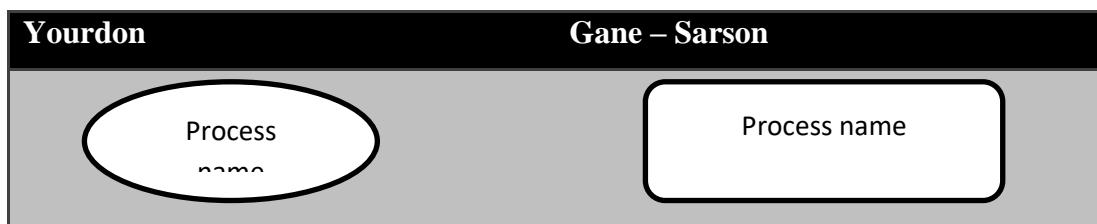
Data flow:

- ☞ Notations used to show data flow is as shown under



- ☞ Data in any system moves in a specific direction (from origin to designation).
- ☞ Therefore data flows indicate movement of data in the system.
- ☞ Data flow must be inputs to and outputs from the processes.
- ☞ All data flow activities must be labelled properly.

Process:

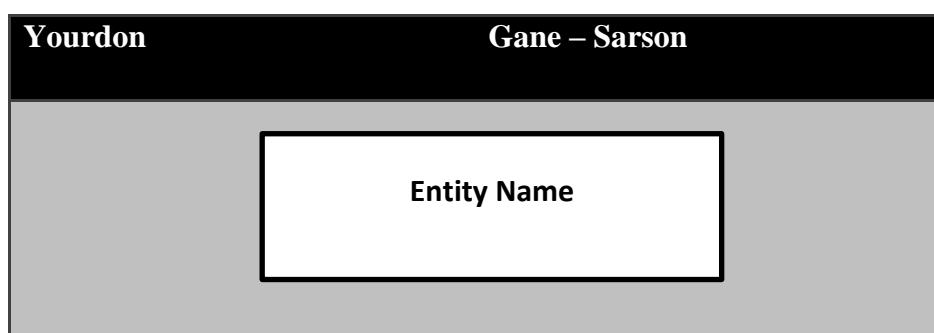


- ☞ Processes are the activities which are performed to transform inputs into outputs.
- ☞ Processes are the actions which are performed by people machine or computer on including data.
- ☞ It is important to remove always about data flow where output data flow is labelled differently from input data flow. Notations used to show process are as under...



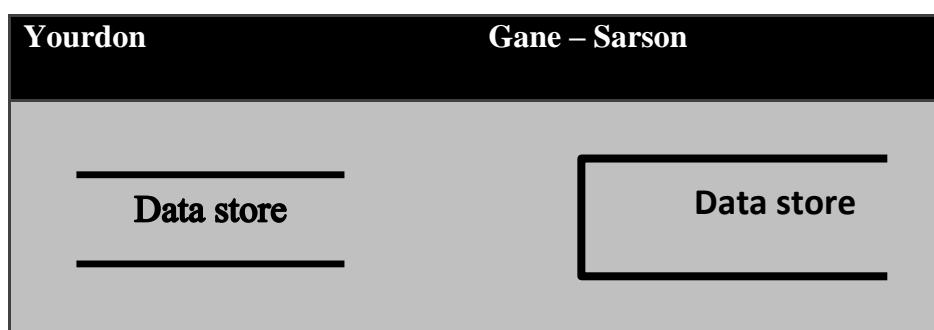
✚ Entity:

- ☞ A person, machine or anything that performs process and either provides inputs or receives output is called an entity.
- ☞ There is a common symbol used for entity in both the categories.
- ☞ The notation used for an entity is as under.



✚ Data store:

- ☞ Data store is a file used to store data used within the system.
- ☞ It is responsible for storing as well as providing data as per user's requirement.
- ☞ The notations used for data store is as bellow.



4.4.4. Rules for DFD

- ☞ Fix the scope of the system by means of context diagram.
- ☞ Organize the DFD so that the main sequence of the actions.
- ☞ Reads left to right and top to bottom.
- ☞ Identify all inputs and outputs.

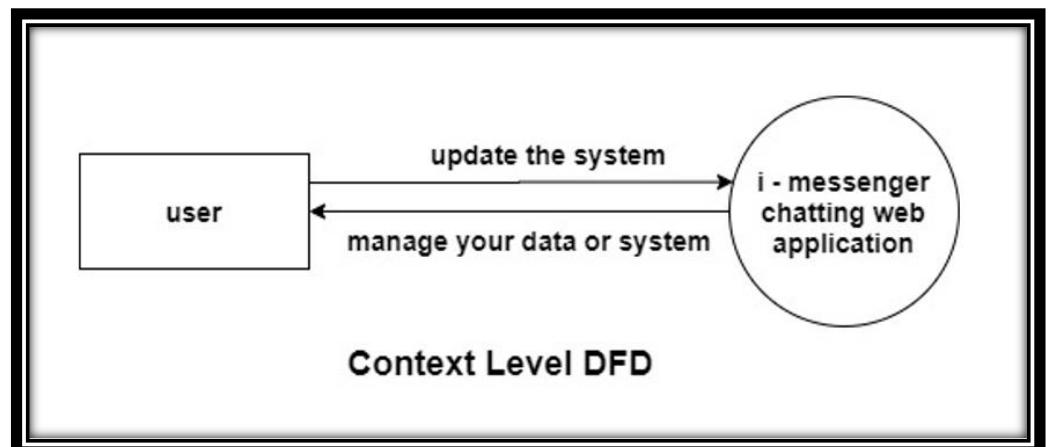


- ☞ Identify and label each process internal to the system with rounded circle.
- ☞ A process is required for all the data transformation and transfer. Therefor, never connect a data store to a data source or the destinations or another data store with just a data flow arrow.
- ☞ There must not be unnamed process.
- ☞ Indicate external source and destinations of the data, with sequence.
- ☞ Number each occurrence of repeated external entities.
- ☞ Identify all data flows for each process step, except simple record retrievals.
- ☞ Label data flow on each.
- ☞ Use details flow on each arrow
- ☞ Use the details flow arrow to indicate data movements.



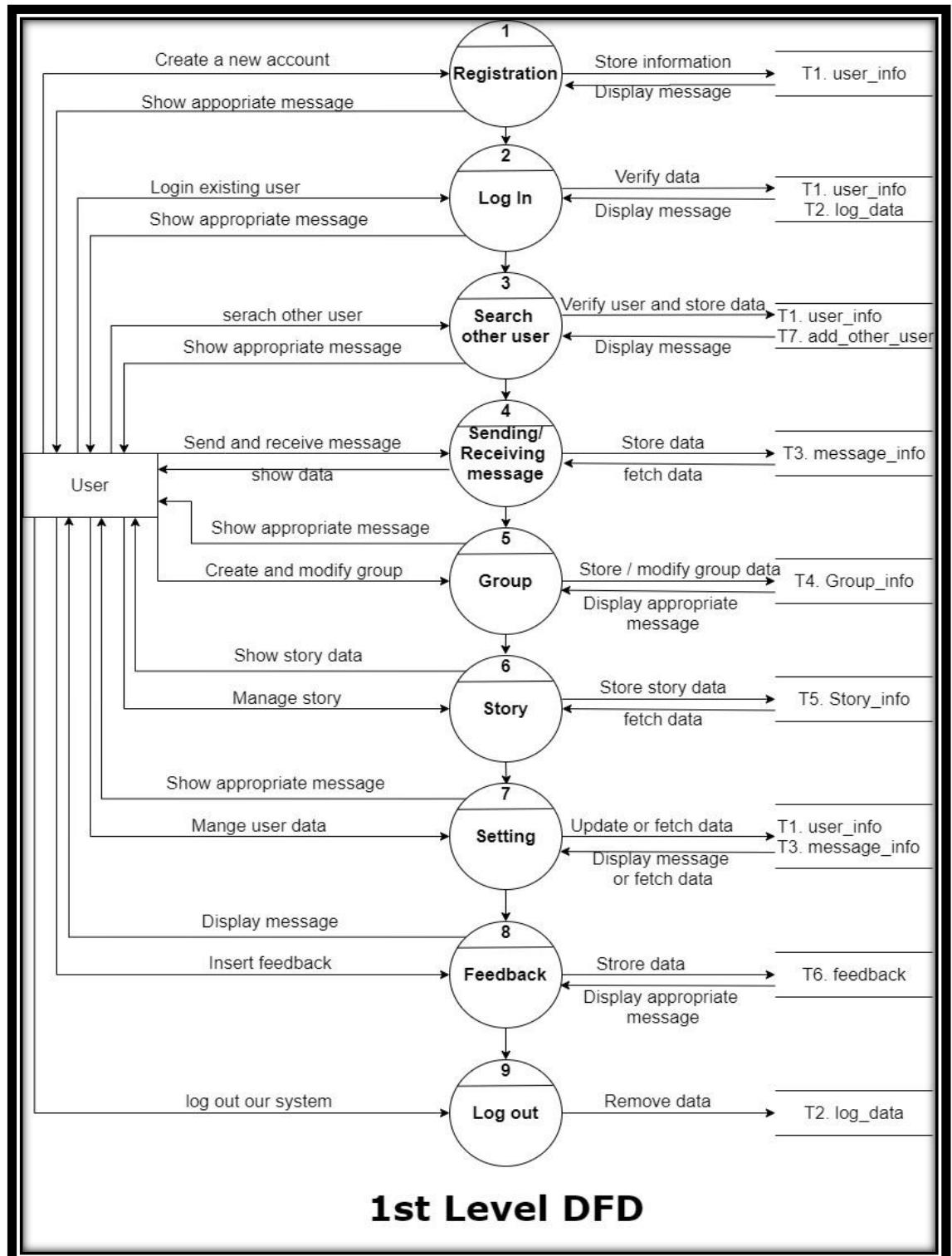
4.4.5. All diagram

1. Context level DFD



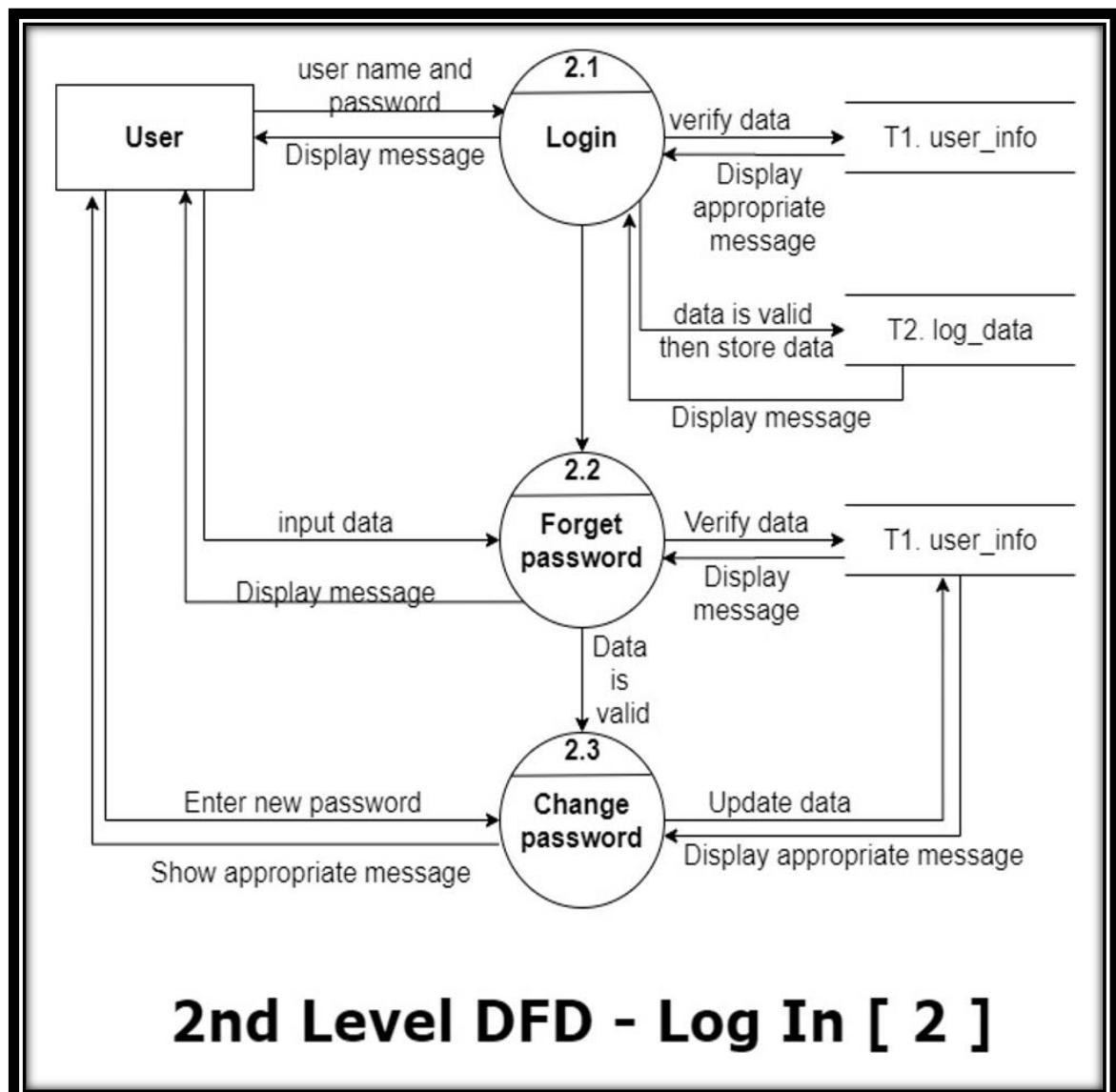


2. 1st level DFD



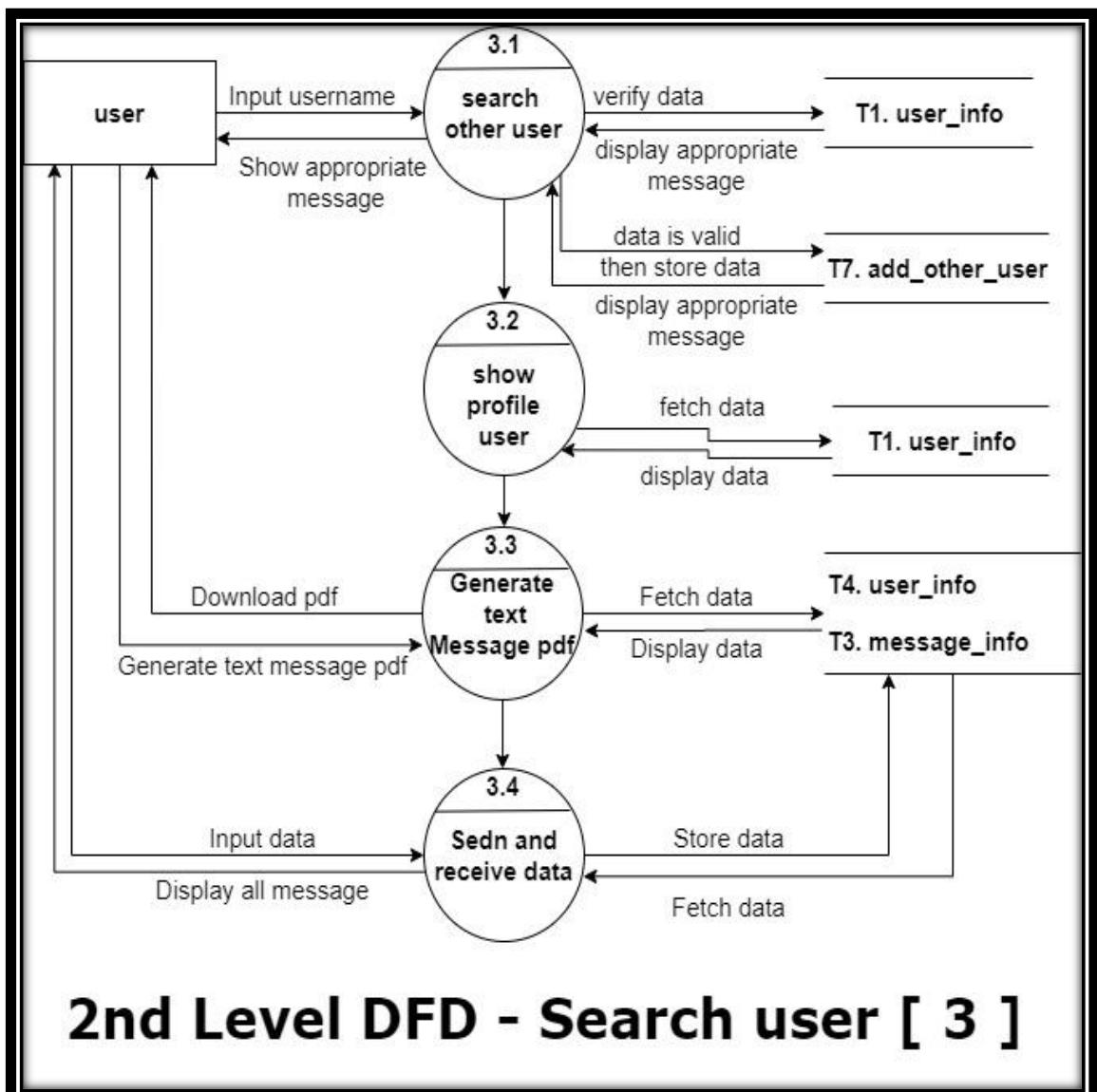


3. 2nd level DFD (Log In)



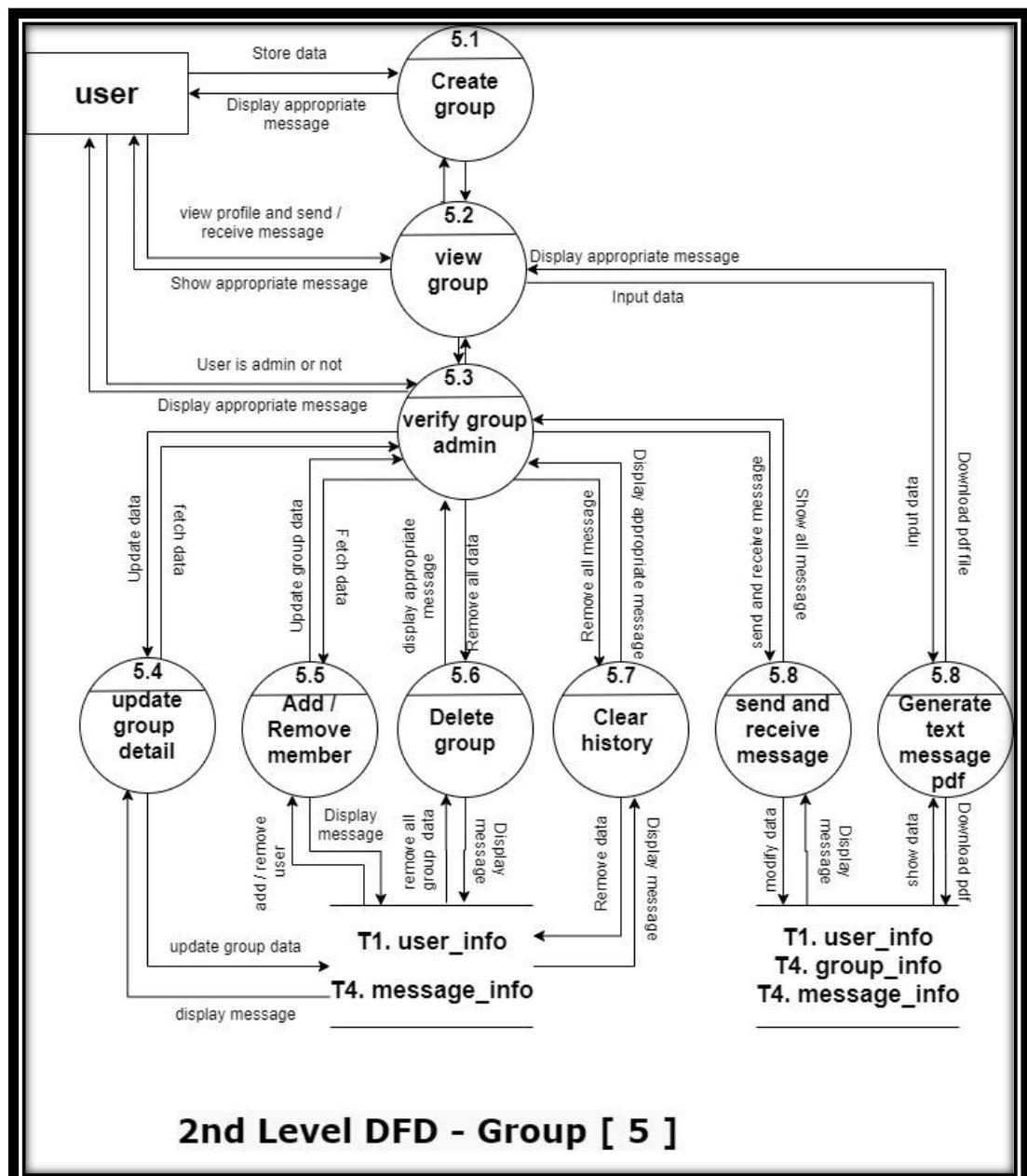


4. 2nd level DFD (Search user)



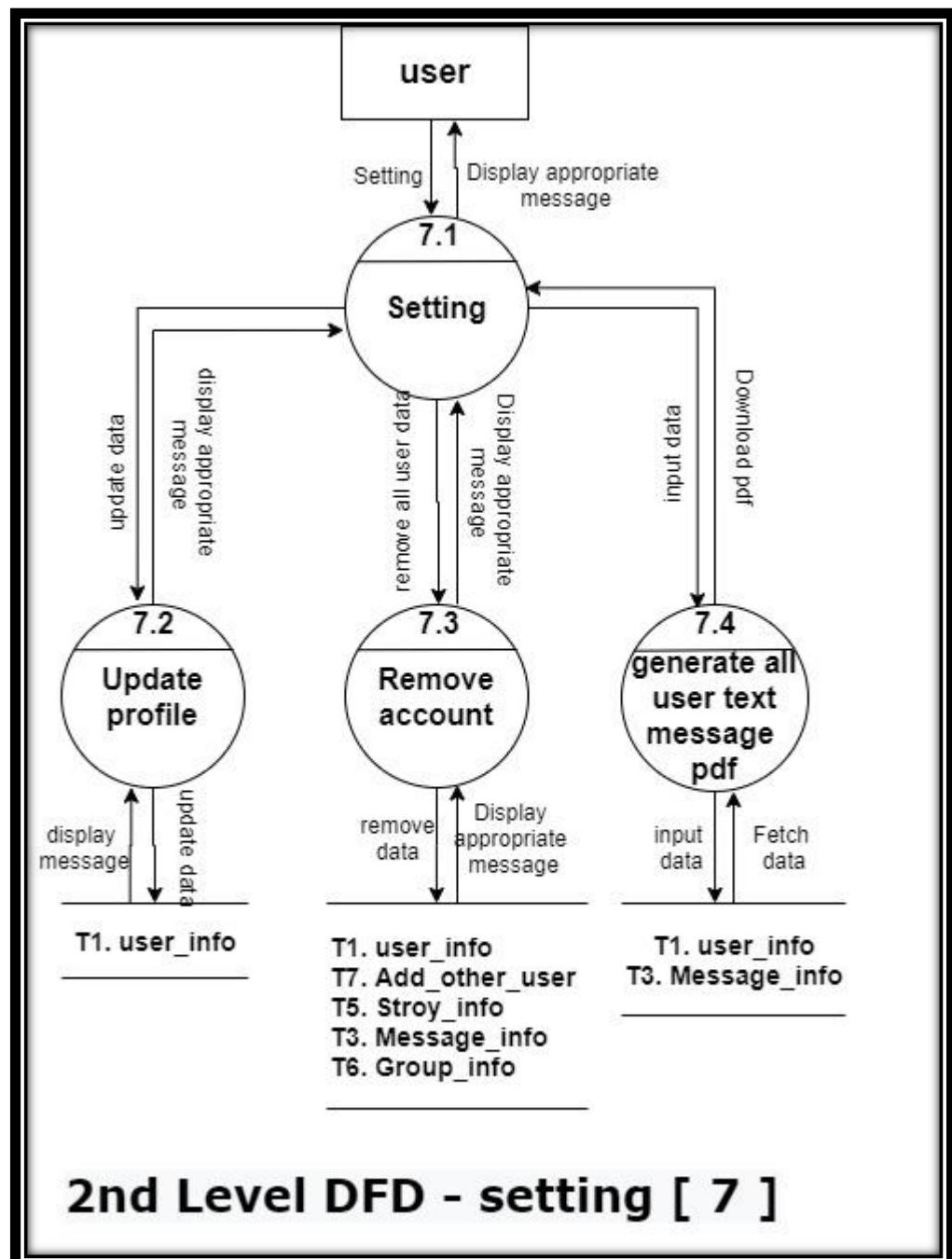


5. 2nd level DFD (Group)





6. 2nd level DFD (Setting)





5. Organization chart & Screen design

5.1. Organization chart

5.1.1. introduction

5.1.2. Organization chart

5.2. Screen Design



5.1 Organization chart

5.1.1 Introduction

- ☞ Organizing, like planning, must be a carefully worked out and applied process.
- ☞ This process involves determining what work is needed to accomplish the goal, assigning those tasks to individuals, and arranging those individuals in a decision-making framework (organizational structure).
- ☞ The end result of the organizing process is an organization – a whole consisting of unified parts acting in harmony to execute tasks to achieve goals, both effectively and efficiently.
- ☞ A properly implemented organizing process should result in a work environment where all term members are aware of their responsibilities.
- ☞ If the organizing process is not conducted well, the result may yield confusion, frustration, loss of efficiency, and limited effectiveness.

5.1.2. How organization chart are used

Organizational charts are useful in a number of ways. Here are a few of the ways your company or group can benefit from an organization chart.

- ☞ Show work responsibilities and reporting relationships.
- ☞ Allow leadership to more effectively manage growth or change.
- ☞ Allow employees to better understand how their work fits into the organization's overall scheme.
- ☞ Improve lines of communication.
- ☞ Create a visual employee directory.
- ☞ Present other types of information, such as business entity structures and data hierarchies.

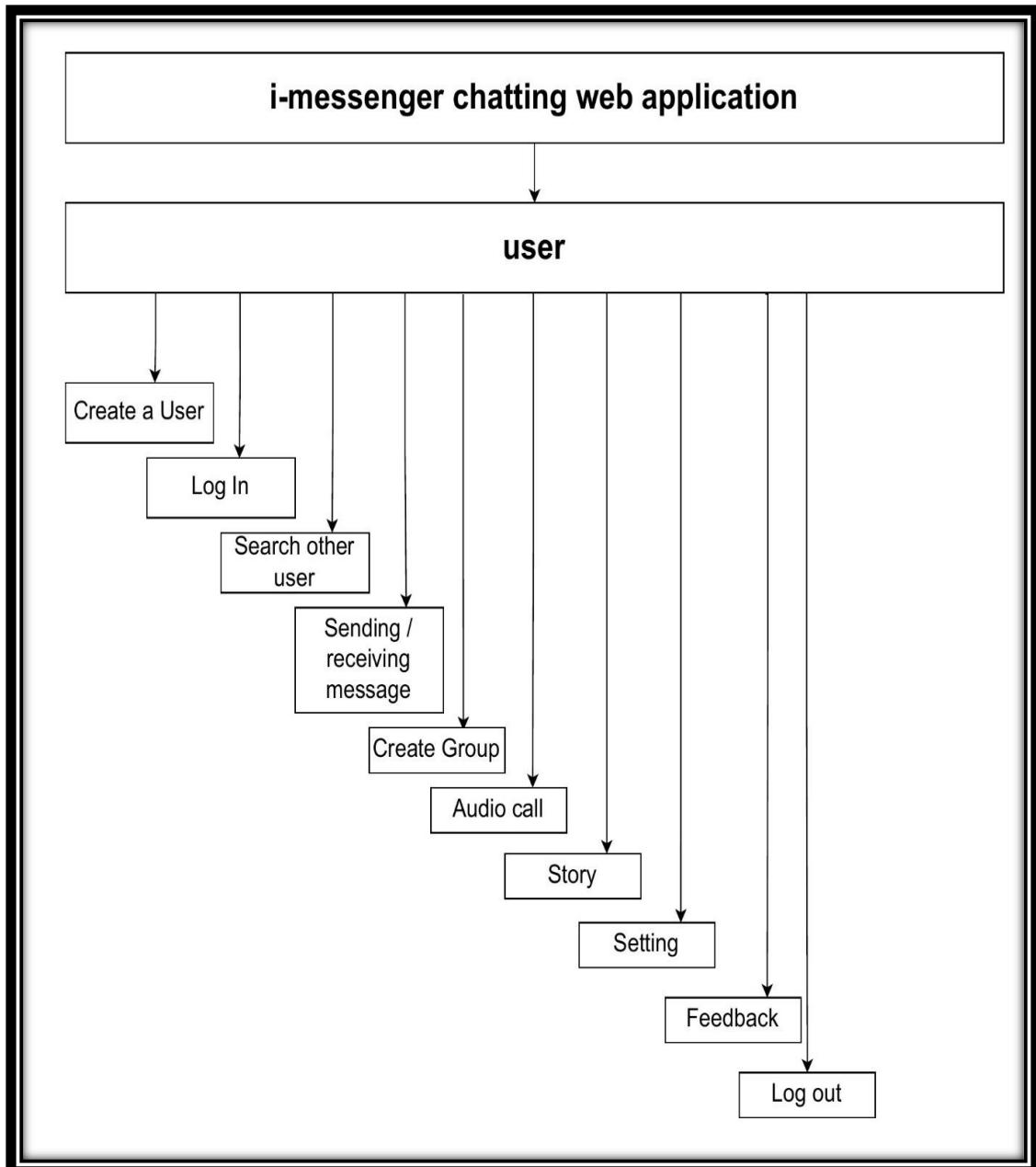
The type of organization chart you make should mirror the management philosophy and organizational structure of your company.

There are four basic types of organizational charts:



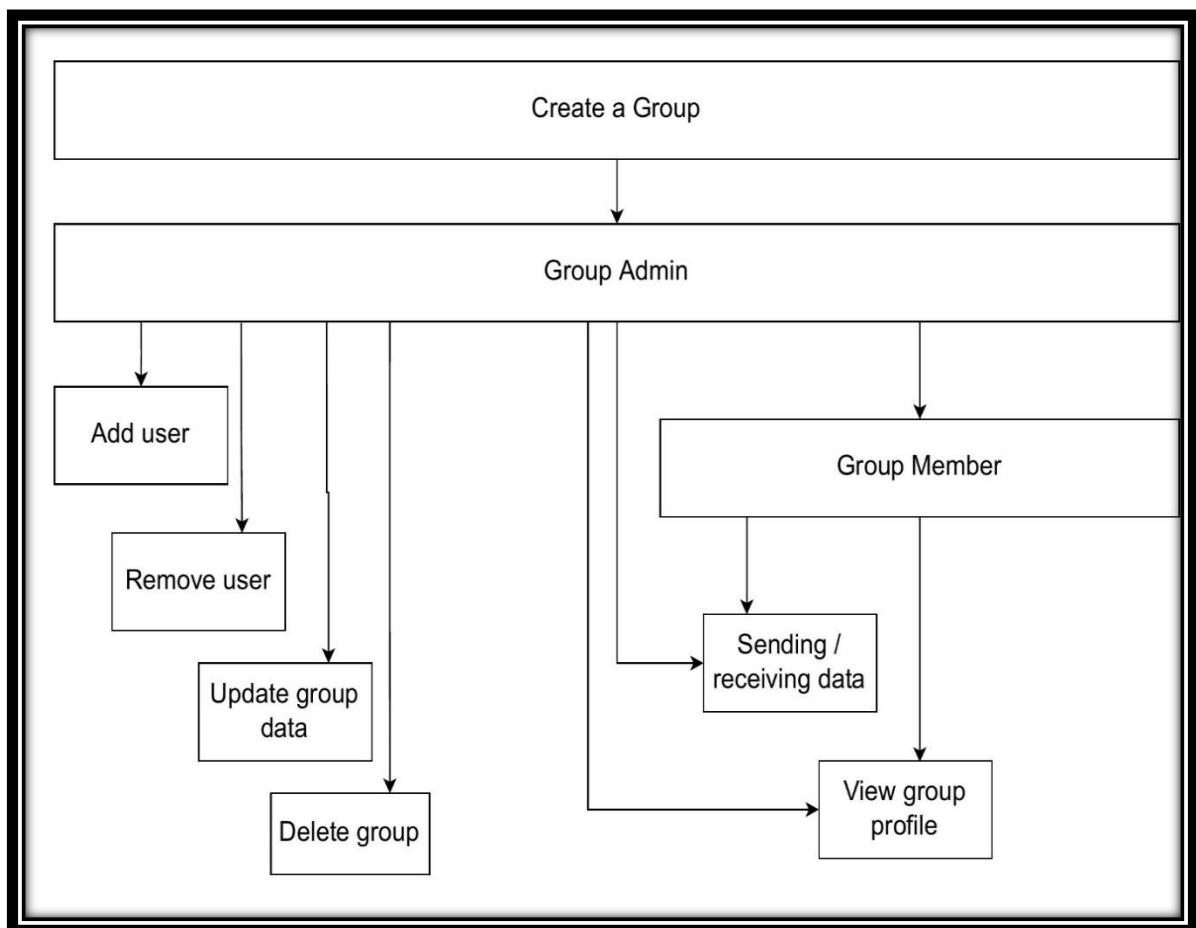
1. Functional Top – Down
2. Divisional structure
3. Matrix organizational chart
4. Flat organizational chart

5.1.3.Organizational chart





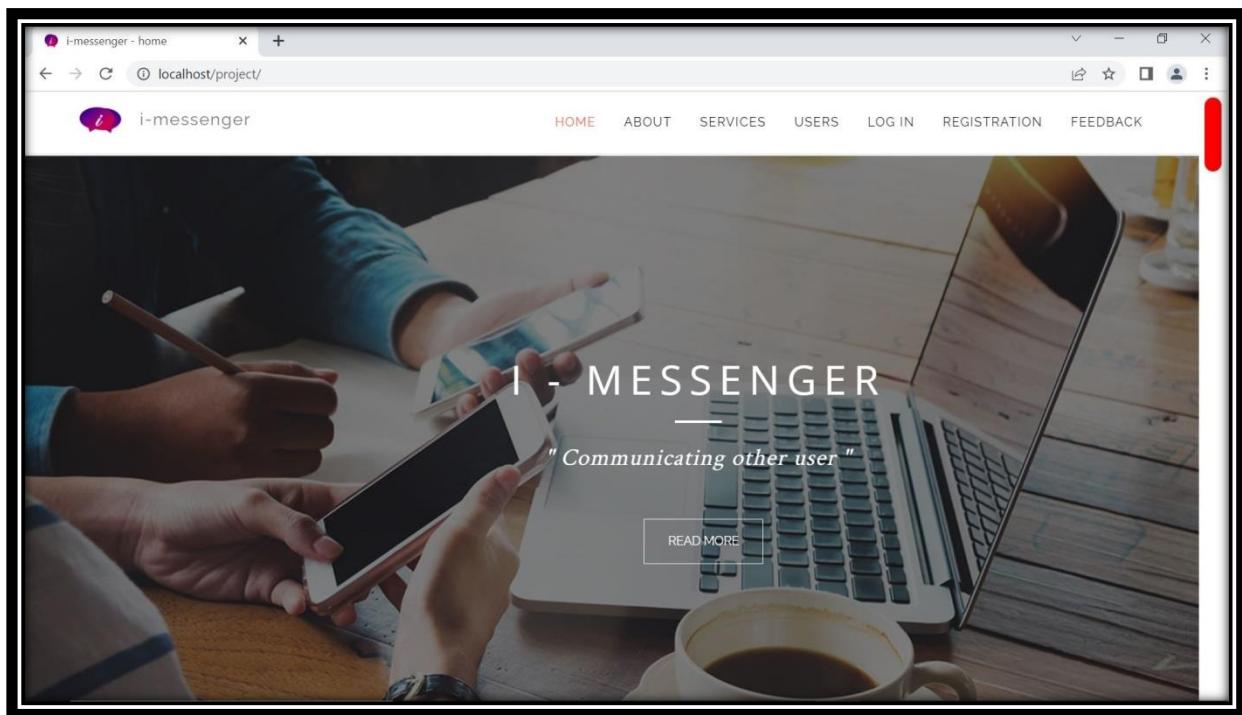
Organizational chart for group





5.2. Screen Design

1. Home page



2. About

Some information about us

" i-messenger "

This system is used to send a message to other users. The primary objective of this application is to communicate with other users. This application should be capable enough to store more than 5000 users and also change your profile and delete account.



3. Services

The screenshot displays the 'SERVICES' page of the i-messenger website. At the top, there is a navigation bar with links: HOME, ABOUT, SERVICES (which is highlighted in orange), USERS, LOG IN, REGISTRATION, and FEEDBACK. Below the navigation bar, the page title 'WHAT WE DO?' is centered. Six service features are listed in a grid:

- ① CHAT**
You can easily communicate other user or friends.
- ② BROWSER**
You can easily open website in any browser.
- ③ STORY**
You can easily upload story and view all story.
- ④ PROFILE**
You can easily change or remove profile.
- ⑤ UPLOAD FILE**
You can upload image, pdf, video and text message.
- ⑥ CREATE GROUP**
You can easily create group and communicate multiple friends.

On the right side of the main content area, there is a large image of a person sitting at a desk, working on a laptop with a speech bubble icon above it. Below this image, there is a dark sidebar with the heading 'I - MESSENGER' and a paragraph of text: 'This system is used to send a data, to send a personal document, upload story and create group and communicate multiple user'. At the bottom of the sidebar, there is a 'HOME' button.



4. Users

User is show all user profile and hominy user join in our system, how many user is logged in our system and how many group in our system.

The screenshot displays the 'USER' section of the i-messenger application. At the top, there is a navigation bar with links: HOME, ABOUT, SERVICES, USERS (which is highlighted in orange), LOG IN, REGISTRATION, and FEEDBACK. Below the navigation bar, the word 'USER' is centered in bold capital letters. A sub-instruction 'All user profile show in this page.' is present. Three user profiles are listed horizontally: NAITIK_DAVE (profile picture of a teddy bear sitting on fallen leaves), PRIYANK (profile picture of a person working at a computer), and PRITESH (profile picture of a stylized orange and yellow user icon). Each profile has a name below it: NAITIK_DAVE, PRIYANK, and PRITESH. Below the profiles, there is some text in a non-Latin script (likely Gujarati) followed by the names priyank and Mr. Bhatiya. At the bottom, there is a dark panel with three items: 'USERS' (9), 'GROUPS' (1), and another 'USERS' section (0). There are also three small circular dots indicating more content.



5. Feedback

The screenshot shows the 'FEEDBACK' section of the i-messenger website. At the top, there is a navigation bar with links: HOME, ABOUT, SERVICES, USERS, LOG IN, REGISTRATION, and FEEDBACK. Below the navigation bar, there are three input fields: one for name ('jay'), one for email ('jay@gmail.com'), and one for message ('super...'). A large text area for the message body is present, with a 'SEND MESSAGE' button at the bottom. At the bottom of the page, there is another navigation bar with the same links as the top one, and a copyright notice: '© 2022 i-messenger - Developed By Mr. Mohit Moradiya'.

6. Registration

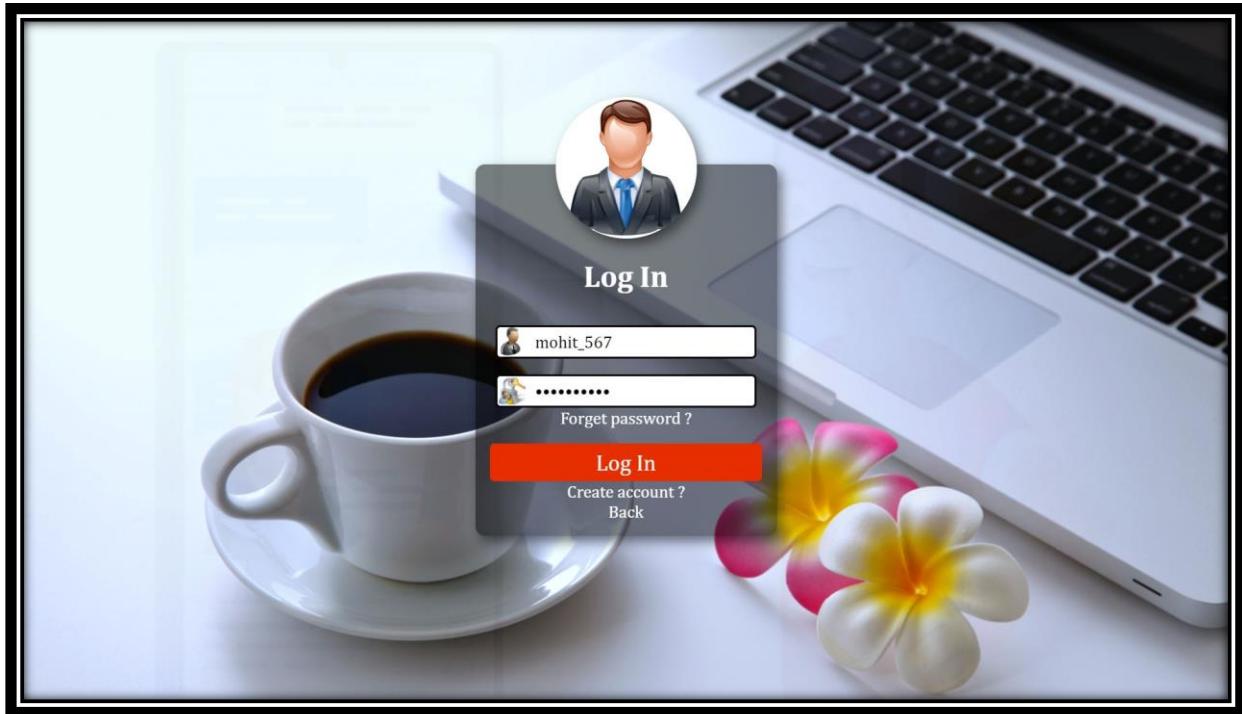
It is use to register a new account

The screenshot shows the 'Sign In' page of the i-messenger website. The page features a central 'Sign In' form with various input fields: 'Roshan' (username), 'Mr. Roshan' (name), '12-02-2001' (date of birth), 'Male' (gender), 'roshan@gmail.com' (email), '*****' (password), and a file input for 'Upload image'. Below the form are 'Log In' and 'Back' buttons, and an orange 'Sign In' button. The background of the page is a colorful illustration of people and speech bubbles. The URL in the browser is 'localhost/127.0.0.1/i-messenger/signin'.



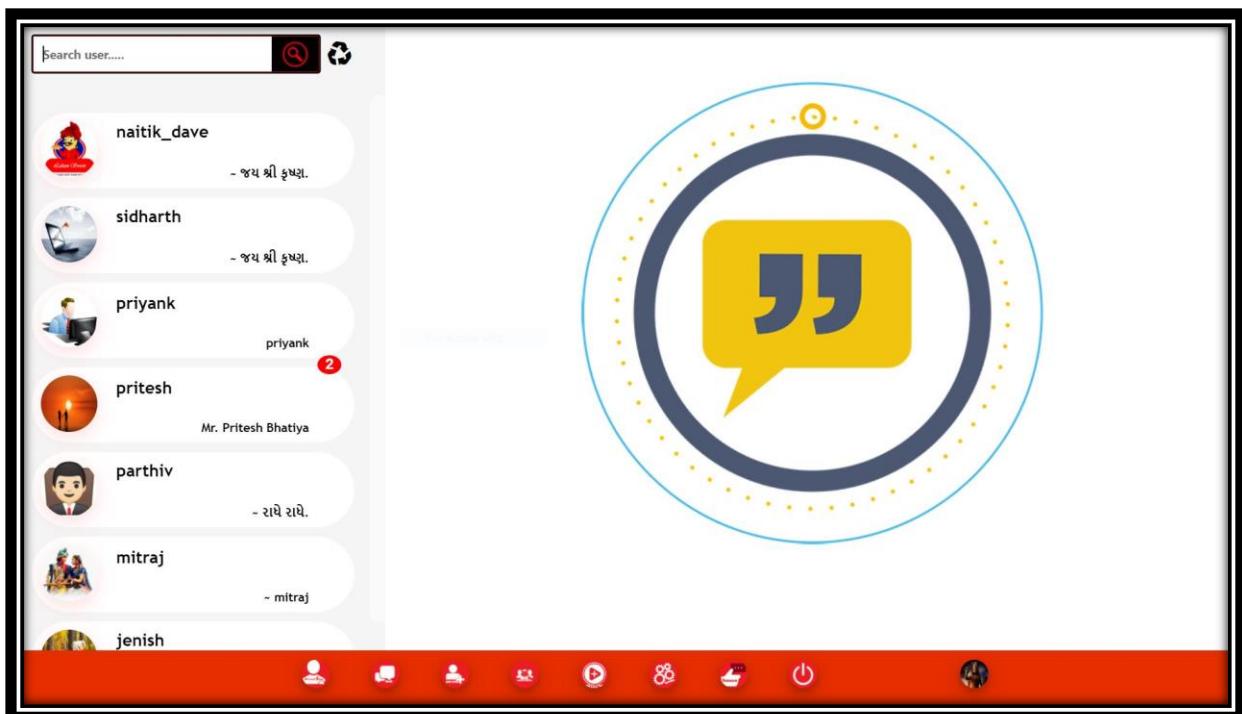
7. Login

It is use to login our system.



8. User dashboard

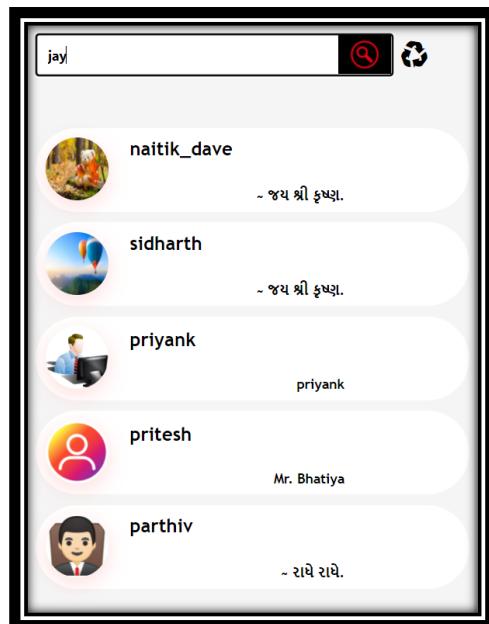
It is use to show user dashboard





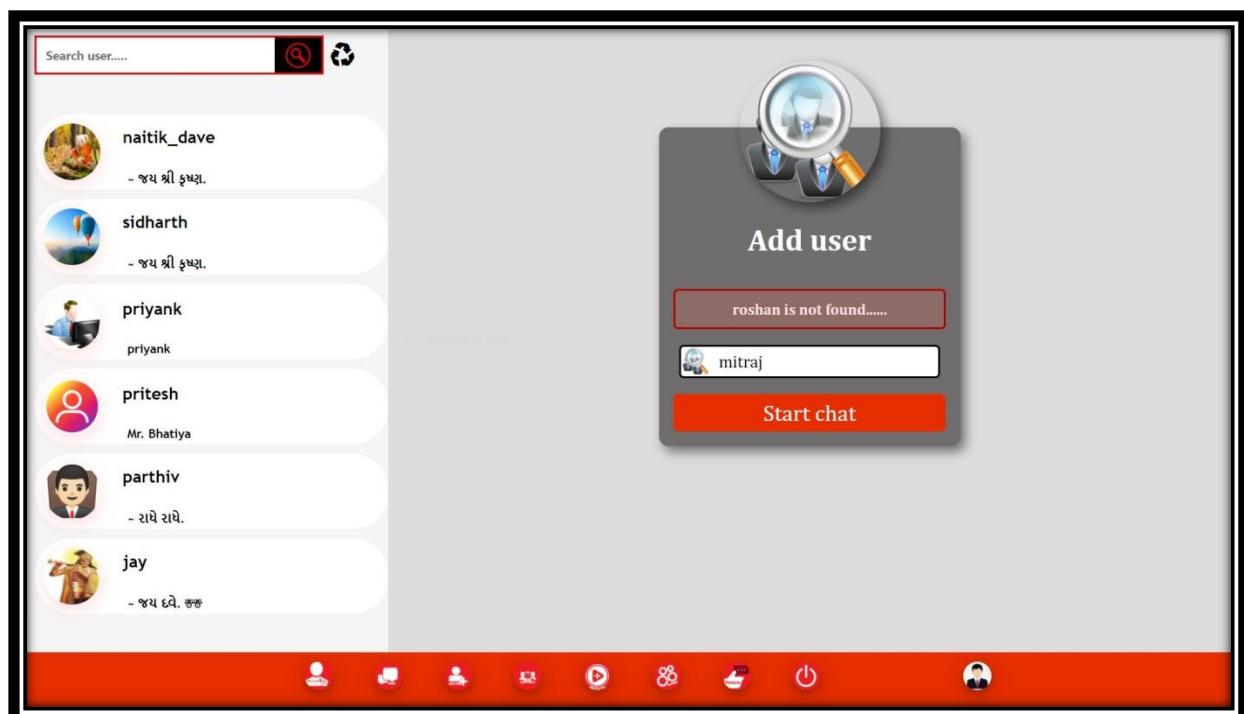
9. All user box, and search user

It is use to show all user and show unread message in user.



10. Add other user

It is use to add other user to communicate in this system.





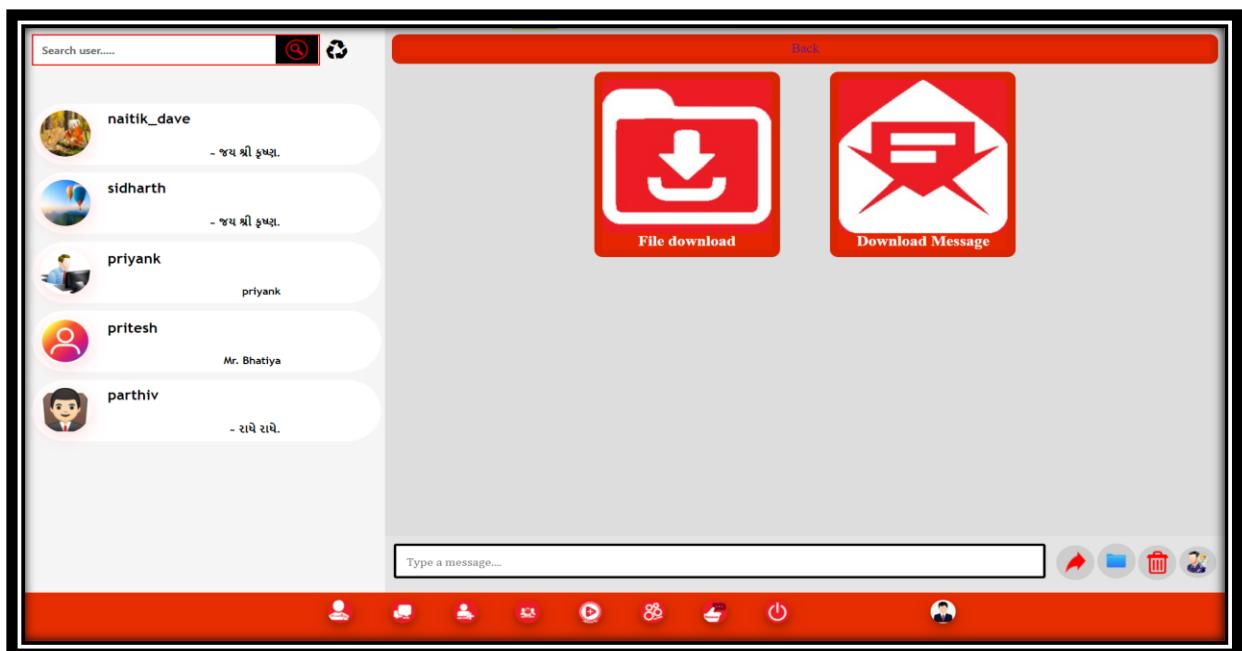
11. Show other user profile

It is use to show other use profile.



12. Download message

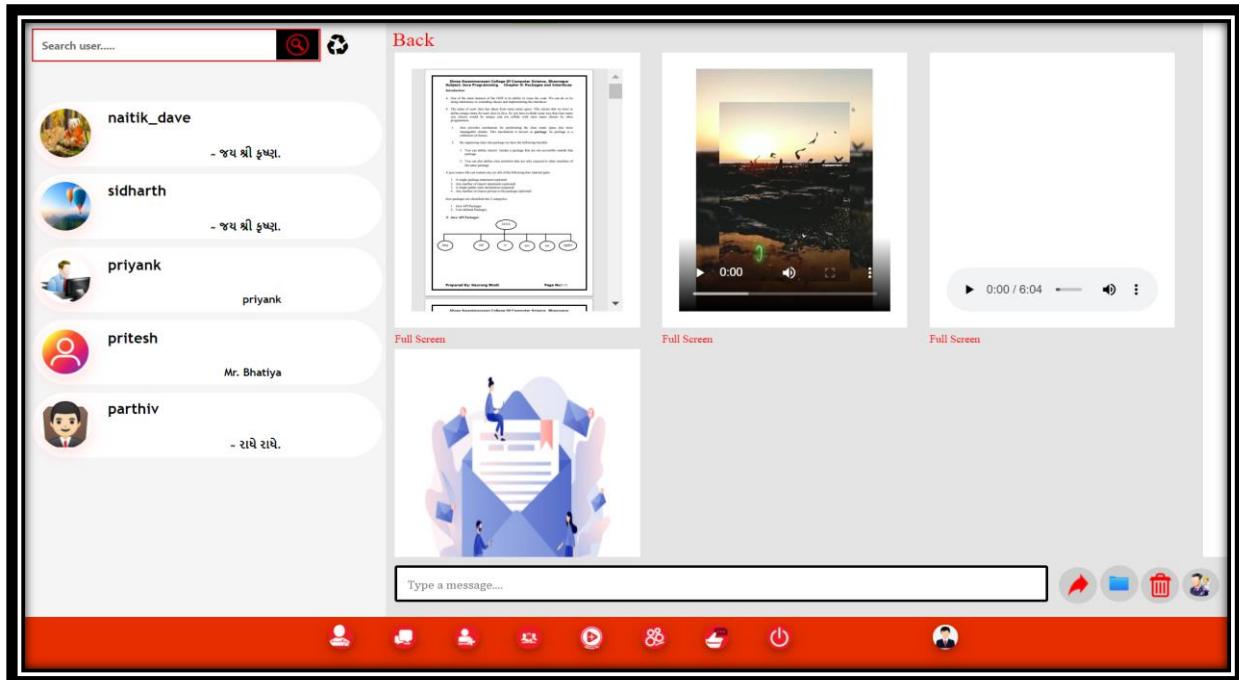
It is use to show menu like file message and text message.





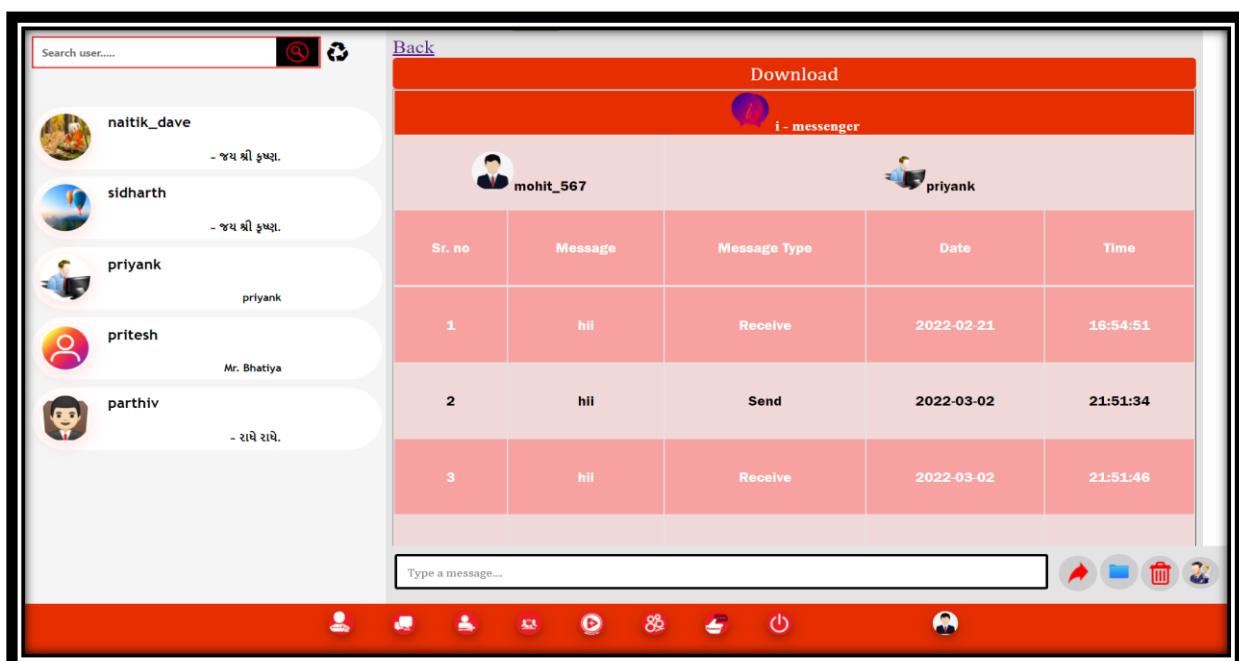
13. File message

It is use to particular other user to send or receiving file.



14. Text message

It is use to download important text message and generate pdf in other particular single user.





15. View all group

This page is show all group in group member, or group admin and crate group link.

The screenshot shows a web browser window titled "i-messenger - dashboard". The URL is "localhost/project/room/dashbord/homepage.php". On the left, there is a sidebar with user profiles and names: mohit_567, sidharth, priyank, pritesh, Mr. Bhatiya, parthiv, and jay. A search bar at the top says "Search user.....". In the center, the word "Group" is displayed in large red letters. Below it are two group cards. The first card on the left has a red background with white silhouettes of two people and a plus sign. It says "CREATE GROUP" and "Create Group". The second card on the right has a red background with a circular emblem featuring text in Devanagari script and "BCA Sem 6". Below the emblem, it says "BCA Sem 6" and "mohit_567". At the bottom of the screen is a red navigation bar with various icons.

16. Create a group

Create a new group in this system

The screenshot shows a "Create Group" dialog box overlaid on a web browser window. The browser window has the same title and URL as the previous screenshot. The dialog box features a central illustration of three people around a table. To the right of the illustration, there is a text input field with "BCA Sam 6" and a note below it stating "This group is only for bca". Below the note are two buttons: "Upload image" and "Create". To the right of the "Create" button is a "Back" button. On the far right of the dialog box, there is a vertical list of user names: mohit_567, sidharth, priyank, pritesh, parthiv, and jay. The entire dialog box is set against a dark gray background.



17. Manage group profile

If user is group admin at that modify group data and remove group.

The screenshot shows the i-messenger dashboard. On the left, there's a sidebar with user profiles: mohit_567, sidharth, priyank, pritesh, parthiv, and jay. The main area is focused on the group 'mohit_567'. It displays the group's name, a circular logo, and a message: 'This group only for bca sem 6'. Below the logo are buttons for 'Update Group', 'Upload image', 'Download message', and 'Delete Group'. To the right, a list of group members is shown: mohit_567, parthiv, naitik_dave, priyank, pritesh, sidharth, mitraj, shubham, and jay. At the bottom, there's a message input field and a toolbar with various icons.

18. Download group text message as pdf

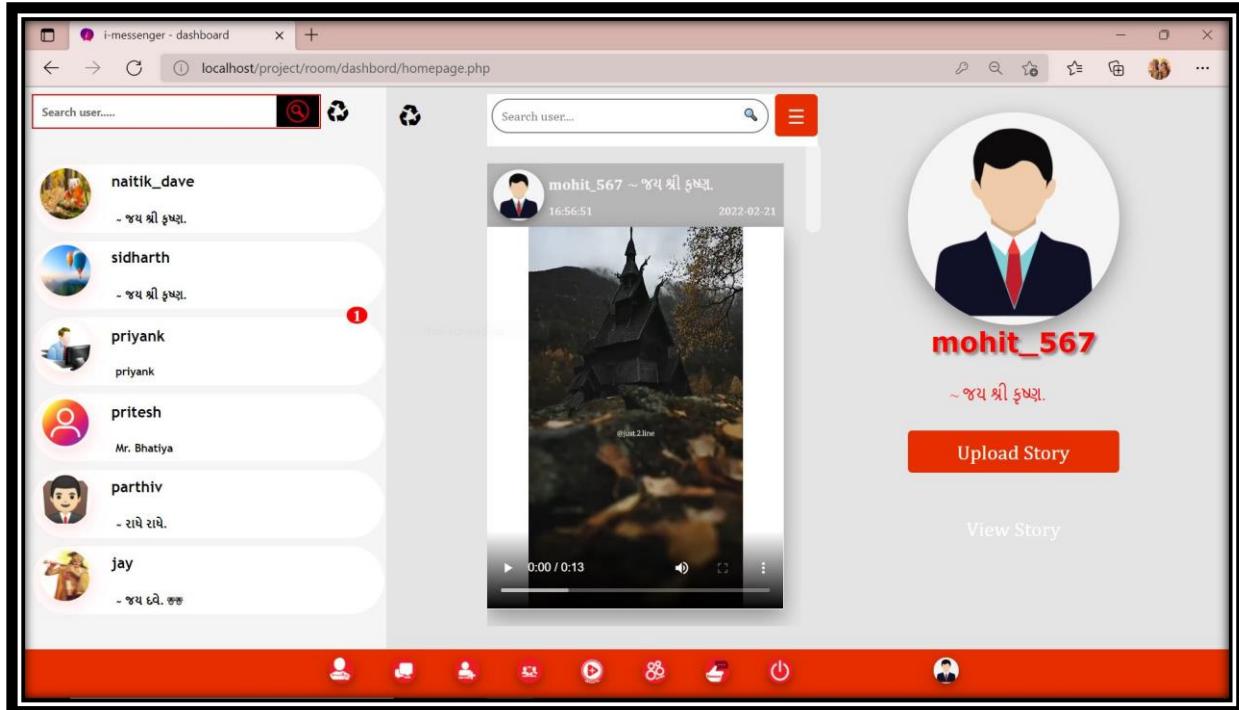
If group member or admin download important text message at that time store text message in this system.

The screenshot shows the i-messenger dashboard with a 'Download' dialog box overlaid. The dialog lists two messages from 'naitik_dave': 'hi' on 2022-03-02 at 22:02:26 and 'hello' on 2022-03-02 at 22:02:30. To the right of the dialog is a 'Print' dialog box for Microsoft Print to PDF, showing settings for 1 sheet of paper, all pages, portrait orientation, and color. The print dialog has 'Print' and 'Cancel' buttons at the bottom.



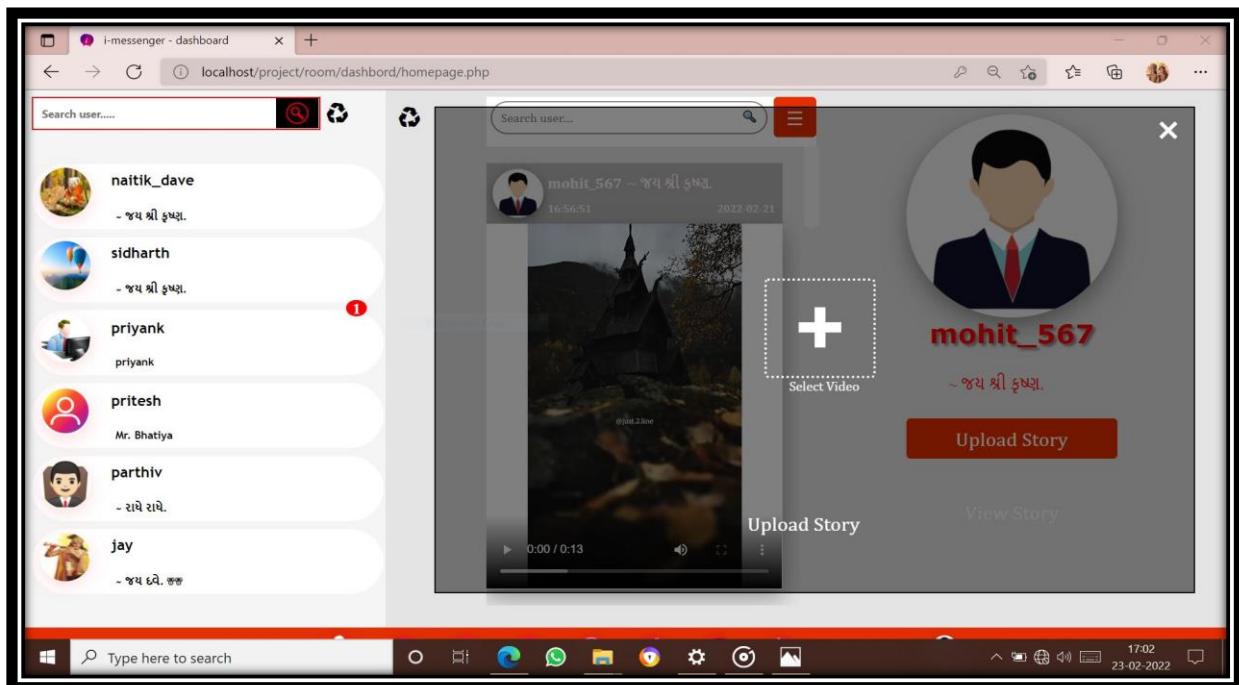
19. View story

This page is show all story in this system



20. Upload story

If user can upload the story at that time this page is use.





21. Setting menu

This page is menu of all setting.

The screenshot shows a web browser window titled "Hamdard - Lofi (Slowed + Reverb)" with the URL "localhost/project/room/dashbord/homepage.php". On the left, there is a sidebar with a search bar labeled "Search user....." and a list of users: naitik_dave, sidharth, priyank, pritesh, and parthiv, each with a small profile picture and a status message. To the right, there are four main setting icons in red boxes: "File download" (down arrow), "Download Message" (envelope), "Change Password" (padlock), and "Delete Account" (user with a slash). At the bottom, there is a red navigation bar with various icons.

22. Download all text message in all user

If you can store all message to send or receive text message in all user then store data in pdf format.

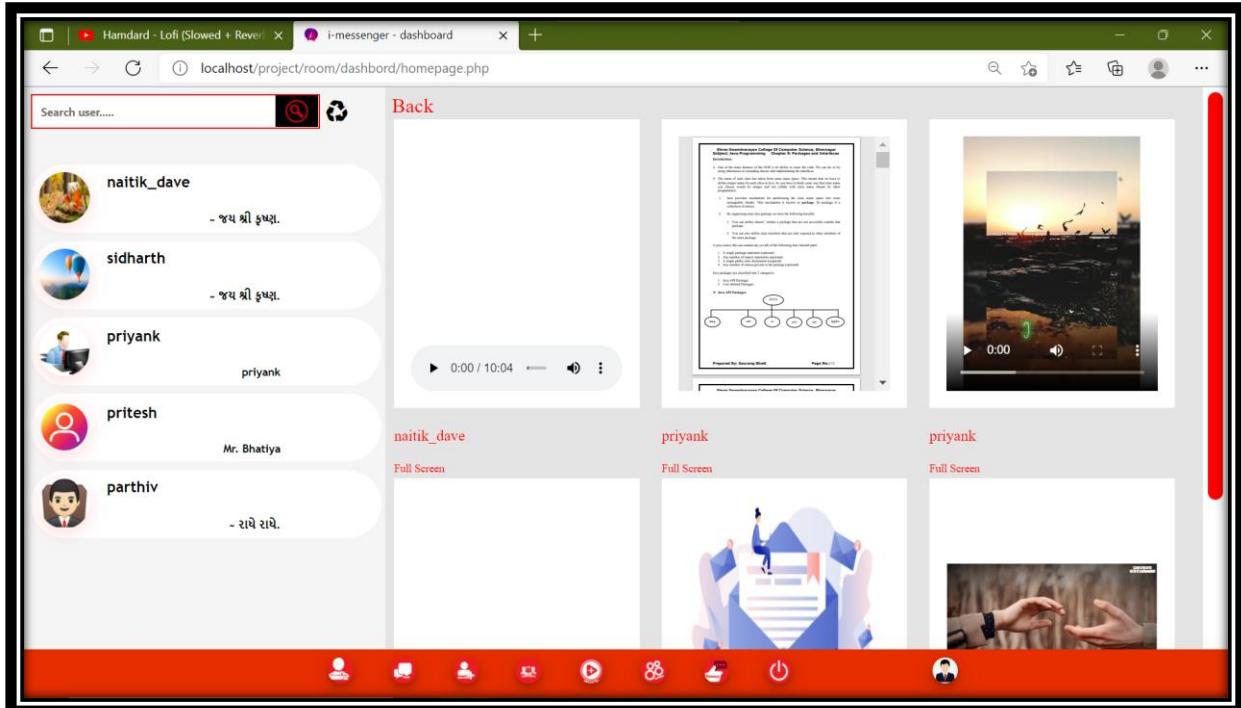
The screenshot shows the same dashboard as above, but with a modal window titled "Download" open over it. The modal displays a table of messages for a user named "mohit_567". The table has columns: Sr. no, User, Message, Message Type, Date, and Time. The data is as follows:

Sr. no	User	Message	Message Type	Date	Time
1	parthiv	hi	Send	2022-02-27	17:54:52
2	parthiv	hello	Send	2022-02-27	17:55:02
3	parthiv	😊😊	Receive	2022-02-27	17:58:37
4	parthiv	hi	Receive	2022-02-21	16:54:51



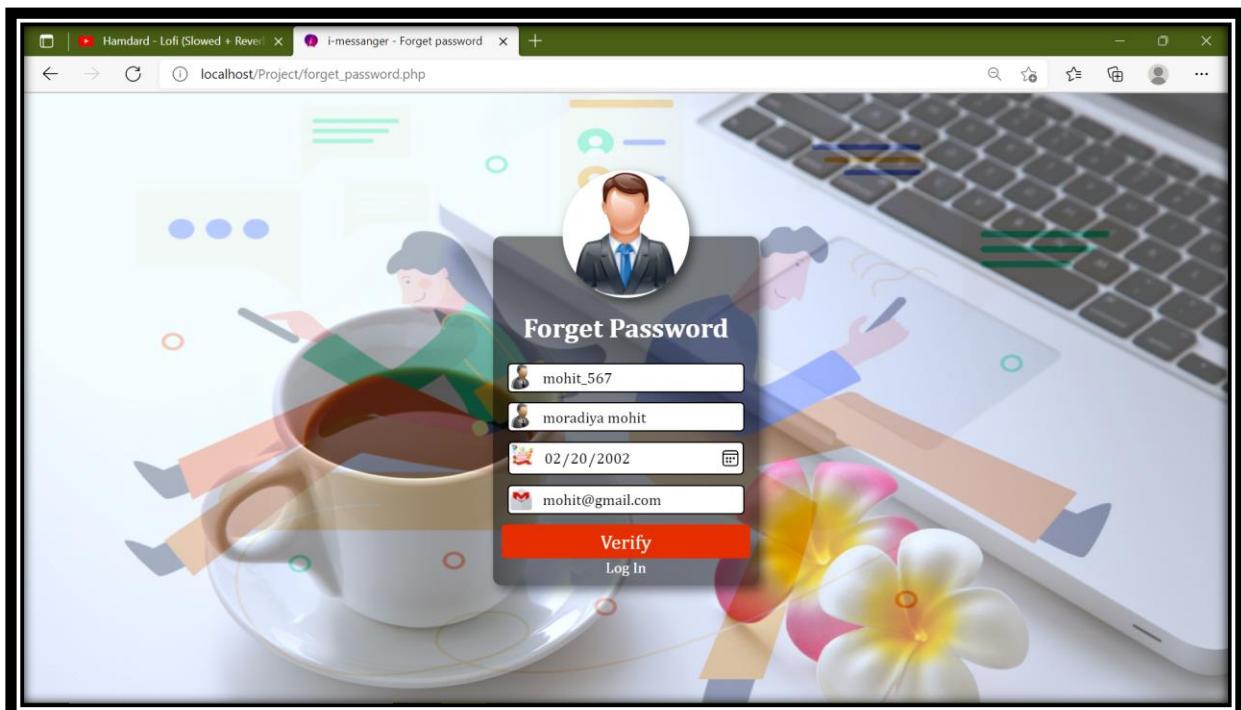
23. File message in all user

This page is use to show all file in user sending or receiving and preview of file.



24. Forget password

This page is use to forget password.





25. Change password

This page is use to change password.

The screenshot shows a web browser window titled 'Hamard - Lofi (Slowed + Reverb)' with the URL 'localhost/project/room/dashbord/homepage.php'. The main content area displays a sidebar on the left with user profiles and a central 'Change Password' form on the right. The sidebar includes profiles for 'naitik_dave', 'sidharth', 'priyank', 'pritesh', and 'parthiv'. The 'Change Password' form has three input fields for the old password, new password, and confirmation password, each accompanied by a small user icon. Below the fields is a red 'Change password' button and a 'Back' link. The bottom of the screen features a red navigation bar with various icons.

26. View all feedback

This page is use to show all feedback in this system.

The screenshot shows a web browser window with the same URL as the previous screenshot. The main content area now displays a table titled 'FEEDBACK' with nine rows of data. The table columns are 'No.', 'Full Name', 'Email', and 'Feedback'. Each row contains a user profile icon, their name, email address, and a series of emojis representing their feedback. The background of the table rows alternates between light blue and pink. The bottom of the screen features a red navigation bar with various icons.

No.	Full Name	Email	Feedback
1.	naitik	naitik@gmail.com	very good...
2.	rahul	rahul@gmail.com	♥ ♥
3.	aakash	aakash@gmail.com	♥ ♥
4.	jay	jay@gmail.com	😊 😊
5.	mohit	moradiya@gmail.com	this website is very usefull
6.	sanskar	sanskar@gmail.com	
7.	jay	jay@gmail.com	✉ ✉ ✉
8.	bhavesh	bhavesh@gmail.com	❤ ❤ ❤ ❤ ❤ ❤ ❤ ❤
9.	sanskar	sanskar@gmail.com	superb...



27. Update user profile

This page is use to update your profile like change user image, email id etc.

The screenshot shows a web browser window titled "i-messenger - dashboard" with the URL "localhost/project/room/dashbord/homepage.php". The page features a search bar at the top left and a sidebar on the left listing user profiles with their names, icons, and status. The main area displays a user's profile picture in a circular frame. To the right of the profile picture are several input fields: a placeholder for a new profile picture, the name "mohit_567", the title "Mr. Mohit Patel", the date "04/22/2002", the email "mohitmmv567@gmail.com", and a bio placeholder. Below these fields are two buttons: "Change Image" and "Update Profile". At the bottom of the page is a red navigation bar with various icons.



6. Testing and test cases

5. Testing and test cases

5.1 System testing, implementation and test cases Overview

5.1.1 Introduction & objective

5.1.2 Types of testing

5.1.3 Level of testing

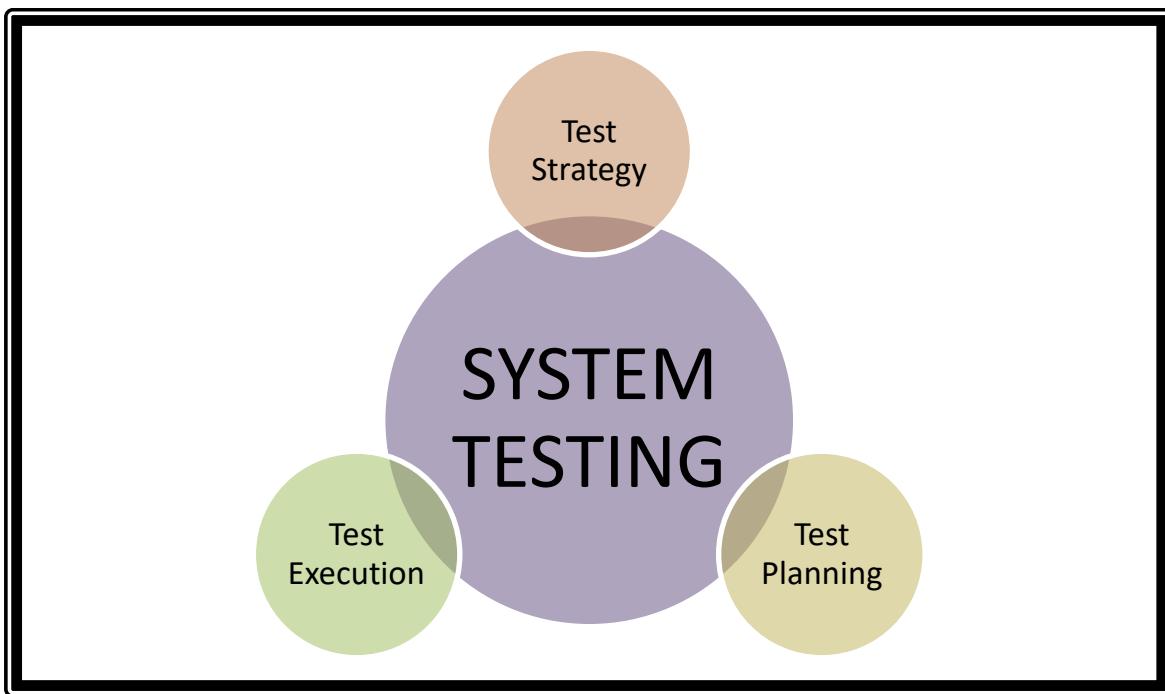
5.1.4 Test cases introduction & parameter

5.1.5 Test cases



⊕ Introduction of system testing

- ☞ System testing of the software or hardware is testing conducted on a complete, integrated system to evaluate the system's agreement with its specified requirements.
- ☞ The process of performing a variety of tests on a system I to explore functionality or to identify problems is known as system testing.
- ☞ System testing is usually required before and after a system is put in place.
- ☞ Testers usually try to “break the system” by entering data that may cause the system to failure or return incorrect information
- ☞ System testing is a more limiting type of testing; it request to detect defects both within the “inner – collection” and also within the system a whole



⊕ Testing objectives

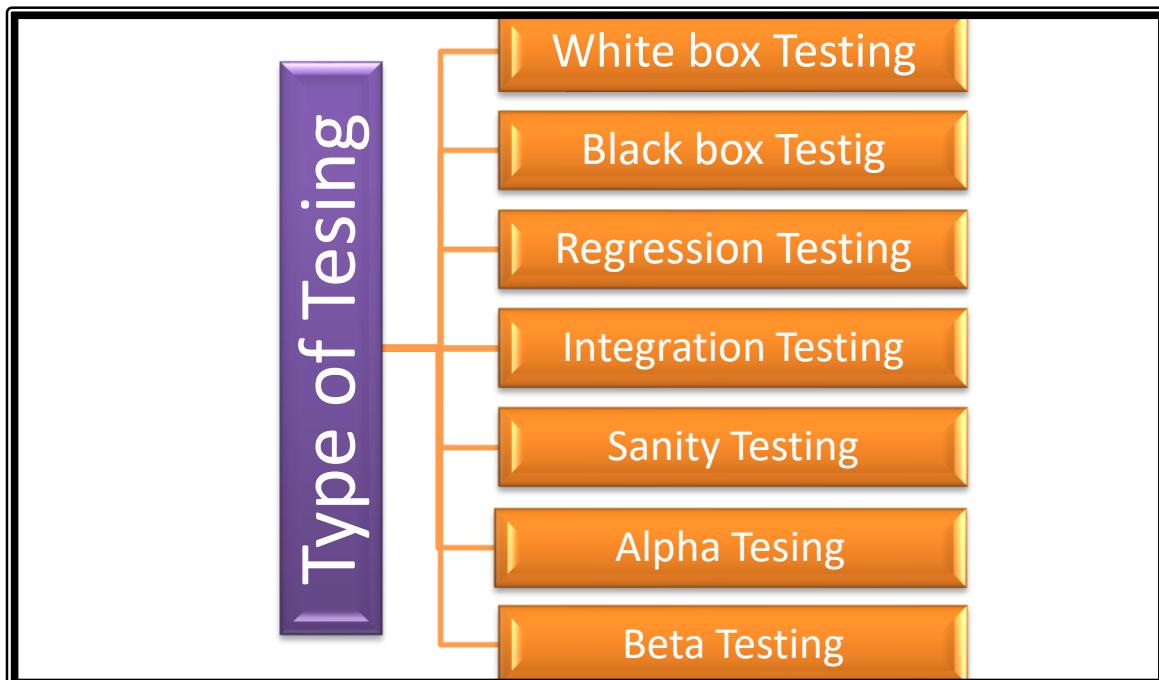
1. Testing is a process of executing a program with the intent of finding an error.
2. A good test cases us one that has a probability of finding an as yet undiscovered error
3. A successful test is one that uncovers an undiscovered error.

⊕ Types of testing

- ☞ Testing is an important step in software development life cycle.



- ☞ The process of testing takes place at various stages of development in programming.
- ☞ This is a vital step in development life cycle because the process of testing helps to identify the mistake and sends the program for correction.
- ☞ The various types of testing found in a software development life cycle are:

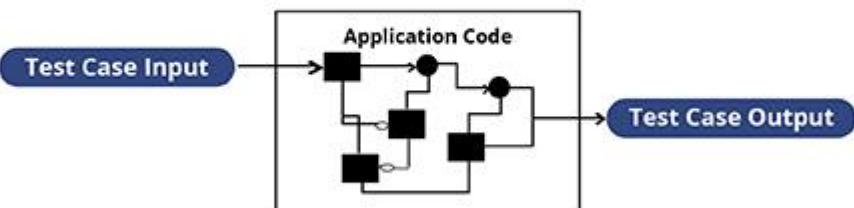


1. White box testing

- ☞ For doing this testing process the person have to access to the source code of the product to be tested.
- ☞ So, it is essential that the person doing this white box testing since this testing process requires the handling of source code.
- ☞ Though not necessary it would be more if the programmer itself does this white box testing since this testing process requires the handling of source code.
- ☞ It also known as clear box testing, open box testing, glass box testing, transparent box testing, code based testing or structural testing.

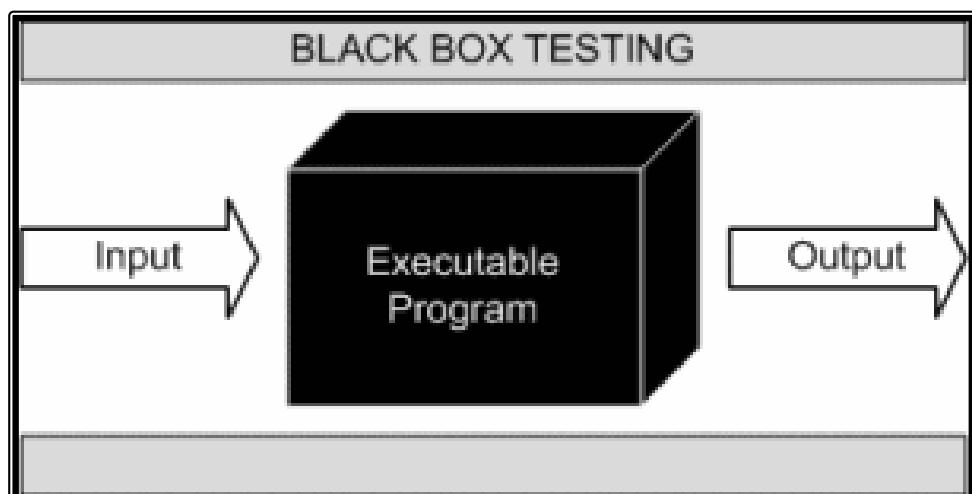


WHITE BOX TESTING APPROACH



2. Black box testing

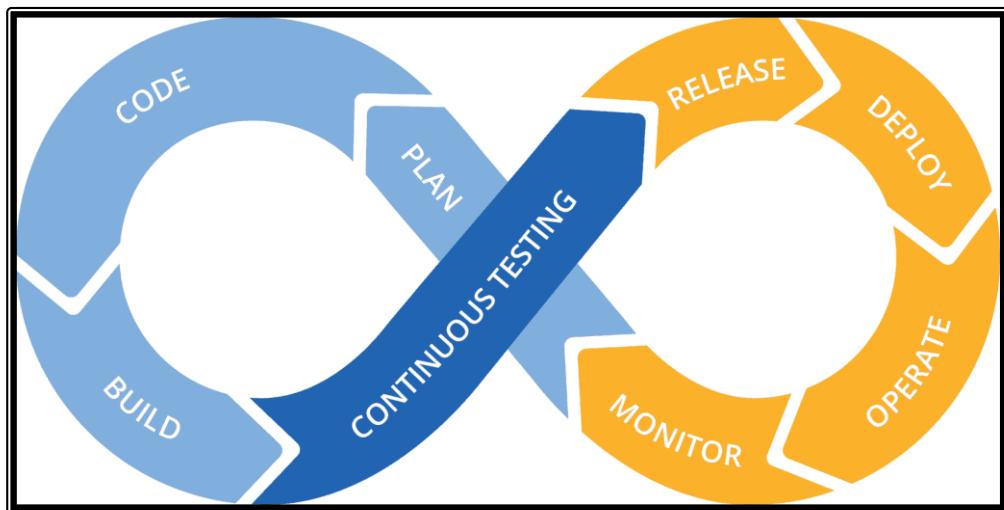
- ☞ This is otherwise called as functional testing.
- ☞ In opposite to white box testing here the person who is doing the black box testing need not have the programming knowledge.
- ☞ This is because the person doing the black box testing would access the output or outcomes as the end user would access and would perform through functionality testing to check whether the deployed module or product behaves in functionality in the way it has to be.





3. Regression [Failure] testing

- ☞ We all know that development life cycle is subjected to continuous changes as per the requirements of the user.
- ☞ Suppose if there is a change in the existing system which has already been tested it is essential that one has to make sure that this new changes made to the existing system do not affect the existing functionality.
- ☞ For ensuring this regression testing is done.
- ☞ Regression testing is the process of testing changes to computer programs to make sure that the older programming still works with the new changes.
- ☞ Regression testing is a normal part of the program development process and, in larger companies, is done by code testing specialist.

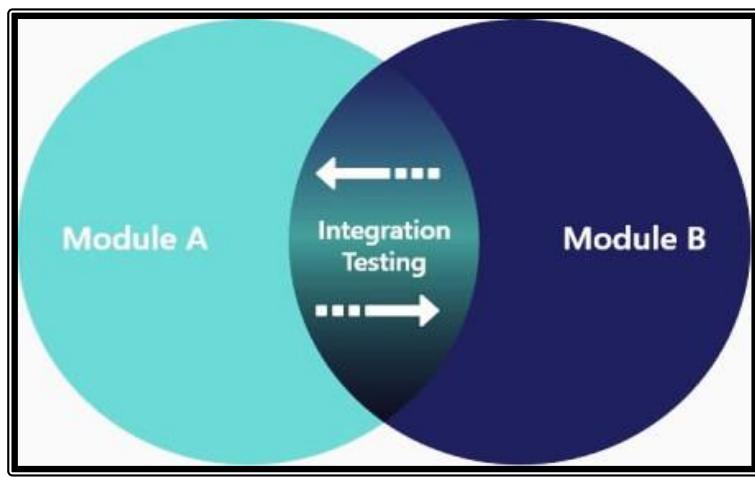


4. Integration testing

- ☞ Integration testing is a level of software testing where individual units are combined and tested as a group.
- ☞ The purpose of this level of testing is to expose faults in the interaction between integrated between integrated units.
- ☞ By doing the integration testing the process as a whole becomes easier.
- ☞ This is because by correcting mistakes or bugs in each module the integration of all units as a system and testing process becomes easier.

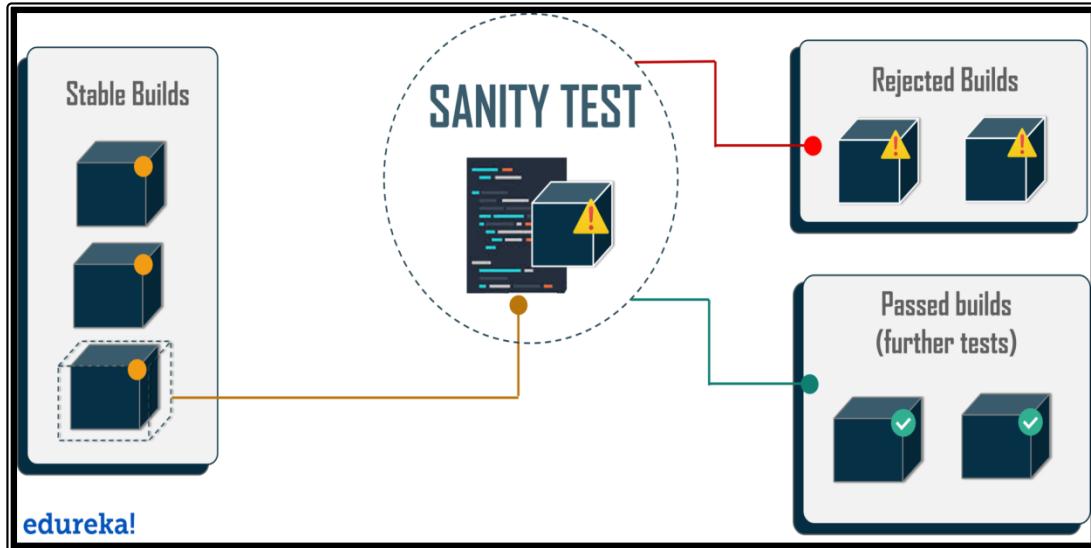


- ☞ So one might think why the integration is testing needed.
- ☞ The answer is simple.
- ☞ It is needed because unit testing as explained test and assures correctness of only each module.
- ☞ But it does not cover the feature of how the system would behave or what error would be reported when modules are integrated.



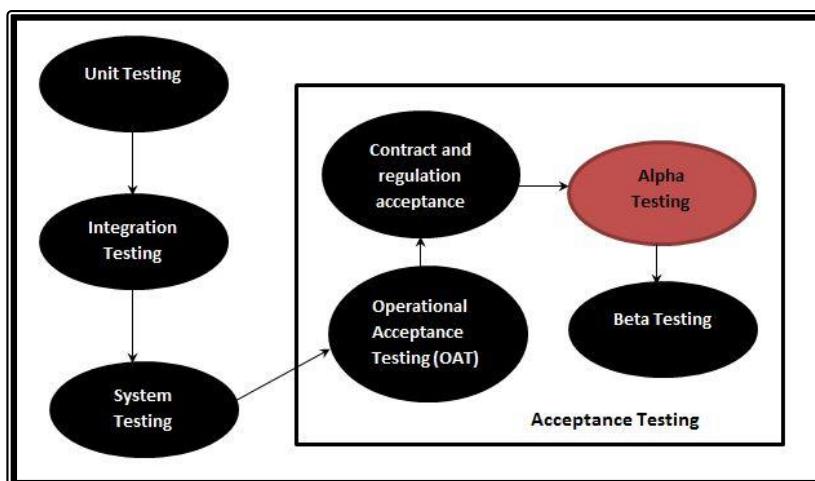
5. Sanity [Smoke] testing

- ☞ This is also called as smoke testing.
- ☞ This is mainly used to identify environmental related problems and is performed mostly by test manager.
- ☞ For any application it is always necessary to have the environment first checked for smooth running of the application.
- ☞ So in this testing process the application is run in the environment technically called as dry run and checked to find that the application could run without any problem or ignored in between.
- ☞ Sanity testing is the subset of regression testing and it is performed when we do not have enough time for doing testing. Sanity testing is the surface level testing where QA engineer verifies that all the menus, functions, commands available in the product and project are working fine.



6. Alpha testing

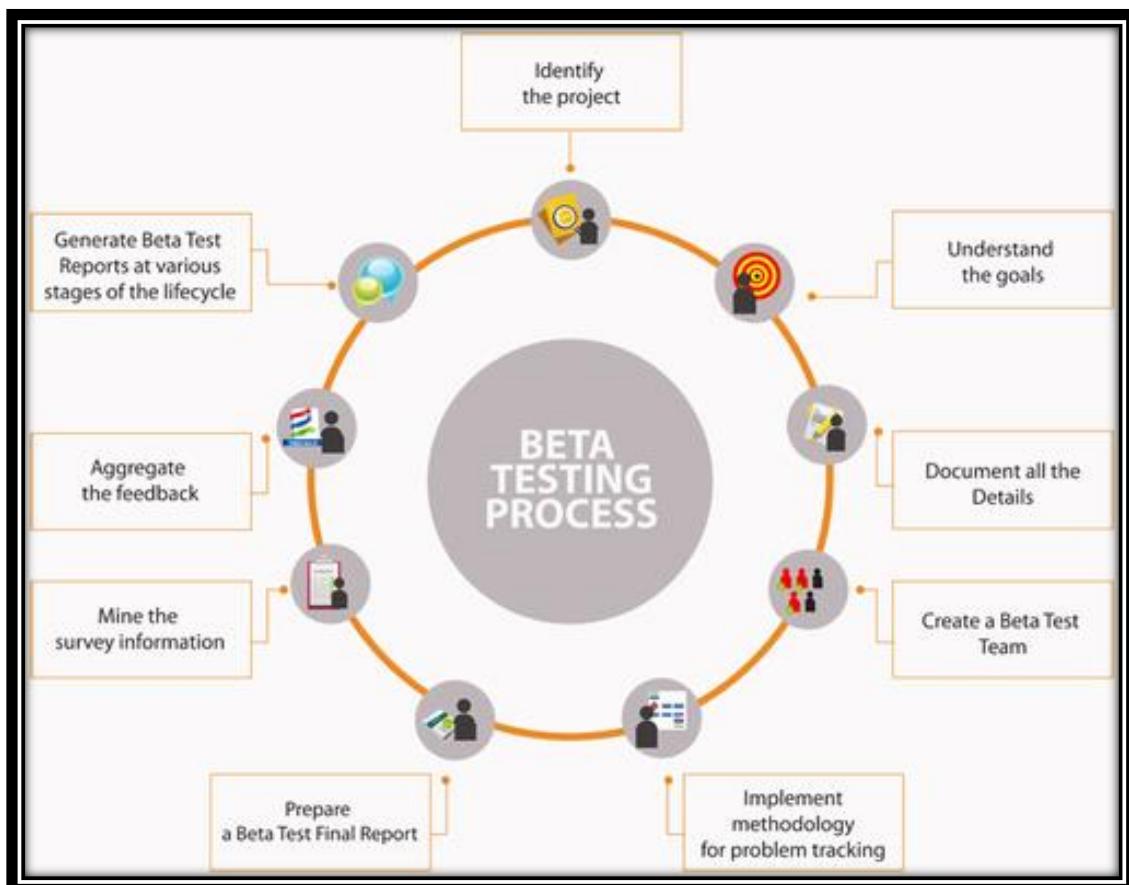
- ☞ The above different testing process described takes place in different stages of development as per the requirement and needs.
- ☞ But a final testing is always made after a full finished product that is before it released to end users and this is called as alpha testing.
- ☞ The alpha testing involves both the white box testing and black box testing thus making alpha testing to be carried out in two phases.
- ☞ Alpha testing takes place at the developer's site by the internal teams, before release to external customers.
- ☞ This testing is performed without the involvement of the development teams.





7. Beta testing

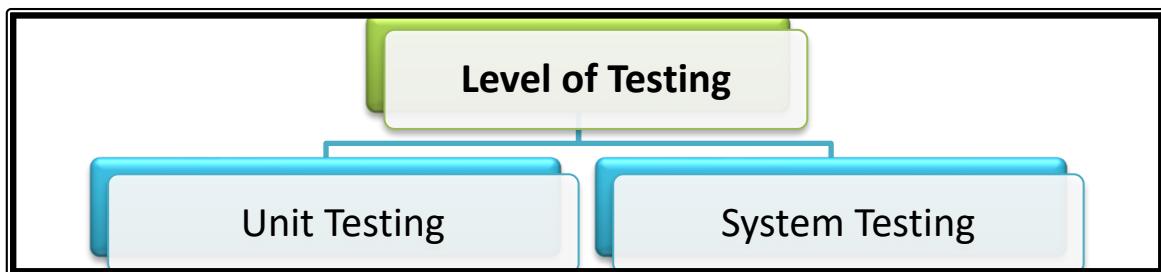
- ☞ This process of testing is carried out to have more validity of the software developed.
- ☞ This takes place after the alpha testing.
- ☞ After the alpha phase also generally the release is not made fully to all end users.
- ☞ The product is released to set of people and feedback is got from them to ensure the validity of the product.
- ☞ So here normally the testing is being done by group of end users and therefore this beta testing phase covers black box testing only.
- ☞ Beta Testing is one of the Acceptance Testing types, which adds value to the product as the end user (intended real user) validates the product for functionality, usability, reliability, and compatibility.





Level of testing

- ☞ Regardless of which strategy the analyst follows, there are preferred practices to ensure that test was successful.
- ☞ The level of test and types of test data combine with testing libraries are important feature for the actual testing process.
- ☞ System is not designed as entire systems nor are they tested as single system, the analyst is required to perform both:



1. Unit testing

- ☞ In unit testing the analyst tests the programs making up a system.
- ☞ The software units in the system are the modules or routines that are assembled and integrated to perform specific function.
- ☞ Unit testing focuses first on modules, independent from one another to locate errors.
- ☞ This enables a tester to detect errors in coding and logic that contain within that module alone.
- ☞ Unit testing can be performed from the bottom-up, starting with the smallest and lowest-level module and proceeding one at a time.

2. System testing

- ☞ System testing tests entire system which is considered integration of individual modules.
- ☞ It is also responsible for finding dependencies between the system and in original objective current specifications and system documentation.
- ☞ System testing is also responsible for resizing file size which must be adequate to satisfy user needs.

Test cases

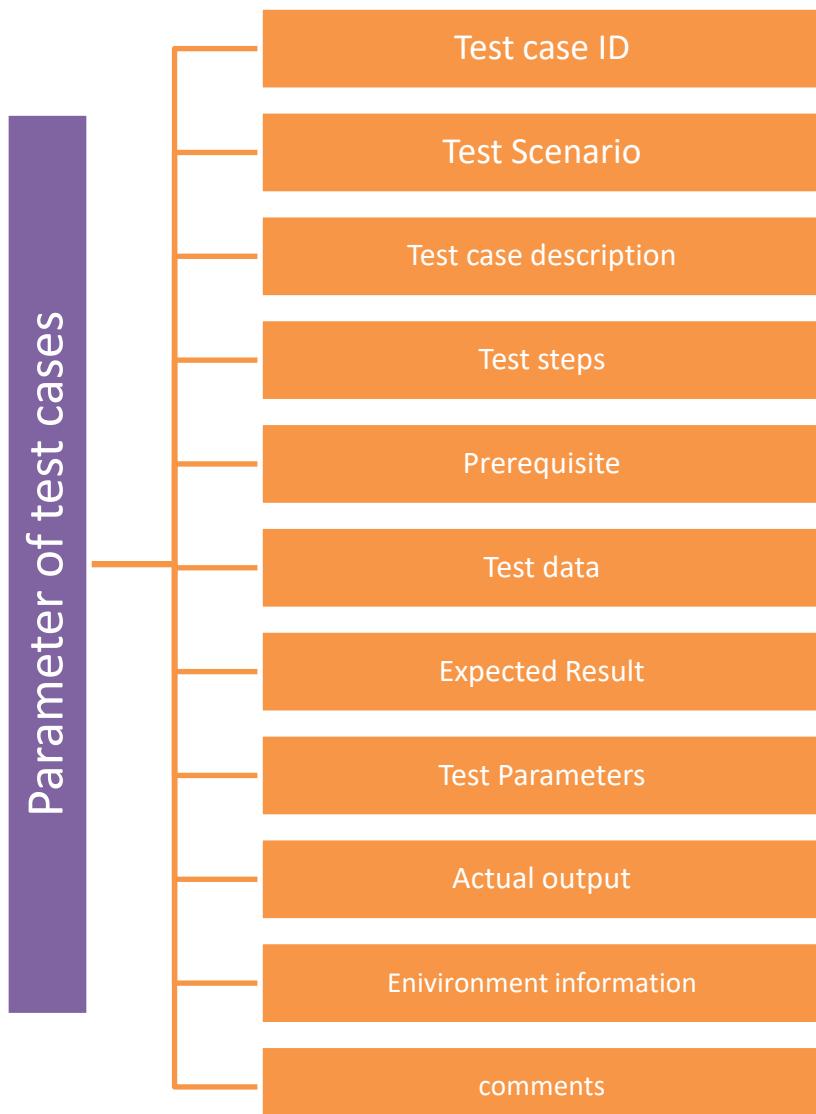


⌚ Introduction

A test case is document, which has a set of test data, preconditions, expected results, and post conditions, developed for a particular test scenario in order to verify compliance against a specific requirement.

Test case acts as the starting point for the test executions, and after applying a set of input value; the application has a definitive outcome and leaves the system at the system at some endpoint or also known as execution post condition.

⌚ Typical test cases parameters :



1. Registration verification



Test Case ID		1
Name	Registration verification	
Description	This test case is verified data are valid or not. If data is valid at that time navigate login. Otherwise appropriate message in registration form.	
Input data	<p>Enter valid username Enter full name Enter valid birthdate Enter gender Enter valid email id Enter valid password Enter about Upload image (.jpg, .png, .jpeg) and file size (2MB)</p>	
Expected output	<p>System need to verify data is valid or not. Case 1: If data are not filling at that time print appropriate message. If username match our application in My SQL database at that time print message “user is already exist”. If password length is minimum 8 character. Otherwise print message “Password length minimum 8 character...” Case 2: If file uploading at that time verify file size and file extension if file size and file extension not valid at that time print “File type and size not allow...” message. If birthdate is not valid (5 year old) at that time print message “Birthdate is not valid”. Case 3: If all data is valid at that time navigate login page and print message “Registration is successfully...”.</p>	
Actual out-put	System allowed registration and add data in database. And navigate login page.	



2. Login verification :

Test Case ID 2	
Name	Login verification
Description	This test case is verified username and password are valid or not. If data is valid at that time navigate user dashboard. Otherwise appropriate message in login page.
Input data	Enter valid username Enter valid password
Expected output	System need to verify data is valid or not of our website database My SQL database. Case 1: If data are not filling at that time print appropriate message. Case 2: If user name and password are not valid at that time print message “Username and password is invalid” Case 3: If username and password are valid at that time navigate user dashboard.
Actual out-put	System allowed login and navigate use dashboard.



3. Forget password verification :

Test Case ID		3
Name	Forget password verification	
Description	This test case is verified data are valid or not. If data is valid at that time navigate change password. Otherwise appropriate message.	
Input data	<p>Enter valid username Enter full name Enter valid birthdate Enter valid email id</p>	
Expected output	<p>System need to verify data is valid or not in website MySQL database.</p> <p>Case 1: If data are not filling at that time print appropriate message. If data is not valid at that time print message “Data is not valid”</p> <p>Case 2: If data is valid at that time input new password and confirm password. And verify password length is not valid at that time print message “Password length minimum 8 character...”.</p> <p>Case 3: If data is valid at that time input new password and confirm password. And verify password length is valid at that time change a password and navigate user dashboard.</p>	
Actual output	If all data is valid then update password in database and navigate user dashboard. Otherwise print appropriate message.	



4. Add other user :

Test Case 4	
ID	
Name	Add other user
Description	This test case is add other user.
Input data	Enter valid username
Expected output	<p>System need to verify username.</p> <p>Case 1:</p> <p>If user is not found at that time print message “User name not found...”</p> <p>Case 2:</p> <p>If username is already added in our friends at that time print message “username is already exist”.</p> <p>Case 3:</p> <p>If username valid and data is not found at that time print message “user successfully added”</p>
Actual output	If data is valid then update our friends list and refresh a user panel at that time show this user.



5. Search user in user panel

Test Case ID 5	
Name	Search user in user panel
Description	This test case is verify a user.
Input data	Enter valid username
Expected output	<p>System need to verify username.</p> <p>Case 1:</p> <p>If user is not found at that time show all other user in user panel.</p> <p>Case 2:</p> <p>If username is found at that time show a user profile.</p>
Actual out-put	If user is valid then show a user profile n user panel. Otherwise show all user in user panel



6. Sending a message and file

Test Case ID	6
Name	Sending a message and file.
Description	This test case is verify a message and uploaded file.
Input data	Enter message Uploaded valid file Click on send button Click delete button
Expected output	System need to verify data. Case 1: If user is not selected at that time user cannot send a message If message or file not uploaded at that time not work send message. Case 2: If input a message at that time send a message and show user message box. Case 3: If uploaded file is not valid extension or size (500MB) at that time not uploaded file. If file and message is valid at that time send a file or message and show user message box all message. Case 4: If click on delete button at that time remove all message or file in database.
Actual output	If data is valid at that time add appropriate data. And show all message in user message box. If click on delete button at that time remove all message in database and user message box is blank.



7. Story verification:

Test Case 7	
ID	
Name	Story verification
Description	This test case is verify a uploaded story.
Input data	Uploaded story (file type is .mp4 or .mp4a file size is less than 500MB) Search username Click on view story
Expected output	<p>System need to verify username.</p> <p>Case 1:</p> <p>If file is not uploaded and click upload button at that time print a message “file is not uploaded...”</p> <p>If file type and extension is not valid at that time print a appropriate message.</p> <p>Case 2:</p> <p>Uploaded story is valid at that time add data in database and show a story in story box.</p> <p>Case 3:</p> <p>If search user name is not found at that blank story box.</p> <p>If user name is found at that time user's all story show in story box.</p> <p>Case 4:</p> <p>If click on view story at that time show all story in user in story box.</p>
Actual output	If user is valid then show a user profile n user panel. Otherwise show all user in user panel

8. Create a group verification :



Test Case	8
ID	
Name	Create group verification
Description	This test case is verifying a create group data.
Input data	Enter valid group name Enter group description Add member of group Upload image (file type is .png, .jpg, .jpeg and file size 20MB)
Expected output	System need to verify group data is valid or not. Case 1: If data are not filling at that time print appropriate message. If group name match our application in My SQL database at that time print message “group is already exist”. Case 2: If file uploading at that time verify file size and file extension if file size and file extension not valid at that time print “File type and size not allow...” message. Case 3: If all data is valid at that time print message “Registration is successful”.
Actual output	If group is valid then show a group profile n group panel.

9. Update a group profile



Test Case ID 9	
Name	Update a group profile verification
Description	This test case is verifying data of the group and change update group data.
Input data	Enter group description Remove / Add member of group Upload image (file type is .png, .jpg, .jpeg and file size 20MB)
Expected output	System need to verify group data is valid or not. Case 1: If remove or modify a data in member at that time print message “You not admin, So you cannot remove or modify data”. Otherwise user is group admin at that time data is removing or modify. Case 2: If file is uploaded at that time verify file type and file size valid or not. if file type is invalid at that time print message “File type and size not allow...” Case 3: If file is not uploaded and all data is valid at that time update a data. Case 4: If user is group admin and click on delete button at that time remove group and navigate create group page.
Actual output	If user is admin at that time modify and remove data in group profile and database otherwise data is not remove or modify.

10.Update user profile

Test Case ID 10



Name	Update a user profile verification
Description	This test case is verifying data of the user and change update user profile.
Input data	Enter full name Enter valid email id Enter about Upload image (file type is .png, .jpg, .jpeg and file size 20MB)
Expected output	System need to verify user is valid or not. Case 1: If file is uploaded at that time verify file type and file size valid or not. if file type is invalid at that time print message “File type and size not allow...” Case 2: If file is not uploaded and all data is valid at that time update a data.
Actual output	If data is valid at that time update a user profile and update a data in database. Otherwise print appropriate message.

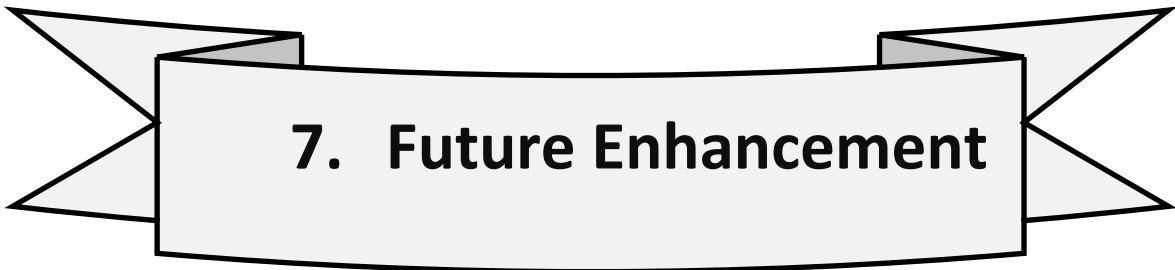
11.Change password verification

Test Case ID 11

Name	Change password verification
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Description	This test case is verifying old password and change password.
Input data	Enter old password Enter new valid password Enter confirm password
Expected output	System need to verify group data is valid or not. Case 1: If data is not fill at that time print appropriate message. If new password and confirm password is not same at that time print message “new password and confirm password is not match” If new password length is minimum 8 character. Otherwise print message “Password length minimum 8 character...” Case 2: Old password is verify. If old password is invalid at that print message “old password is invalid...” If old password is correct at that time password is updated.
Actual output	If old password is valid at that time update a password in database.



7. Future Enhancement



7. Future Enhancement



7.Future Enhancement

- ☞ After update website at that time website is responsive in all devices.
- ☞ Security is high in this system.
- ☞ This system performance low but after update this system at that time performance is increase.
- ☞ Add audio or video call.
- ☞ Add story comment section.
- ☞ Sending all file.
- ☞ After update website import pdf file and show all text message after clear history.



8. Bibliography

8. Bibliography



6. Bibliography

- ☞ <https://www.w3schools.com/>
- ☞ <https://www.youtube.com/>
- ☞ <http://www.phpform.org/>
- ☞ <https://stackoverflow.com/>
- ☞ <https://www.php.net/>