**WEB CHATING APPLICATION**

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**1. INTRODUCTION**

**1.1 PURPOSE**

In today’s web based world chat application makes it easy to communicate with people anywhere in the world by sending and receiving messages in real time. With a chat app, users are able to receive the same engaging and lively interactions through custom messaging features, just as they would in person.

**1.2 DOCUMENT CONVENTIONS**

Text messaging has changed the way of society. People on average send more texts than ten years ago and this is due to the convenience of messaging as it is instant and easy to communicate as every mobile phone has the web services. We are now able to send photos, videos and voice notes on many messaging services. This is influenced by the conventions because when text messaging came around, we were only able to send message with letters only whereas now we can understand the emotion of the text by the new form of messaging which is emojis. These are symbols which have faces on them and flags which represent emotion. This have become so popular that now when you purchase an apple iPhone and any apple device, one of the languages available is the Emoji. Another form influenced by the conventions of the new society is 'Text language' this is when people shorten words but still have the same meaning.

**1.3 PROJECT SCOPE**

It would help conversation in a perfect way. In very short time conversation would be sensible, obvious and simple. It connects people anytime and anywhere through web

**1.4 REFERENCES**

Other sources or documents or websites where the knowledge can be gained about this domain are

* <http://www.chat-bibliography.de/abc/biblio-r.html>
* <https://en.wikipedia.org/wiki/Web_chat>

**2. Overall Description**

**2.1 Product perspective**

Web messaging is the service on most mobile phones and other devices. It is based on standardized communication protocols to send messages from device to device. The standardized nature of web chatting is the primary reason that it’s the most used messaging service.

**2.2 Product features**

There is a two way communication between different client and servers.it can be used for group discussion.it allow user to know all logged in users in group chats.

**2.3 Operating Environment**

It requires the standard web connection for the quick responses.it operates around the stakeholders using it anywhere through web.

**2.4 Constraints**

Stable internet connection is required throughout the conversation. User should wait for the response still the other users log in

**3. System Features**

**3.1 Functional Requirements**

The application is developed using HTML and CSS in front end and JavaScript at backend.it is developed in a way that defines the two way communication between different clients and server

**4. External interface Requirements**

**4.1 User Interfaces**

* User should be able to login
* User should check the availability of others using login details of others
* Check whether strangers are logged in during personal conversations

**4.2 Hardware Interfaces**

Minimum requirements will be as follows

* 128 MB RAM required
* Processor speed of 50 MHZ
* Internet
* Necessary hardware devices like keyboard, mouse etc.

**4.3 Software Interfaces**

It supports software like

* Windows xp
* Windows 7
* Windows 10
* Windows 11
* Linux and more