

StrangCAM 

MINI PROJECT – 2

SYNOPSIS



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Acknowledgement

It gives us a great sense of pleasure to present the synopsis of the B.Tech mini project undertaken during B.Tech III Year. This project is going to be an acknowledgement to the inspiration, drive and technical assistance will be contributed to it by many individuals. We owe special debt of gratitude to Dr. Manoj Varshney, Assistant Professor, for providing us with an encouraging platform to develop this project, which thus helped us in shaping our abilities towards a constructive goal and for his constant support and guidance to our work. His sincerity, thoroughness and perseverance has been a constant source of inspiration for us. We believe that he will shower us with all his extensively experienced ideas and insightful comments at different stages of the project & also taught us about the latest industry-oriented technologies. We also do not like miss the opportunity to acknowledge the contribution of all faculty members of the department for their kind guidance and co-operation.

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ABSTRACT

The study described in this research report shows that trend of online chatting is increasing exponential and As a student we generally spend our free time in chatting. This project aimed to developing an Android application which provide a platform where people can create there profile and connect with new people via video call, voice call and text messaging. This project also help in making your network all over the globe and know there culture also it help in improving speaking, reading and writing and improve overall communication. The entire project is developed keeping the view of customer and aimed to provide great user experience and ease to use tool to communicate with new people from all over the word all at free of cost The implications of these results and directions for future are discussed in this report.

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INTRODUCTION

The trend of online chatting is increasing rapidly and is have several advantages also like people can interact with each other from anywhere in world and get to know more about different culture at free of cost which increase your friend circle and also increase network also. If this app used as tool it can act as a tool to improve one's reading, writing and speaking skills and help to improve overall communication and all the above mentioned things at free of cost. This app also have a reward feature through which help you in calling like for every call or chat user will pay 50 reward points and user can easily earn more points using earning system no other cost is required for video calling or chatting. Considering all these things the idea of this project came into picture. The idea is to create an android application that act as a platform for people to interact with strangers and learn more about different culture and also improve their communication skills.

System Requirements

Hardware Required

- Intel i5 processor
- 8 GB ram
- Dedicated Graphics Card

Software Required

- Windows 10 or 11
- Android Studio
- Android emulator
- JDK 19

Project Description and Working

The idea is to create an android application that act as a platform for people to interact with strangers and learn more about different culture and also improve their communication skills.

The Project is Divided into 2 modules – user and administrator. The roles of the modules are as following:

User:

People are also the end user of the app. The user can login, sign up or can skip this step and come to home page. User can do following things:-

- User can tap to any button for video call, voice call or for text message then in backend it search for a free room if there is any then it connect to the other person of free room
- If there were no free rooms available then new room is created and user will wait for another user to connect to start call.
- For each call or message connection user have to pay 50 reward points.

- The reward points can be earned from wallet where user can watch the ad and for each ad user will earn 200 reward points and at ones 1 user can earn 600 reward points.

Administrator:

Administrator manages Database all database including user data like personal information and rooms. Also admin can change number of reward points needed to connect call or chat. If any user is found doing any suspicious activity admin can may ban the user without informing them. Also admin can delete user data but is user wants to do so or is needed admin will inform user before doing so.

Implementation

The whole project is implemented using Java as backend language and the UI is designed using XML. The project also use JSON written in Java Script. The software used here is Android Studio. With the help to some websites(Like stackoverflow, android etc), books, course and some youtube tutorials I implemented complete app. The complete app is divided in 5 phases very similar to phases on any social media application. The first one is user needs to signup then user need to login. Second one is the completely based on profile setting where user will fill details here user name is mandatory and other information like city, profile picture and optional. The third part is completely dedicated to video calling and voice calling where user will pay reward points and connect to strangers. The fourth part is used by customer to make room for chat where user can connect to a stranger via chat. The last phase is related to user wallet where user can see his current reward points and can see rewarded ad to increase it.

References

Websites:

- <https://stackoverflow.com>
- <https://www.android.com>
- <https://www.google.com>

Faculty Guidelines:

Dr. Manoj Varshney (Assistant professor GLA University)

GitHub Repository link:

 https://github.com/Sanjeev718191/Mini_project_2-StrangCAM-data

Play Store link:

 play.google.com/store/apps/details?id=com.sk.strangcam