MINI-PROJECT (2020-2021)

(TeleChat APP)

PROJECT Synopsis

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1.INTRODUCTION -

1.1 Overview

- All the functional/non-functional requirements, corresponding DFD's, UML and Use Case Diagrams have been organized in this report. Along with these designs, this report also contains the essential data of this project.
 - The complete description of the application followed by the functionalities has been listed initially. Later on, the tele chat app has been described diagrammatically with the help of different designing tools like Data Flow Diagram, Use Case Diagram, Interaction Diagram and E-R Diagram.

1.2 Motivation-

Tele chat app has a number of advanced security features. It has end-to-end encryption, just like Apple's iMessage and Signal. All messages that flow through the platform are protected so that only the sender and the recipient can see them. Tele chat app will not be able to read your messages, even if it wanted to.

The application does not store your personal information, and only the people you approve as contacts can send you messages.

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1.3 Objective

our objective of this project is to design and implement user friendly, platform

Tele chat app is for two or more people to communicate almost simultaneously through the Internet connection and through text messages. It has all the benefits of an enhanced chat system with the facilities to share all kinds of documents.

It is available on both iOS and Android or even Windows Phone.

Abstract

The report presents t	he three tas	ks that is	s being in	continuation	which are	listed
below:						

- 1. Understanding of the Problem objective & implication.
- 2. Understanding of the data & building of the model.
- 3. Evaluation of the model.

All these tasks have been completed successfully and results were according to expectations. All the tasks were need very systematic approach, starting from the collection of the data to the implementation of the solution and till evaluation of the System. The most challenging task was the domain knowledge, to understand the language. It is one of the major areas and really need very fundamental and conceptual knowledge of java and Xml.

Methodology

Our methodology is designed to help you take maximum advantage of the internet technologies. It incorporates all aspects related to our APP and allows us to ensure that the final product is of the highest standards. Below are the steps we will take to ensure that all your deliverables are completed in time, within budget also we will try to solve each and every problem efficiently.

Requirements analysis

The first step for us is to analyze your and your target market's requirements. Who will be visiting your APP, what will be the purpose of their visit, what is the primary goal of your APP, how can your organization best cater to their needs etc.? Many such questions are analyses for the Needs Analysis stage.

If we are given access to the current APP statistics, we would also like to analyze your current page views, average user time spent on the site, top landing pages, existing search engine rankings, existing bounce rates and many such factors. We analyze your online target audience and assess your differentiation strategy to best attract and retain your online visitors.

Your APP will also undergo comprehensive search engine analysis twice during the course of the project; once during this stage and once again after the deployment (Go Live phase) of your app.

HARDWARE REQUIREMENT (MINIMUM)

- 20 GB OF HARDDISK
- Processor i3 (7th Gen)
- 1024 x 768 Display
- Internet
- Minimum Marshmallow version 7.0 (for android)
- Pentium IV or higher, (PIV-300GHz recommended)
- Hard-Disk 250GB or more
- RAM 4GB or more
- Processor i3 (7th Gen)

SOFTWARE REQUIREMENT-

- SYSTEM SOFTWARE
 - Operating System (Windows 7, Linux)
- APPLICATION SOFTWARE
 - JavaScript (back-end)
 - > Xml
 - ➢ GitHub
- Web Browser:-

REFERENCE

- www.wikipedia.org/
- www.udemy.com/
- www.google.com/