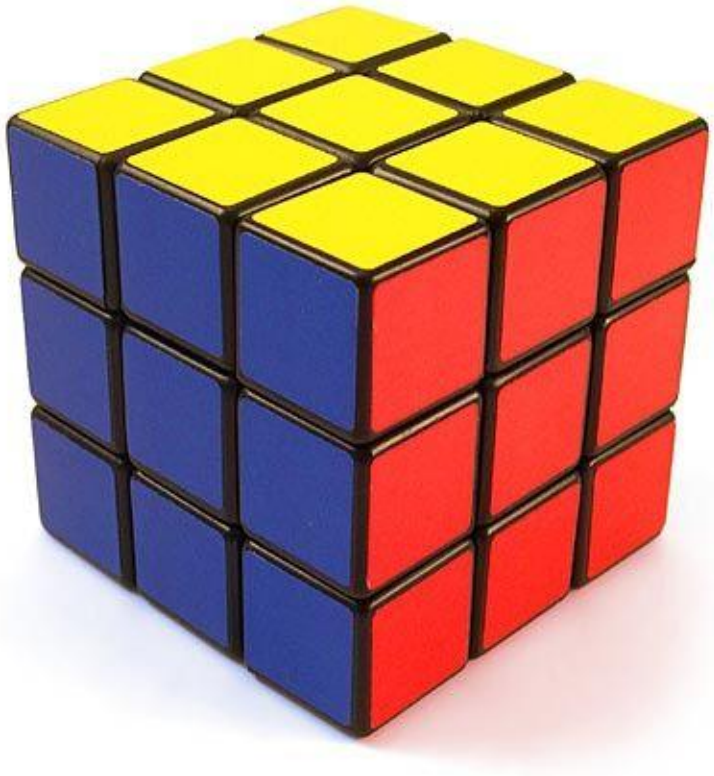

RUBIX

Chat With Ease

Lakshmi Vyshnavi Perla

Bhargavi Sandhya Podile

Kamal Tej Veerapaneni

Vinay Maturi

MESSAGE SCHEDULING

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PROJECT GOALS and OBJECTIVES

In general, texting of messages takes pace instantly, but to make the messages to be delivered at a certain time or on some condition is called as Message Scheduling. It mainly helps in sending the messages to the recipients at certain time, because sometimes user may forget about that or the user might be busy with his work. This method can also be helpful in sending messages to the recipients based on their input message automatically. Sending the message based on the recipient message automatically will help a lot to the organizations such as colleges and recruitment departments.

Overall Goal:

Providing an environment to send a specific message at a certain time and to generate an automated reply for users to queries based on their request subject through mail.

Specific Features

- To set time and date for the message to be sent in a chatting environment.
- To setup a mailing system that generates an automated reply to the user based on the user's message based on the user's subject mentioned in the mail.

Significance:

- To send the desired message at specific time to the recipient. This will elevate the use of message scheduling.
- To increase the efficiency of response to the users through mailing process.

Specific Objectives:

- The first and foremost is to increase the immediate responsive nature for basic questions from an organization.
- To remove the problem of remembering to message every time for each event.

Specific Features:

- A regular chat is included along with the feature of specifying a particular time to send message or for a specific message. In addition to that, a system is created by sending the reply to the e-mails or the messages based on finding the key words of the subject that the user is sending. This can be done by using certain API. So finally using several APIs by adding certain feautures to the existing system would help us achieve the task completed

Related Works:

- SMS Sent TIME:

  This is an android application which sends messages to the users by setting date and time.

- Text Magic

  This is also a kind of website where a message can be sent to the user from its website by giving all the information and by setting the time. This can even send message to other countries also by giving the time of the time zone of that country.

Implementation:

This is a part of project, where our idea is implemented in an executive process. This is the phase where, we will give our inputs and follow the procedure to expect the desired outputs.

Main Modules:

The web base application requires the following languages.

HTML (Hyper Text Markup Language) : This is used to create the display of the pages on the websites that the user interacts with the application.

CSS (Cascading Style Sheets): It is used to give the styling for the documentation written using HTML for the web pages.

JavaScript: This is a type of programing language used to make the web pages interactive with the user by giving the logic for the items like buttons, links e.t.c,

Angular JS: It is a JavaScript based open-source framework which reduces the java script usage effort.

Boot Strap. It is a framework used to reduce the work fromt eh scrap and gives an effective view of the web pages and add the functionalities like buttons with easy and good view.

Existing Services/REST API:

Oath Login:

For this increment the g-mail oAuth login API has been used login into the home page of our website.

WebStorm:

To execute the source code, webstorm has been used.

Chat Environment

Once the user logs into the account, user can have a chat room where multiple users can chat.

Firebase

The messages that are being sent in the chatroom will be saved in the firebase database.

Detail Design of Features

Wireframes

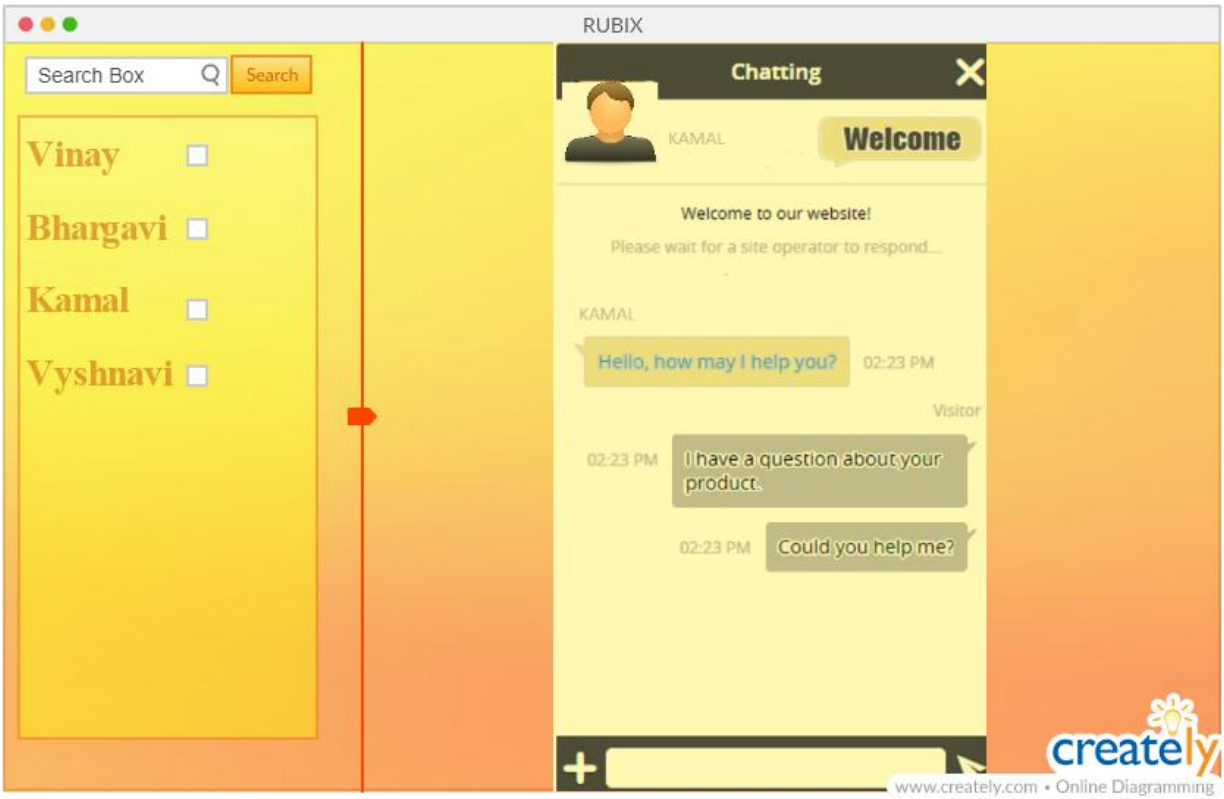
Register Page

RUBIX
CREATE A NEW ACCOUNT
HOME
FIRST NAME :
LAST NAME :
EMAIL :
USERNAME :
PASSWORD :
CONFIRM PASSWORD :
REGISTER
CONTACT US
creately
www.creately.com • Online Diagramming

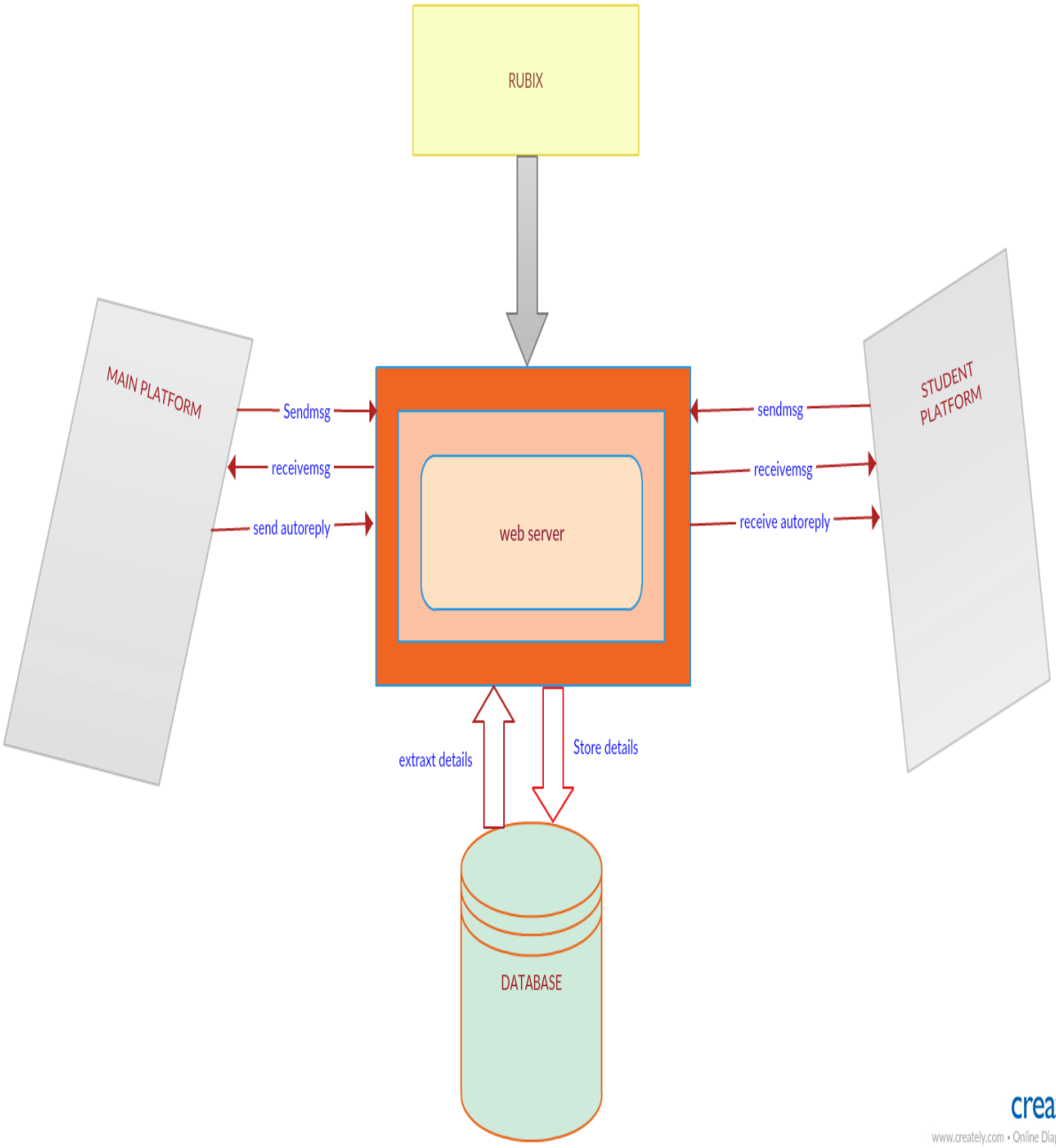
Home Page

RUBIX
FINISH
CHAT
MAIL
CONTACT US
creately
www.creately.com • Online Diagramming

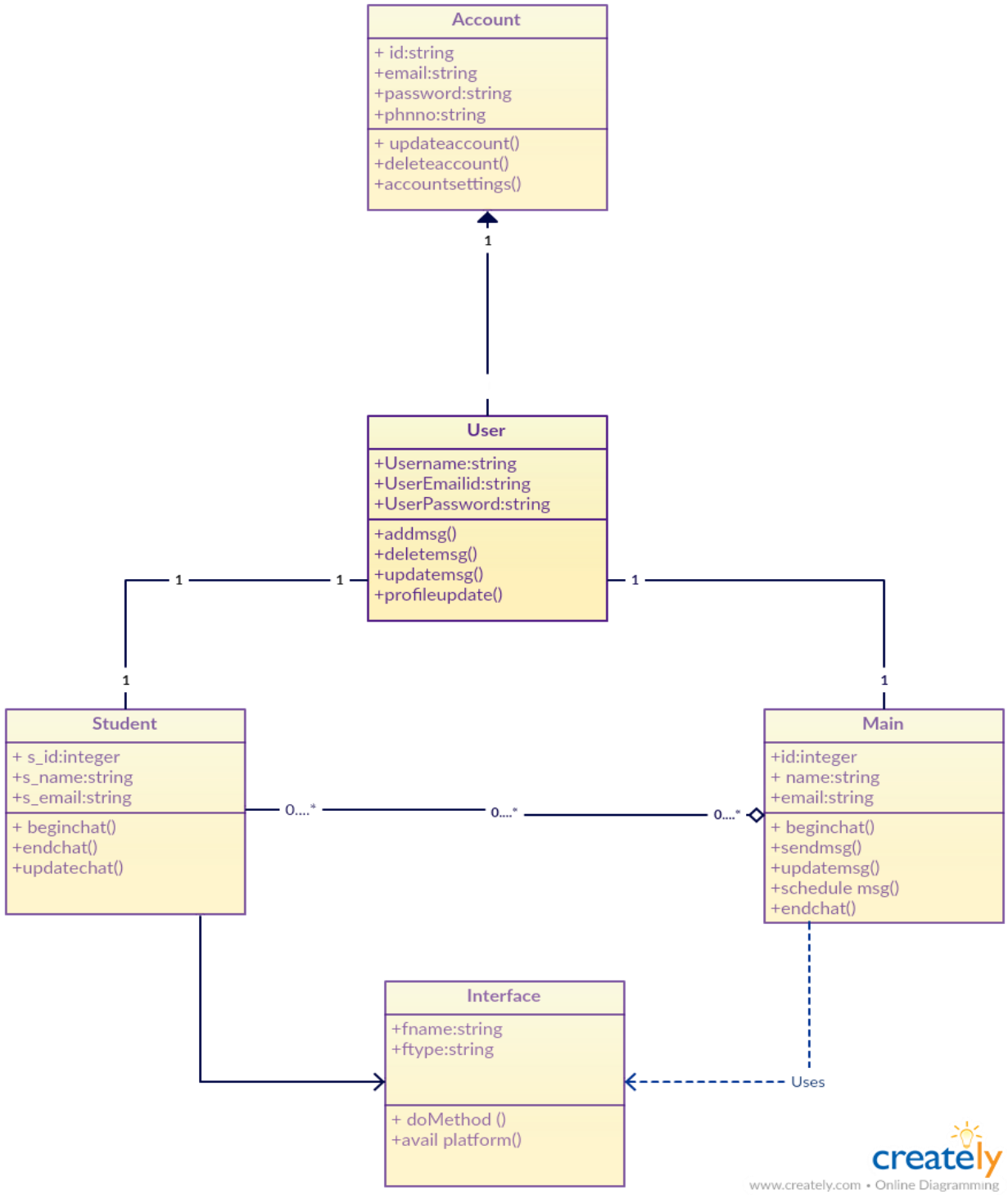
Chat Page


RUBIX
Search Box
Search
Vinay
Bhargavi
Kamal
Vyshnavi
Chatting
KAMAL
Welcome
Welcome to our website!
Please wait for a site operator to respond...
KAMAL
Hello, how may I help you?
02:23 PM
Visitor
02:23 PM
I have a question about your product.
02:23 PM
Could you help me?
creately
www.creately.com • Online Diagramming

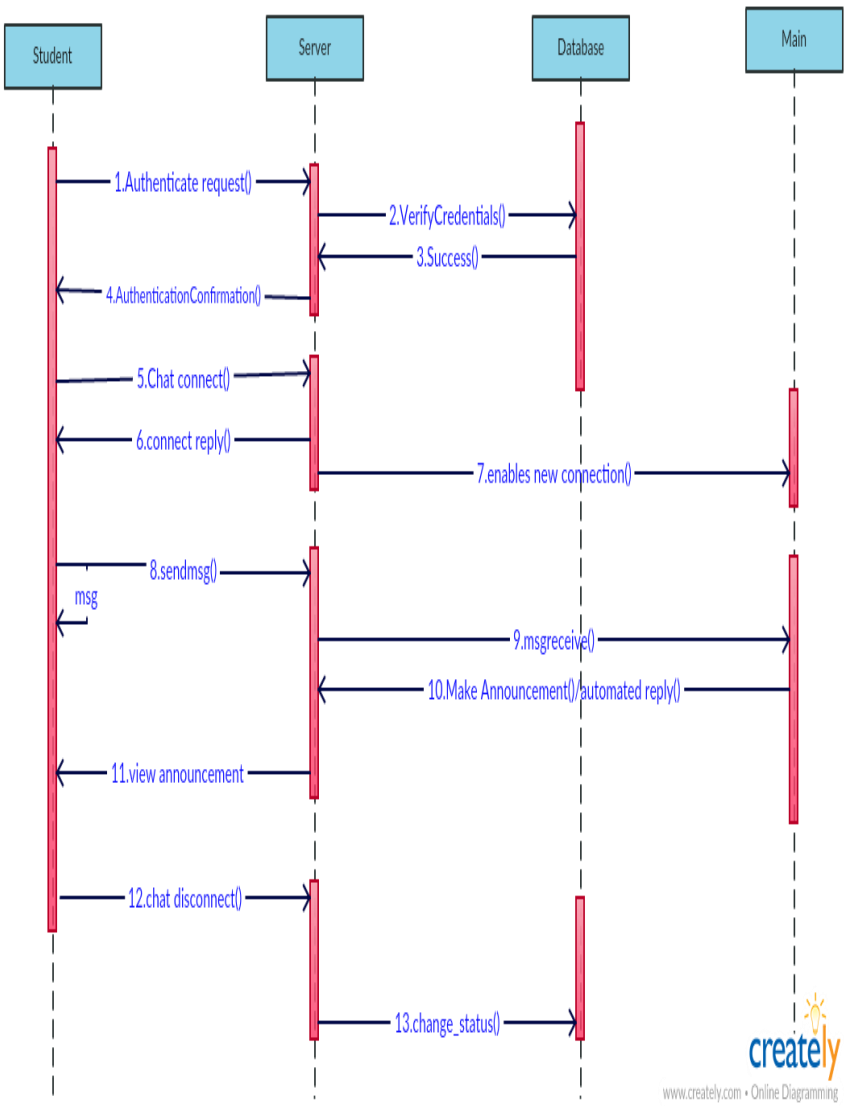
Architectural Diagram



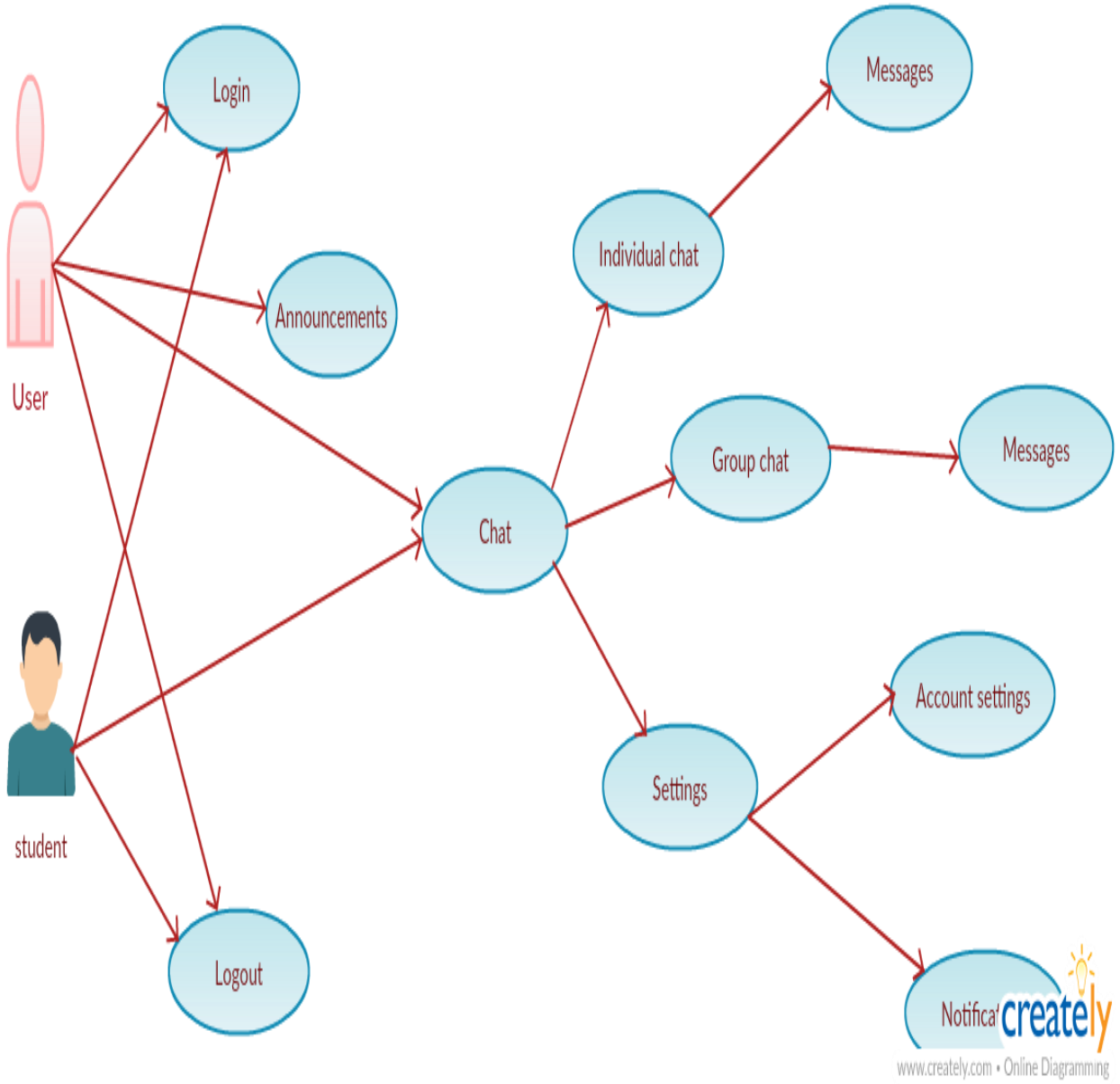
Class Diagram



Sequence Diagram



Use Case Diagram



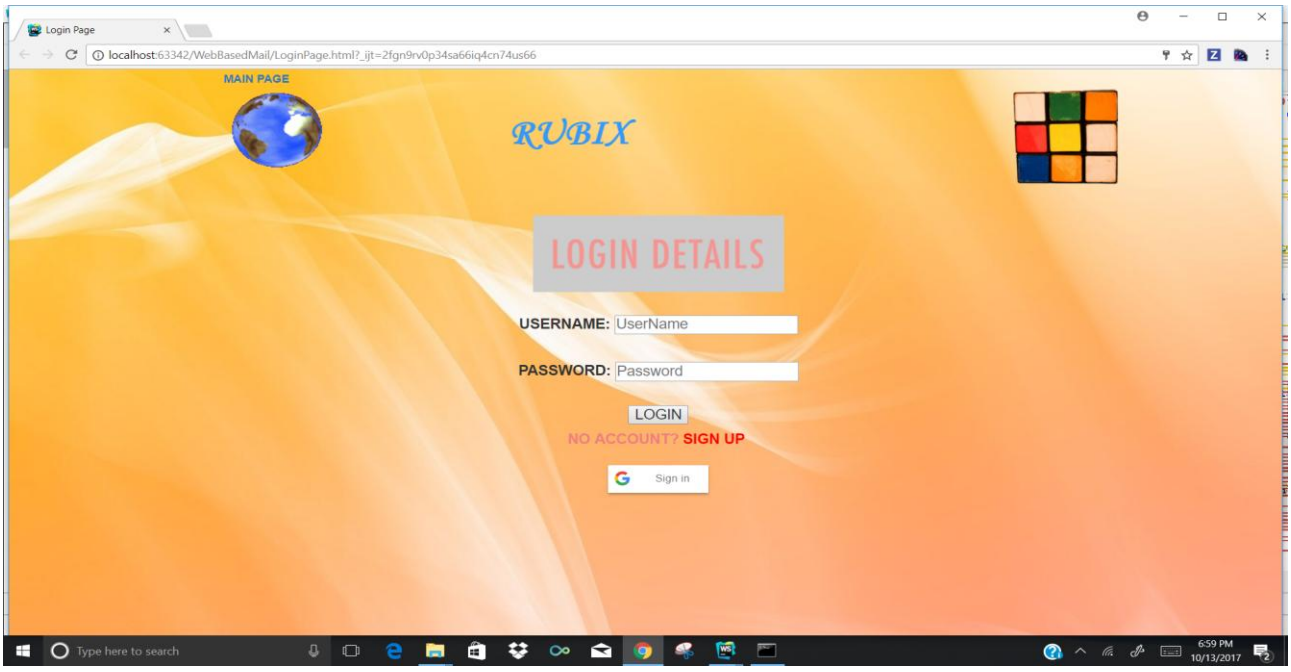
User Stories

1. As a user, I want to Login, so that I can ask queries
2. As Main, I want to Login and check the notifications about the doubts from students.
3. As a user, I want to chat with main to ask doubts, so that I can get my problem rectified by the professor in that particular chat room.
4. As a main, I want to view incoming chat messages, so that I can respond to student's queries for respective classes
5. As a main, I want to post important announcements in a particular group, so that I can let students know about it.
6. As a Student, I want to view announcements, so that I can follow main announcements.

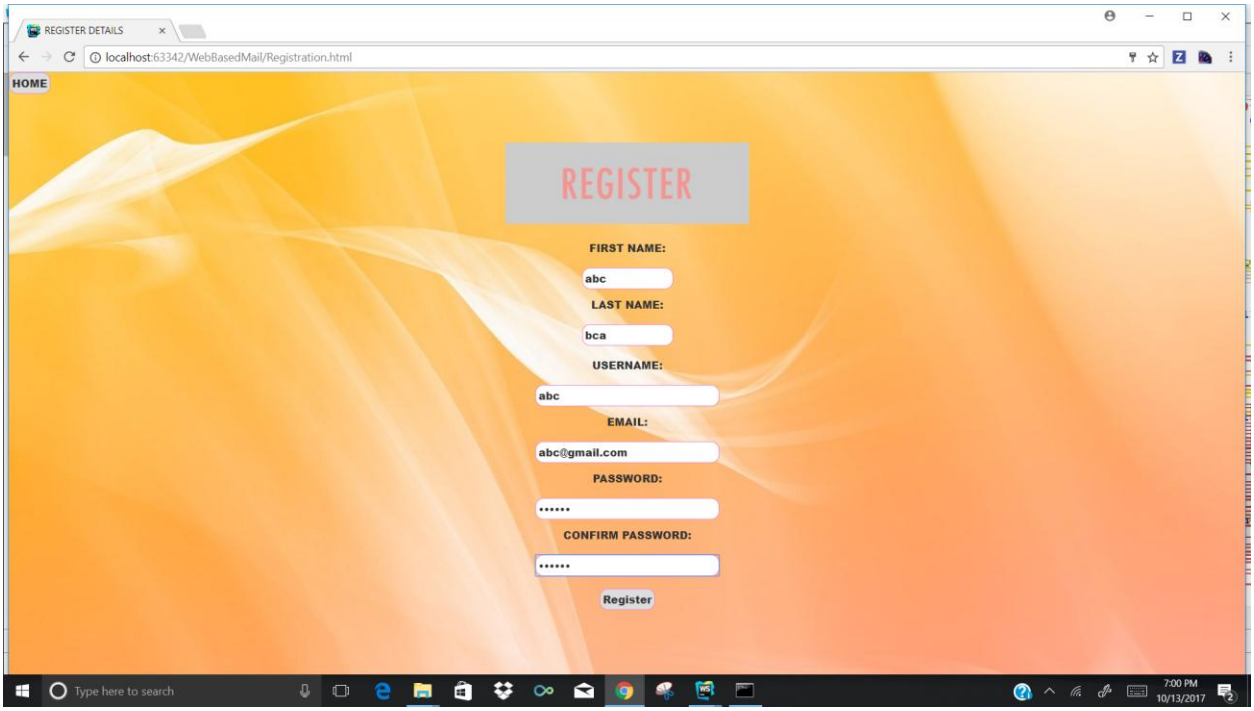
DEPLOYMENT

The implementation of the website works as follows.

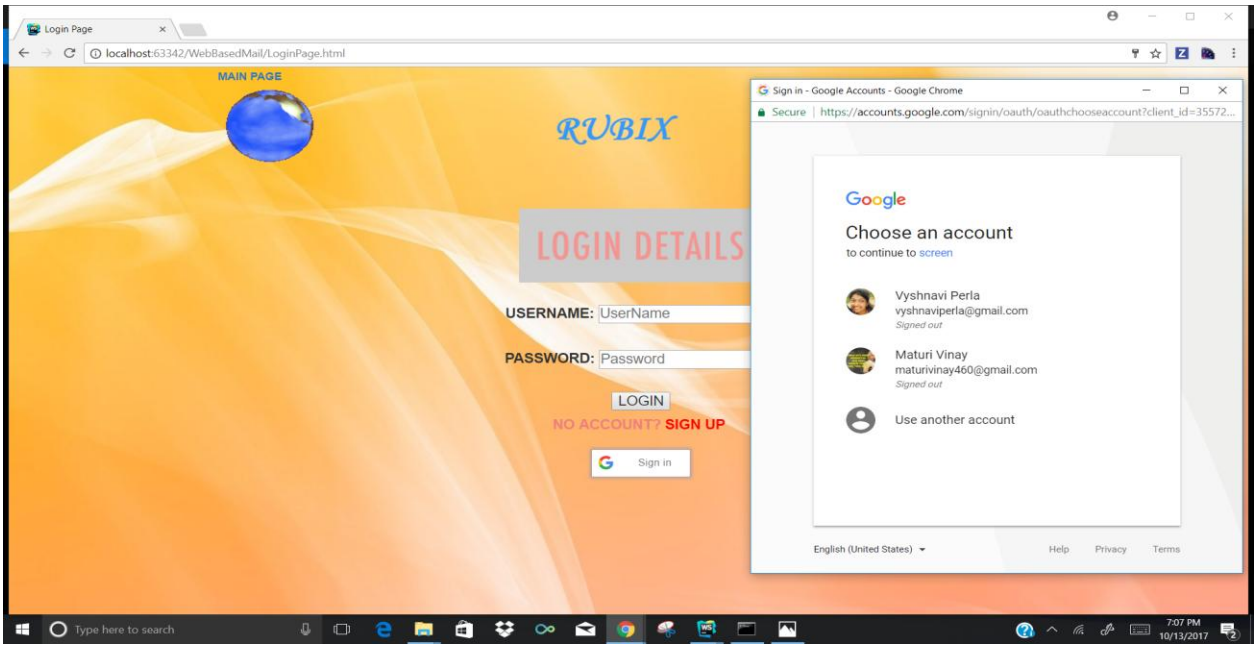
The **HOME** page of our website is



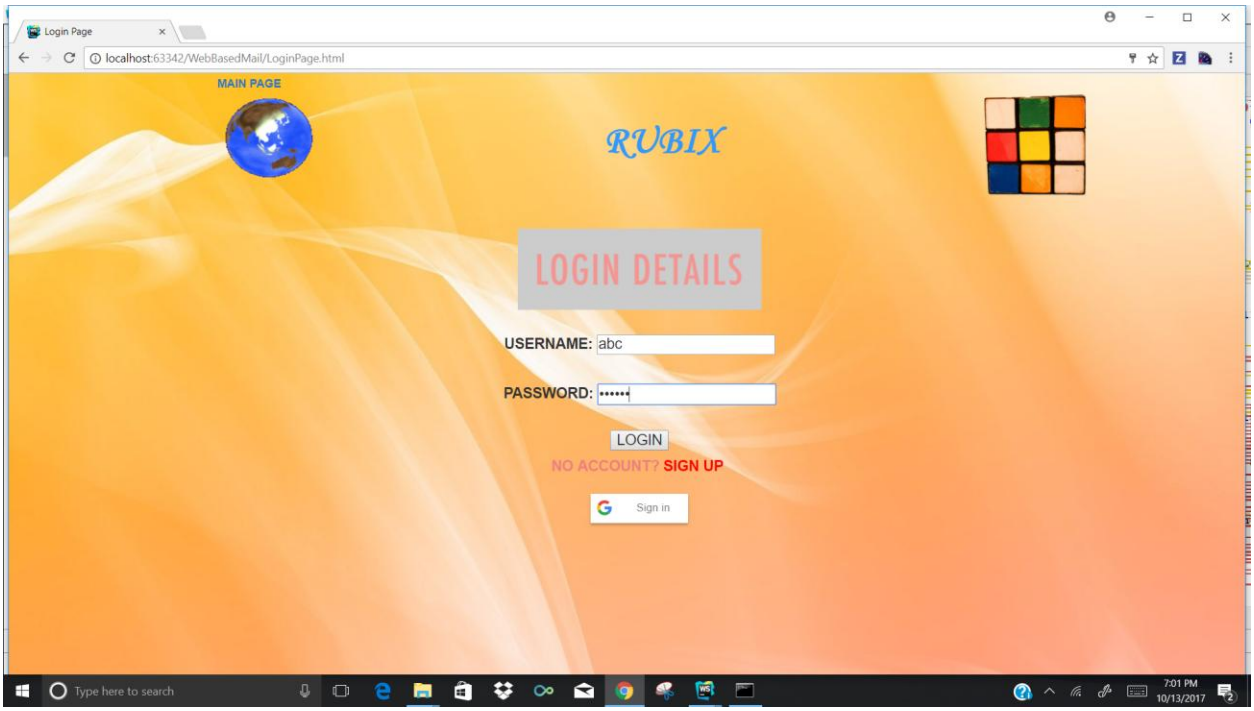
If the user is a new user, the **Registration page** can be obtained. The registration page looks as below.



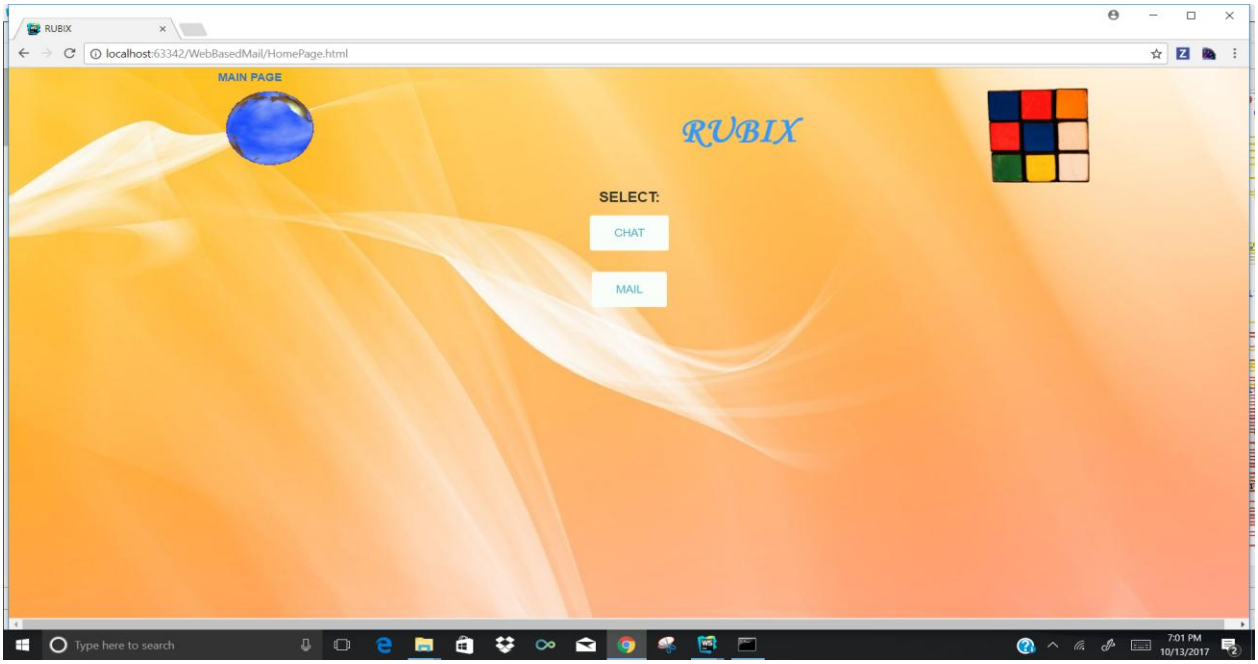
If the user logs in using G-mail Oath login the page looks as follows.



If the user log in using the credentials it looks as follows.

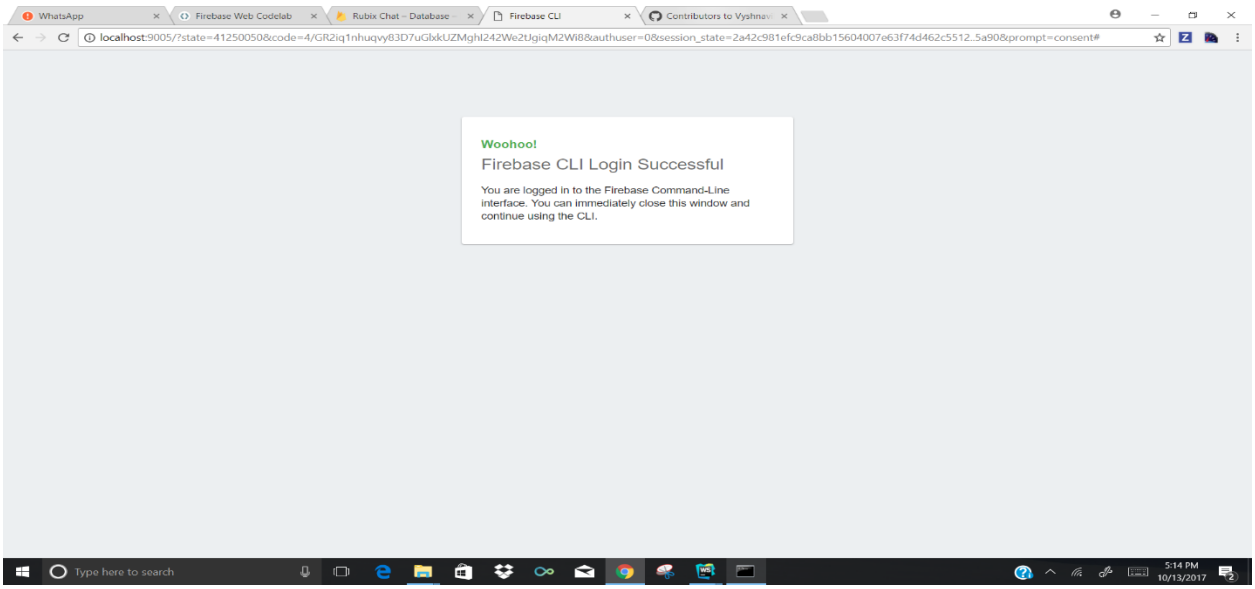


Once the user log in either using his credentials or using the g-mail oath login, the home page will be opened. It looks as follows.

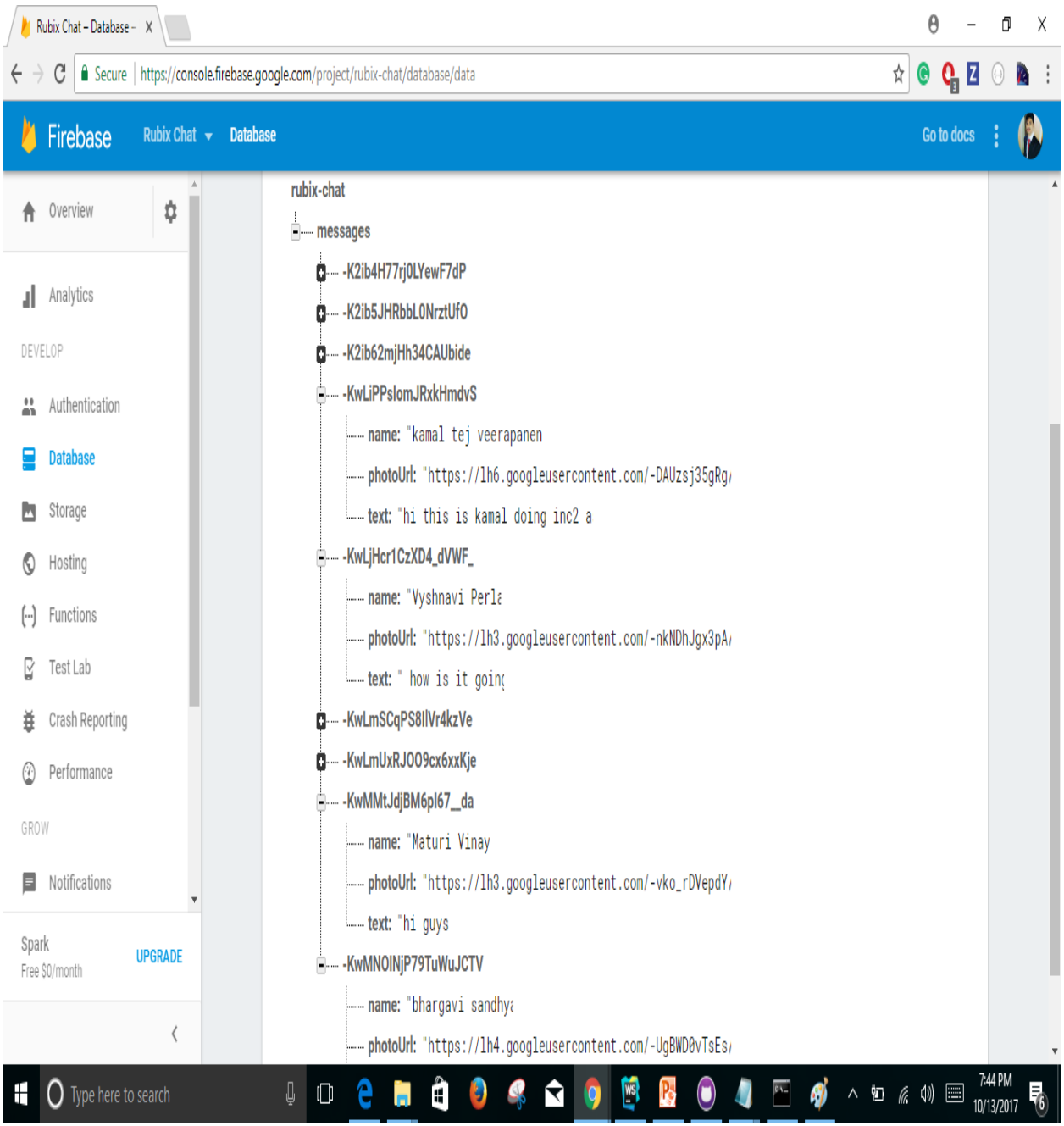


Firebase page

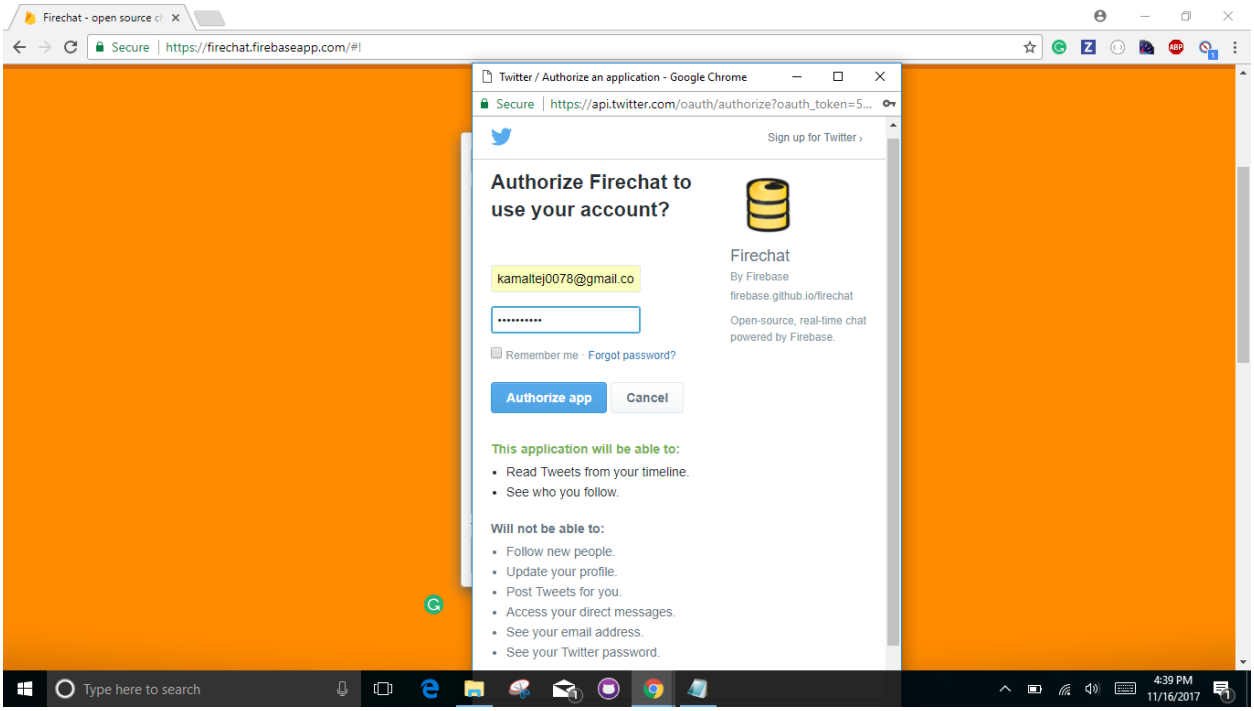
The firebase login for the application looks as follows.



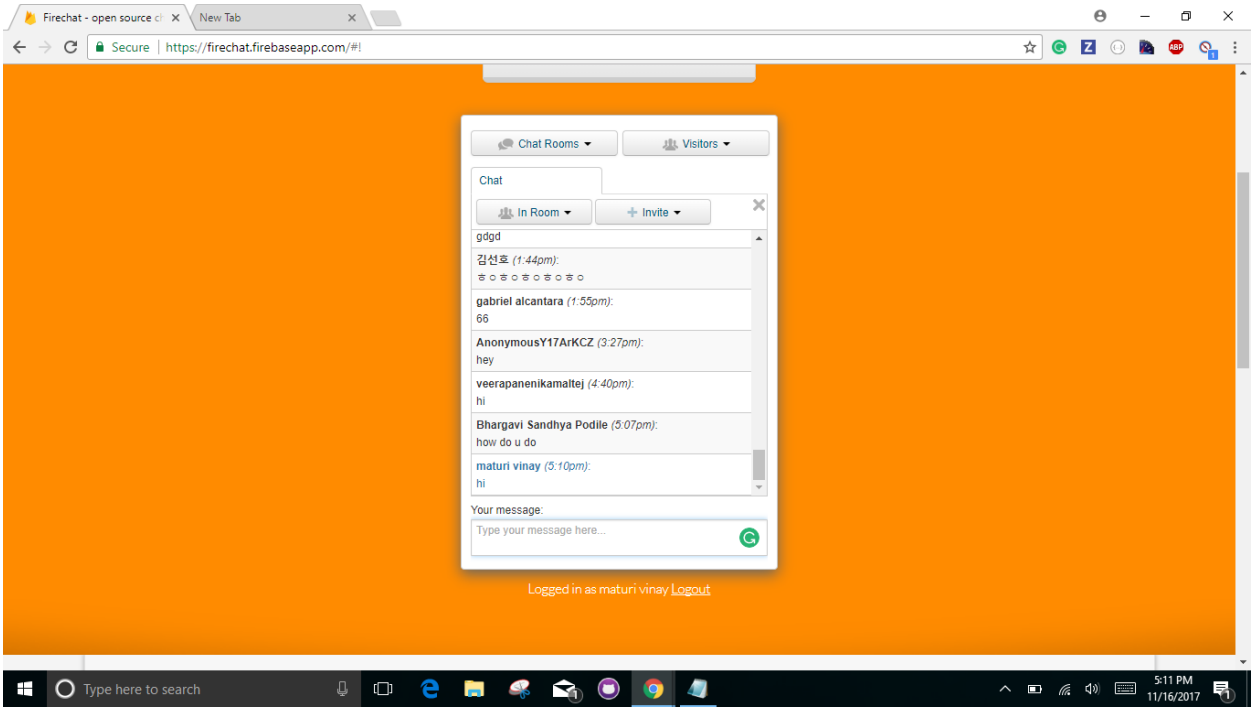
The data will be stored into the firebase and looks as follows.


Rubix Chat – Database –
Secure
https://console.firebase.google.com/project/rubix-chat/database/data
Firebase
Rubix Chat
Database
Go to docs
Overview
Analytics
DEVELOP
Authentication
Database
Storage
Hosting
Functions
Test Lab
Crash Reporting
Performance
GROW
Notifications
Spark
Free $0/month
UPGRADE
rubix-chat
messages
-K2ib4H77rj0LYewF7dP
-K2ib5JHRbbL0NrztUfO
-K2ib62mjHh34CAUbide
-KwLiPPsIomJRxkHmdvS
name: "kamal tej veerapanen
photoUrl: "https://lh6.googleusercontent.com/-DAUzsj35gRg/
text: "hi this is kamal doing inc2 a
-KwLjHcr1CzXD4_dVWF_
name: "Vyshnavi Perla
photoUrl: "https://lh3.googleusercontent.com/-nkNDhJgx3pA/
text: " how is it going
-KwLmSCqPS8lIVr4kzVe
-KwLmUxRJOO9cx6xxKje
-KwMMtJdjBM6pl67_da
name: "Maturi Vinay
photoUrl: "https://lh3.googleusercontent.com/-vko_rDVepdY/
text: "hi guys
-KwMNOlNjP79TuWuJCTV
name: "bhargavi sandhya
photoUrl: "https://lh4.googleusercontent.com/-UgBWD0vTsEs/
Type here to search
7:44 PM
10/13/2017

The Twitter Authentication for Application Login

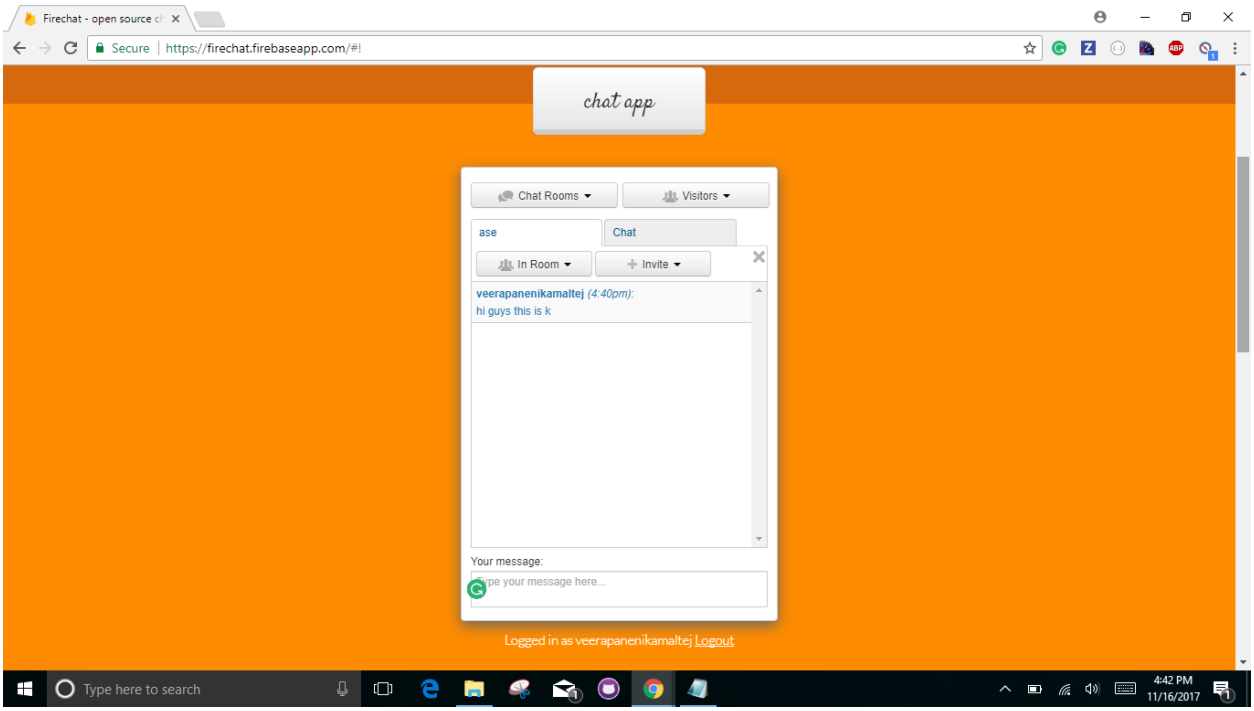


Home Page of the application looks as follows.



In this page a common chat room exists, where any one can chat.

Chat room creation looks as follows.

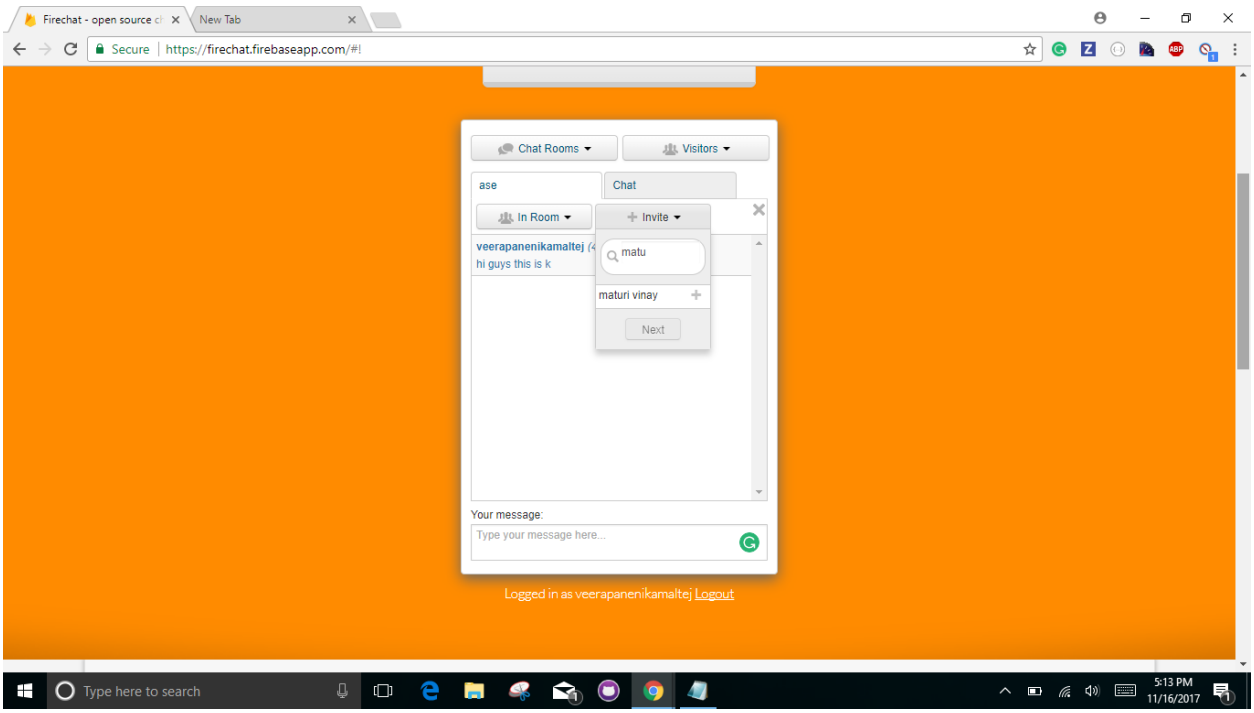


The chat room can be created in the application as above for respective classes.

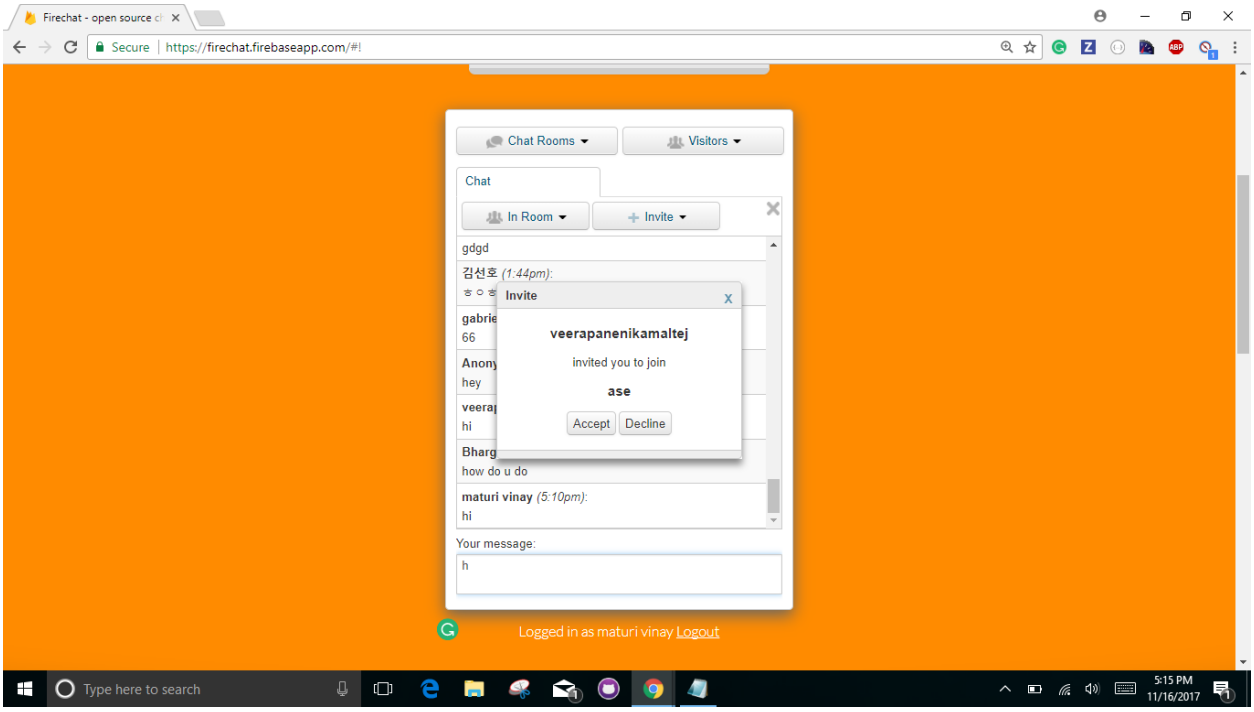
The group admin can add the desired people into the respective chat room

by giving invites to them.

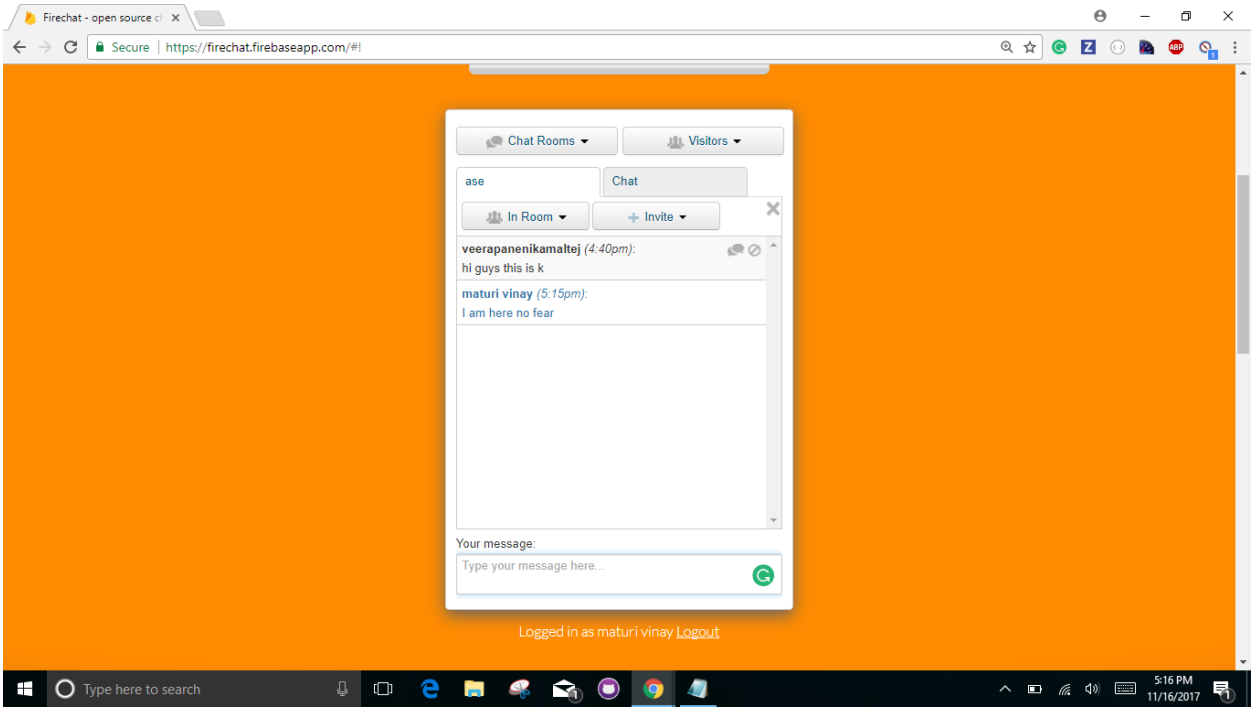
Inviting people to the Chat Room

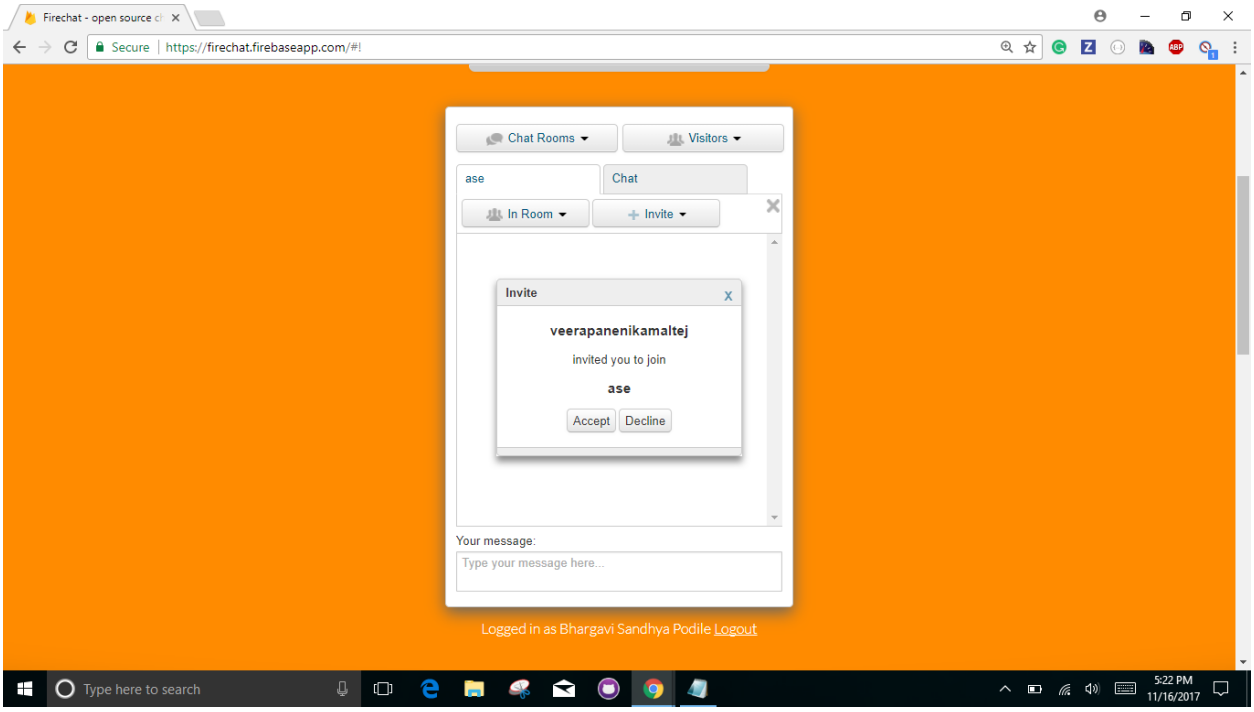


Invitation to the recipient looks as follows.

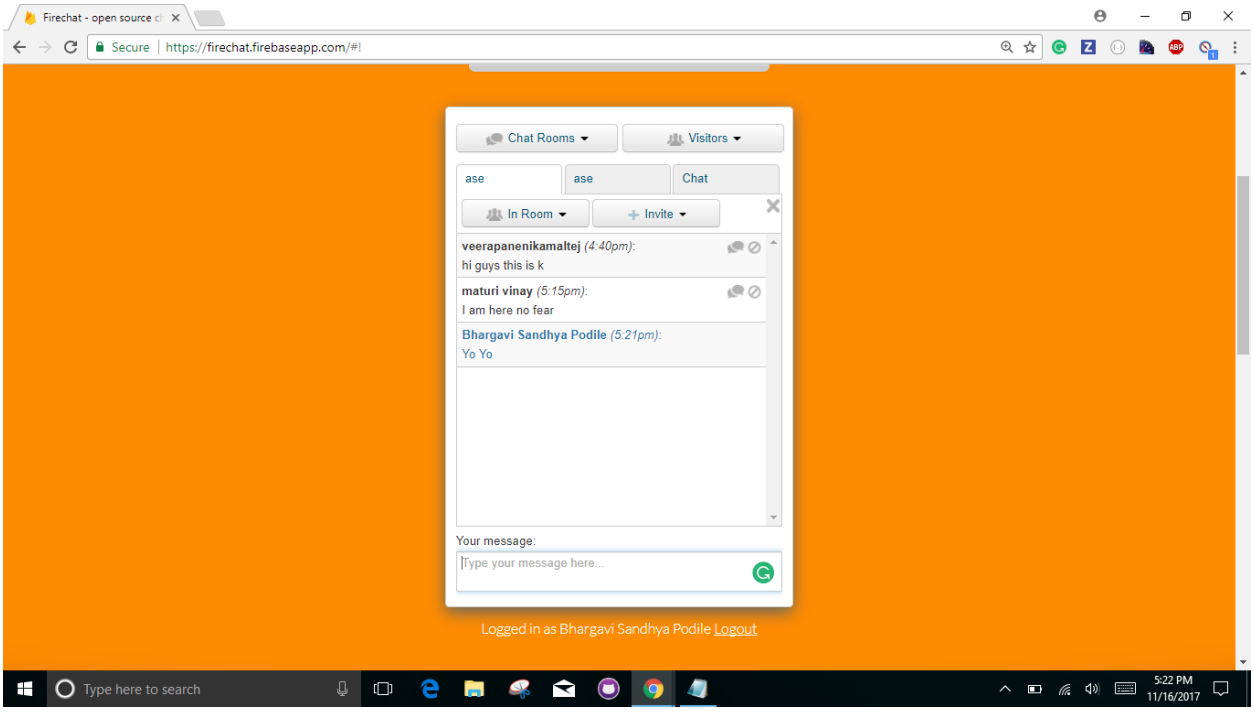


In the same way the, invitation for another members looks as follows.



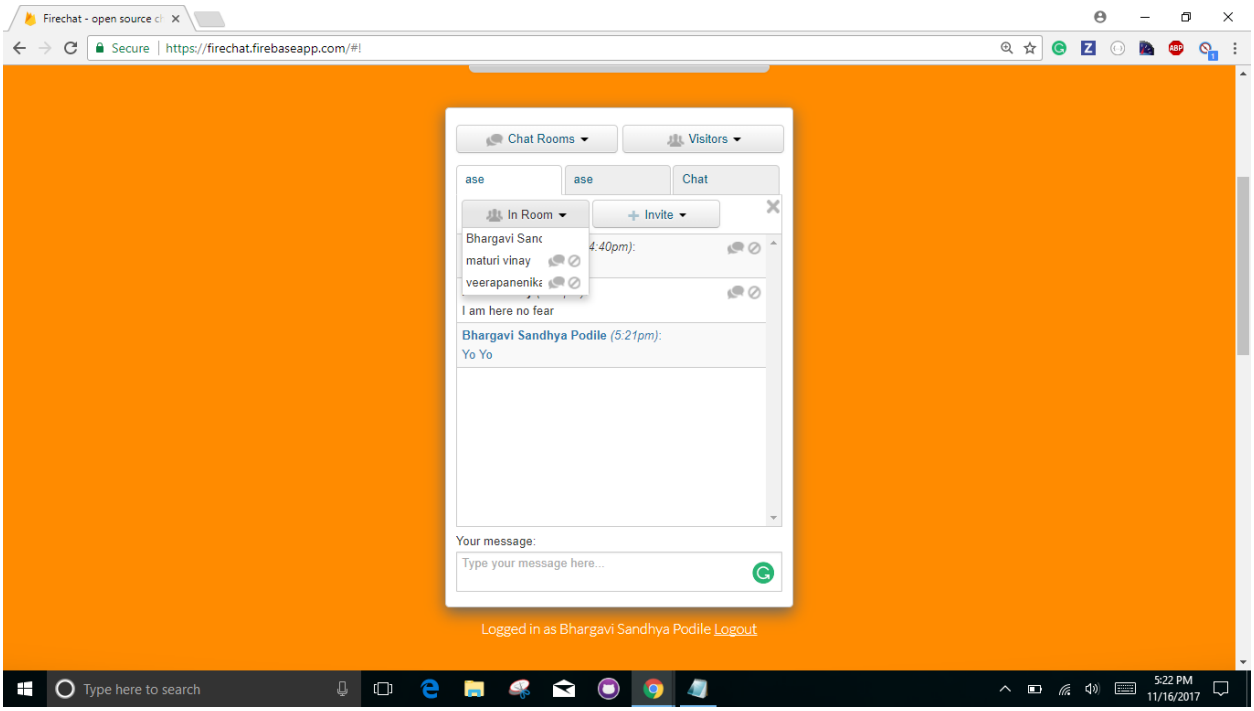


The chat begins as follows once the desired members are added to the group.



Blocking a person from the chat room.

The admin can block the persons according to the admin's interest. Blocking of the person looks as follows.



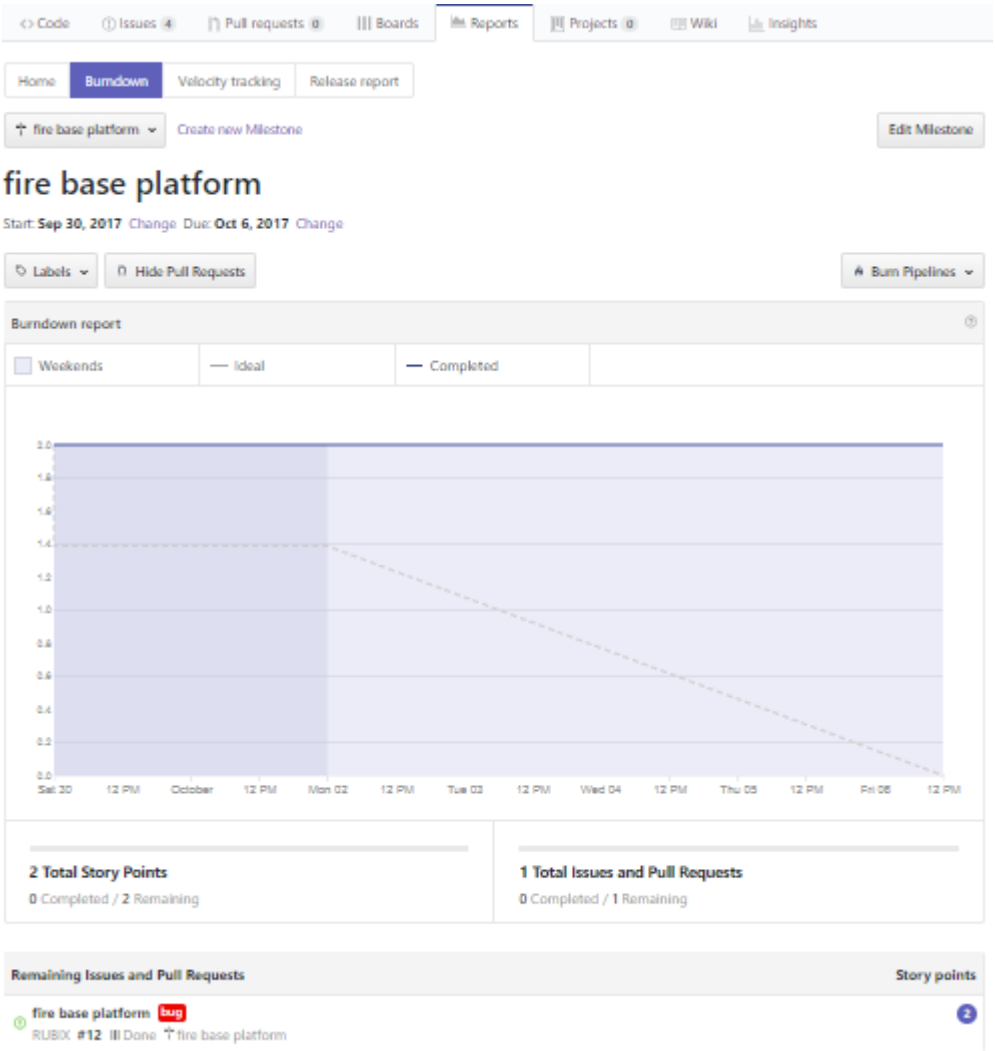
The symbol to the right side of the person's name is the symbol which

Will allow the admin to block the respective person from the chat room.

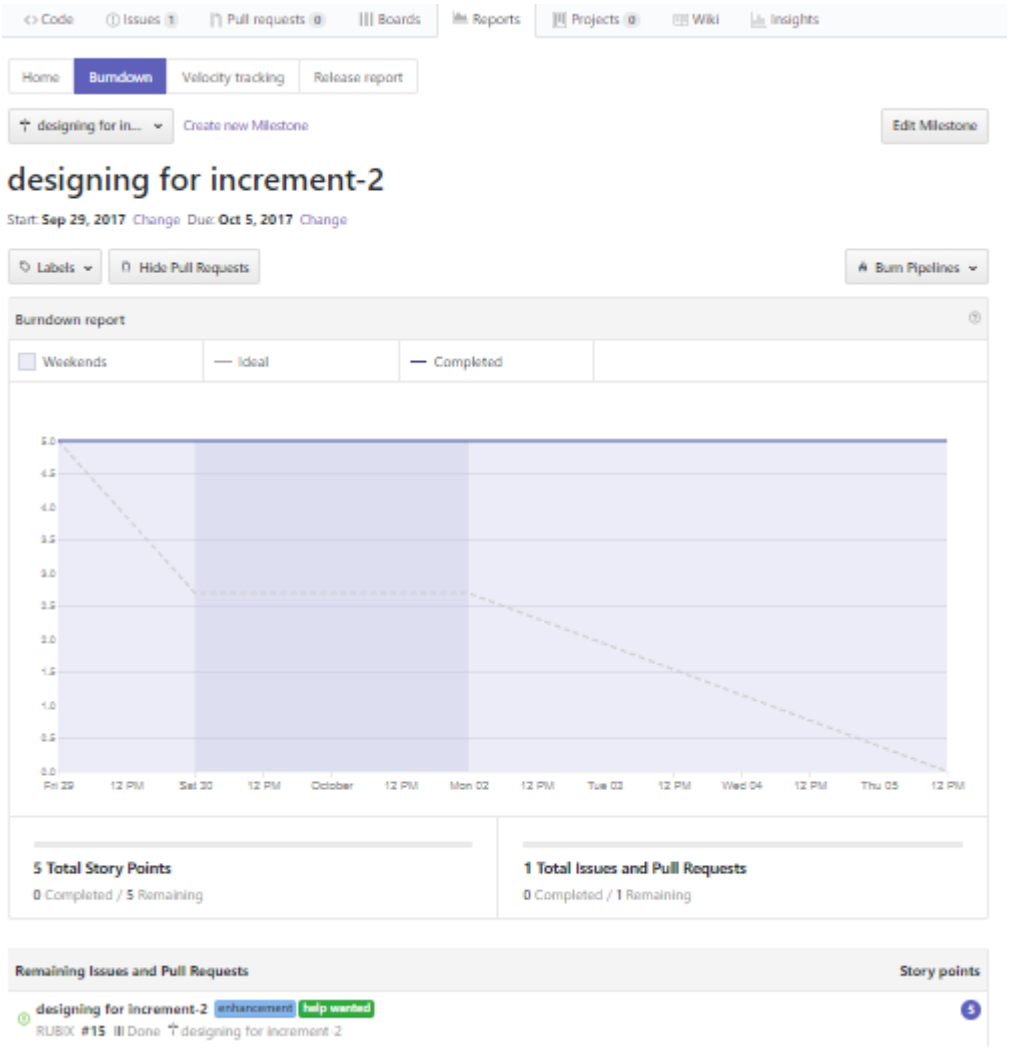
PROJECT PLAN:

Burndown Charts of the issues are as follows.

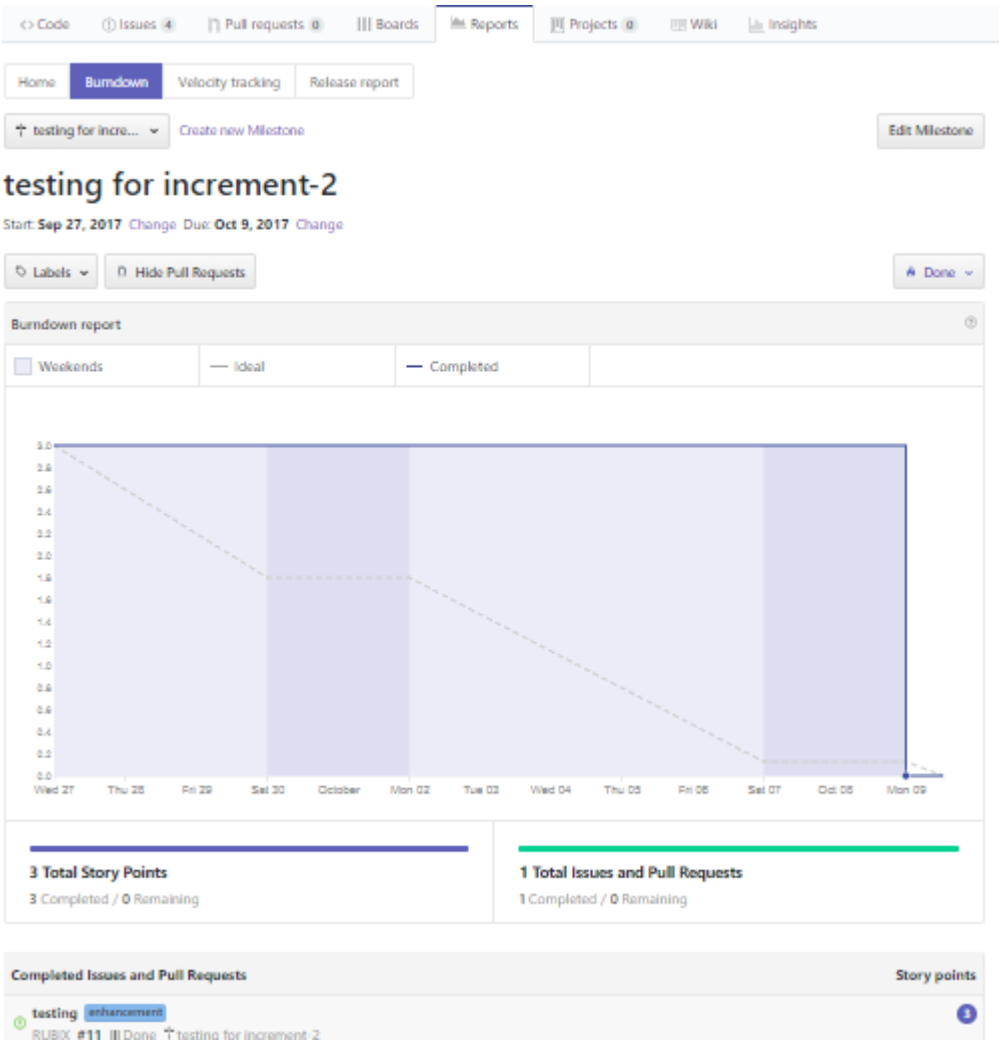
Burndown Chart for firebase platform



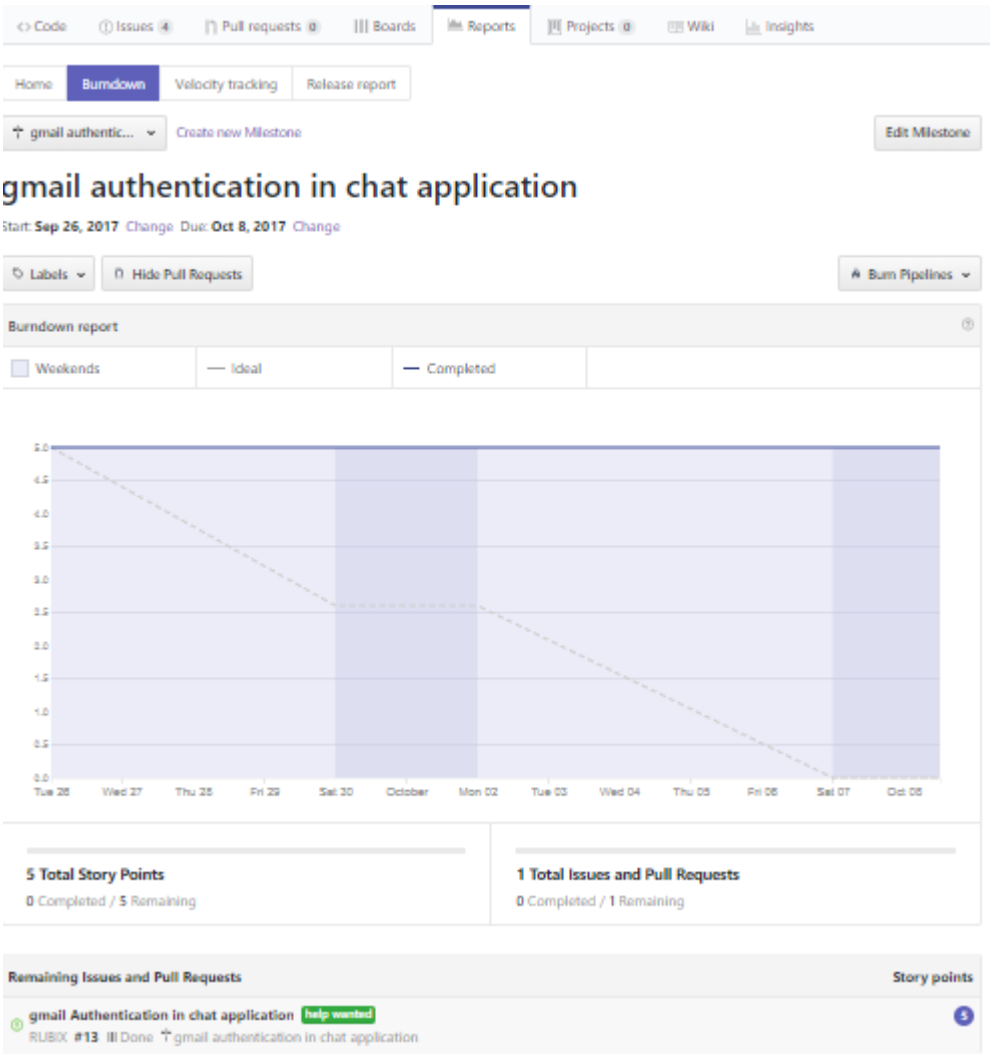
Burndown chart for designing of increment



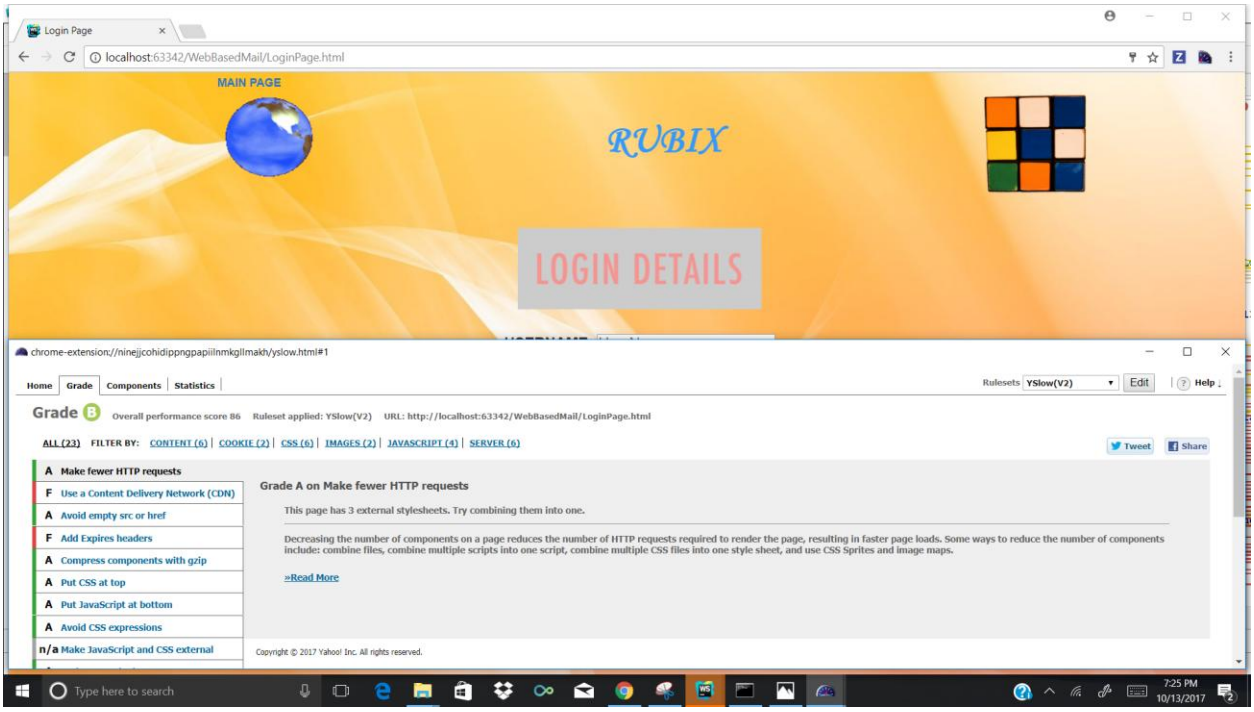
Burndown chart for testing

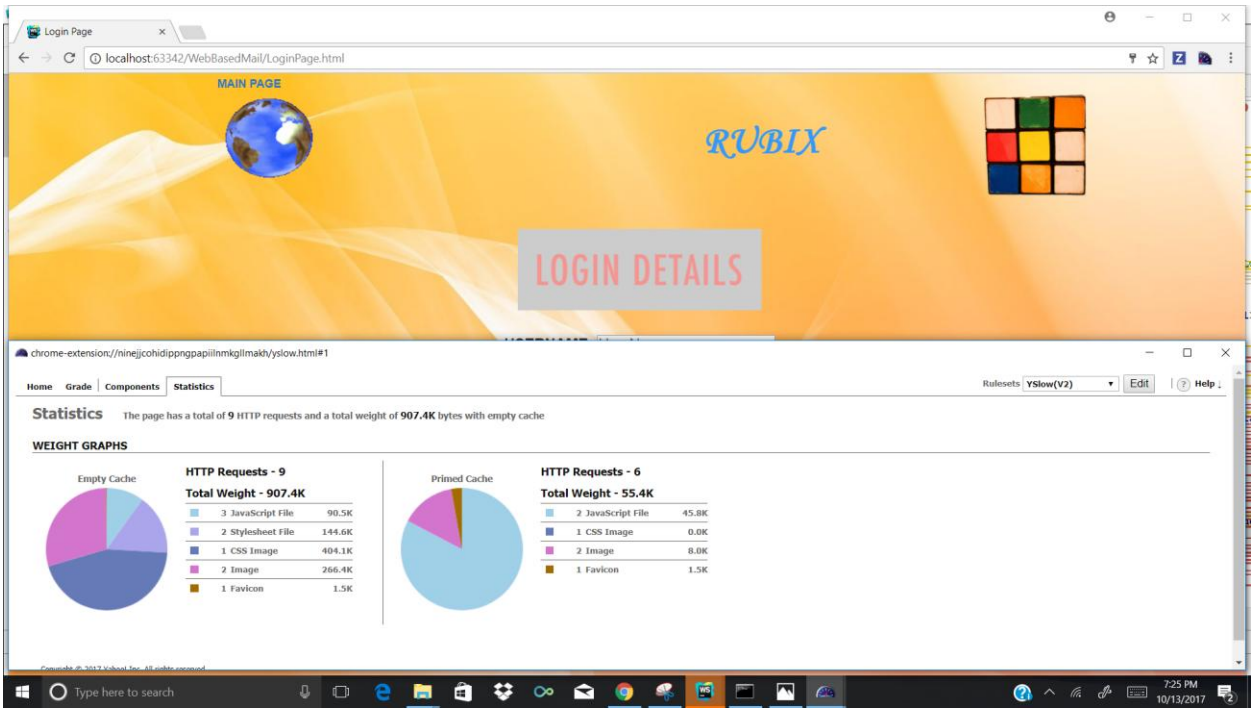


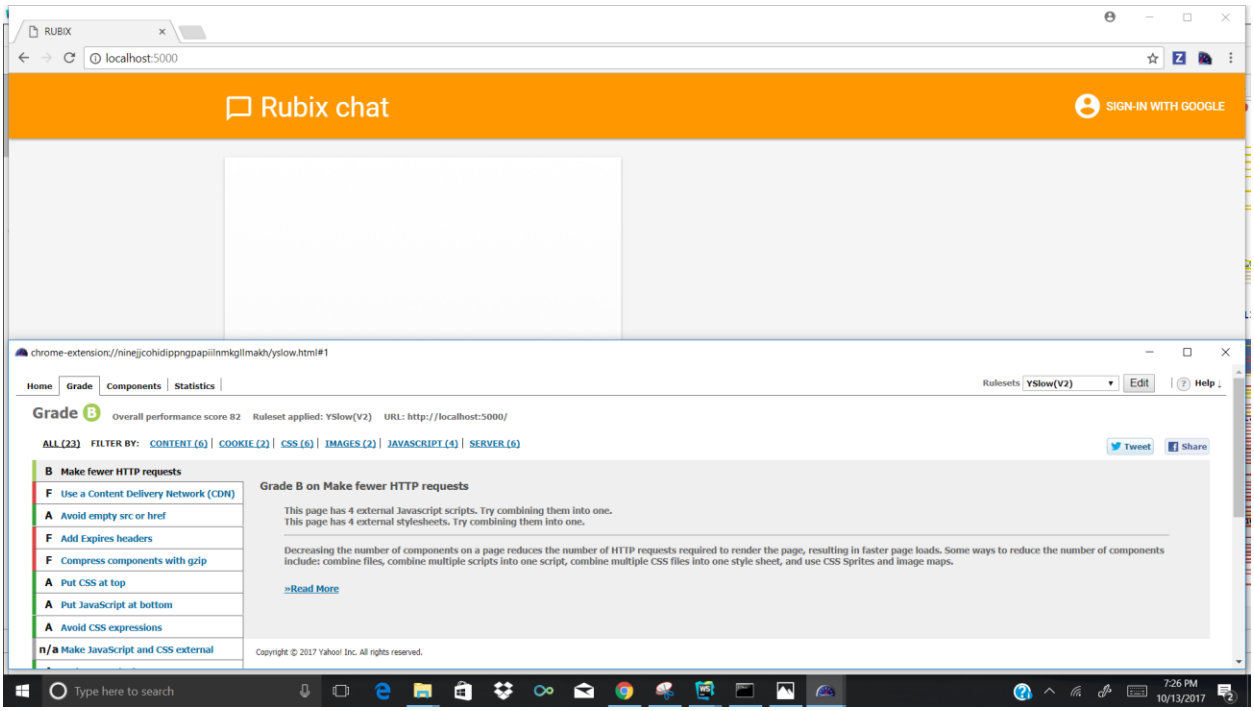
Burndown chart for chat application

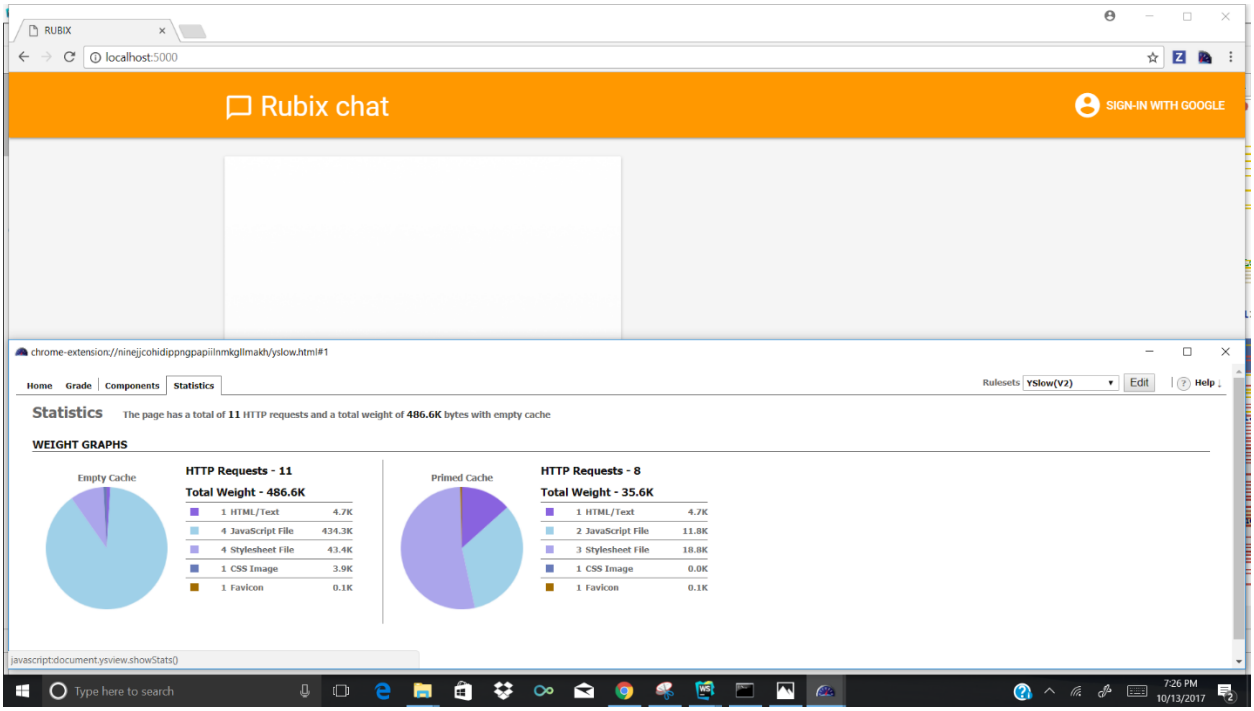

Code
Issues 4
Pull requests 0
Boards
Reports
Projects 0
Wiki
Insights
Home
Burndown
Velocity tracking
Release report
gmail authentic...
Create new Milestone
Edit Milestone
gmail authentication in chat application
Start: Sep 26, 2017 Change Due: Oct 8, 2017 Change
Labels
Hide Pull Requests
Burn Pipelines
Burndown report
Weekends
Ideal
Completed
Tue 26
Wed 27
Thu 28
Fri 29
Sat 30
October
Mon 02
Tue 03
Wed 04
Thu 05
Fri 06
Sat 07
Oct 08
5 Total Story Points
0 Completed / 5 Remaining
1 Total Issues and Pull Requests
0 Completed / 1 Remaining
Remaining Issues and Pull Requests
Story points
gmail Authentication in chat application
help wanted
RUBIX #13 Done gmail authentication in chat application
5

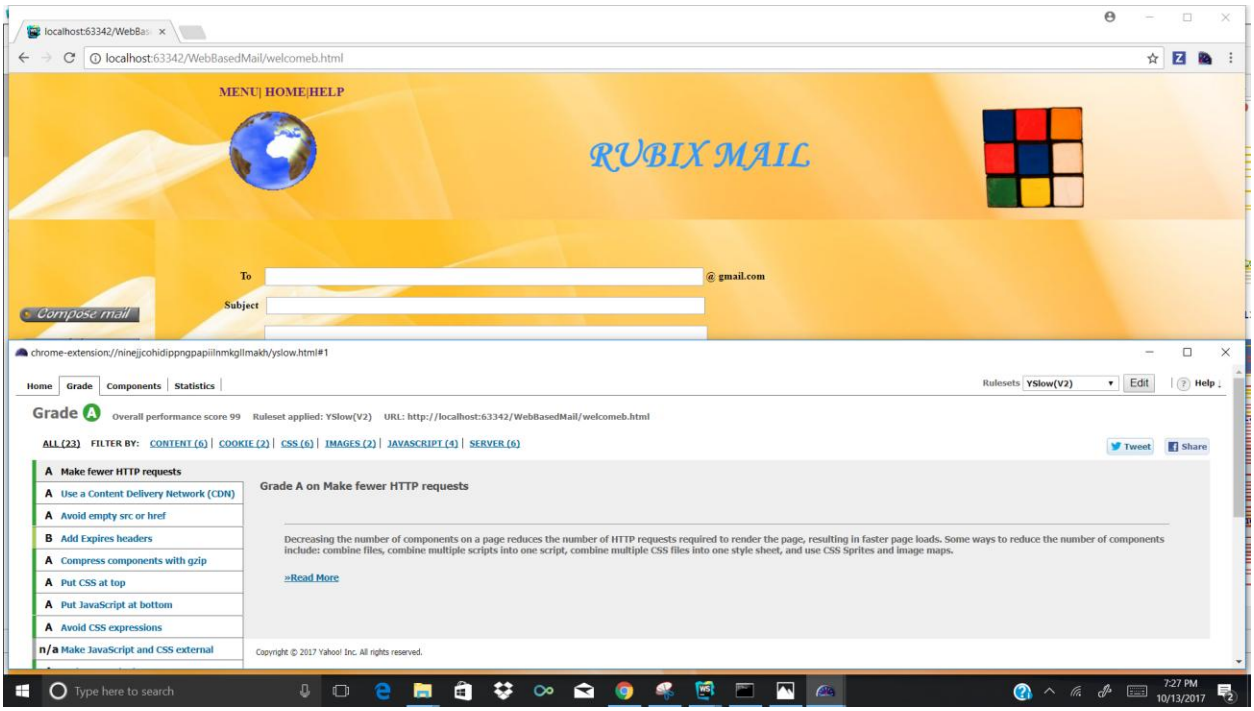
YSlow Code quality of the pages are as follows.






RUBIX
localhost:5000
Rubix chat
SIGN-IN WITH GOOGLE
chrome-extension://ninejjcohidippngpapiilnmkgllmakh/yslow.html#1
Home
Grade
Components
Statistics
Rulesets
YSlow(V2)
Edit
Help
Grade B
Overall performance score 82
Ruleset applied: YSlow(V2)
URL: http://localhost:5000/
ALL (23)
FILTER BY:
CONTENT (6)
COOKIE (2)
CSS (6)
IMAGES (2)
JAVASCRIPT (4)
SERVER (6)
Tweet
Share
B Make fewer HTTP requests
F Use a Content Delivery Network (CDN)
A Avoid empty src or href
F Add Expires headers
F Compress components with gzip
A Put CSS at top
A Put JavaScript at bottom
A Avoid CSS expressions
n/a Make JavaScript and CSS external
Grade B on Make fewer HTTP requests
This page has 4 external Javascript scripts. Try combining them into one.
This page has 4 external stylesheets. Try combining them into one.
Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.
»Read More
Copyright © 2017 Yahoo! Inc. All rights reserved.
Type here to search
7:26 PM
10/13/2017


RUBIX
localhost:5000
Rubix chat
SIGN-IN WITH GOOGLE
chrome-extension://ninejjcohidippngpapiilnmkgllmakh/yslow.html#1
Home
Grade
Components
Statistics
Rulesets
YSlow(V2)
Edit
Help
Statistics
The page has a total of 11 HTTP requests and a total weight of 486.6K bytes with empty cache
WEIGHT GRAPHS
Empty Cache
HTTP Requests - 11
Total Weight - 486.6K
1 HTML/Text 4.7K
4 JavaScript File 434.3K
4 Stylesheet File 43.4K
1 CSS Image 3.9K
1 Favicon 0.1K
Primed Cache
HTTP Requests - 8
Total Weight - 35.6K
1 HTML/Text 4.7K
2 JavaScript File 11.8K
3 Stylesheet File 18.8K
1 CSS Image 0.0K
1 Favicon 0.1K
javascript:document.ysview.showStats()
Type here to search
7:26 PM
10/13/2017



Testing

1. Unit Testing

This testing is performed by the Developers in stages to test the design of the application. The small components of the code are tested individually to check if they are working correctly. Unit testing involves testing of the functionalities which are most crucial for that unit or component. This helps the developers to rectify the code at the same instance of the testing is performed. The testing will be limited to the specific components only and rectifying or correcting the code of that unit will not hamper the functionality of other components of the application. Once all the units are identified and tested separately. White Box Testing is used for executing a Unit Test. Debugging the code in this stage is helpful and advantageous. Once the all units/components of the application are working efficiently, error free and per expected results, these can be integrated with larger components and Integration Testing can be done.

Case	Test case Description	Expected Result	Actual Result
Login	Enter invalid username and password	Error message should pop up saying invalid credentials.	PASS
Login	Enter valid username and password	Page should redirect to Home page	PASS
Signup	Mail id and wrong password	Gives error message	PASS
Signup	Password and confirm password should	If this succeeds it redirects to login page	PASS
Chat Button	Entering the Chat environment	Chat Room for the users	PASS
Chat Message	Enter Message only after signing in through Gmail	Shows small popup at bottom if not signed in	PASS
Send Message	The message will be sent	Send message in the chat room	PASS
Email Environment	Mailing system	Mailing environment will be opened.	PASS

Project Management

Implementation Status Report:

Work completed and Contributors:

1. **Firebase Platform** : Kamal Tej Veerapaneni , Lakshmi Vyshnavi Perla, Bhargavi Sandhya Podile , Vinay Maturi

2. **Testing** -Bhargavi Sandhya Podile,Kamal Tej Veerapaneni,Maturi Vinay,Lakshmi Vyshnavi Perla

3. **Designing**-Lakshmi Vyshnavi Perla,Bhargavi Sandhya Podile,Vinay Maturi,Kamal Tej Veerapaneni

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