

InstaMail

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- Introduction

InstaMail project is a comprehensive web-based email application designed to provide users with a modern, intuitive, and secure platform for managing their email communications. Built using **React** for the frontend, **Spring Boot** for the backend, and **MySQL** for data persistence, the application supports seamless integration between components and ensures efficient performance.

This project extends beyond basic email functionalities, offering a robust organizational system through customizable folders. Users can create, rename, delete, and organize emails into folders, providing flexibility and control over their inbox. Users can attach add attachments of any file to the email .It also includes a contact management system, enabling users to save recipient details and streamline the process of composing emails.

With **Server-Sent Events (SSE)**, the application ensures users stay updated with new emails instantly. Advanced search and filtering options make it easy to locate specific emails or sort messages based on categories, keywords, or folders.

Security is a key focus of the application. Authentication is implemented using **JWT** for secure access, and passwords are hashed with **BCrypt** to safeguard user data.

- **Technology Stack**

- **Frontend:** React
- **Backend:** Spring Boot
- **Database:** MySQL
- **Authentication:** JWT & BCrypt
- **Real-Time Communication:** SSE (Server-Sent Events)

- **How to Run the Application**

Prerequisites

Before starting, ensure the following tools are installed and configured:

1. **Backend Requirements:**

- Java Development Kit (JDK) 11 or later
- Maven
- MySQL Server

2. **Frontend Requirements:**

- Node.js (version 16.x or later)
- npm (comes with Node.js)

1. Clone the Repository

1. Open a terminal or command prompt.
 2. Clone the repository:
`git clone https://github.com/omarzydan610/InstaMail`
 3. Navigate to the project folder:
`cd InstaMail`

2. Set Up the Backend (Spring Boot)

Step 2.1: Configure the Database

1. Start your MySQL server.
2. Open your MySQL client and create a database:
`CREATE DATABASE InstaMail;`
3. Update the application.properties file located in src/main/resources:
`spring.datasource.url=jdbc:mysql://localhost:3306/InstaMail`
`spring.datasource.username=root`
`spring.datasource.password=instamail`
`spring.jpa.hibernate.ddl-auto=update`
`spring.jpa.show-sql=true`
`spring.jpa.properties.hibernate.format_sql=true`

Step 2.2: Start Backend Server

1. Navigate to the backend directory:
`cd instamail-backend`
2. Run java application from run button

3. Set Up the FrontEnd (React)

1. Navigate to the frontend directory:
`cd instamail-frontend`
2. Run frontend server
`npm install`
`npm start`

- Used Design Patterns

1. Singleton Pattern

The **Singleton** pattern ensures that only one instance of a class is created throughout the application. In this project, it is applied to manage the configuration and initialization of the Spring Boot application context, ensuring that critical services such as database connections are only instantiated once, improving efficiency and reducing overhead.

2. Proxy Pattern

The **Proxy** pattern is used for controlling access to certain functionalities, specifically for limiting login attempts. It helps prevent brute force attacks by restricting the number of login attempts in a given time frame. If a user exceeds the allowed attempts, the proxy limits further login attempts, enhancing security.

3. Strategy Pattern

The **Strategy** pattern is applied to the email sorting functionality. Users can select different sorting algorithms (e.g., by date, sender, or subject), and the strategy pattern allows the system to dynamically change the sorting behavior without altering the core logic of the email management system.

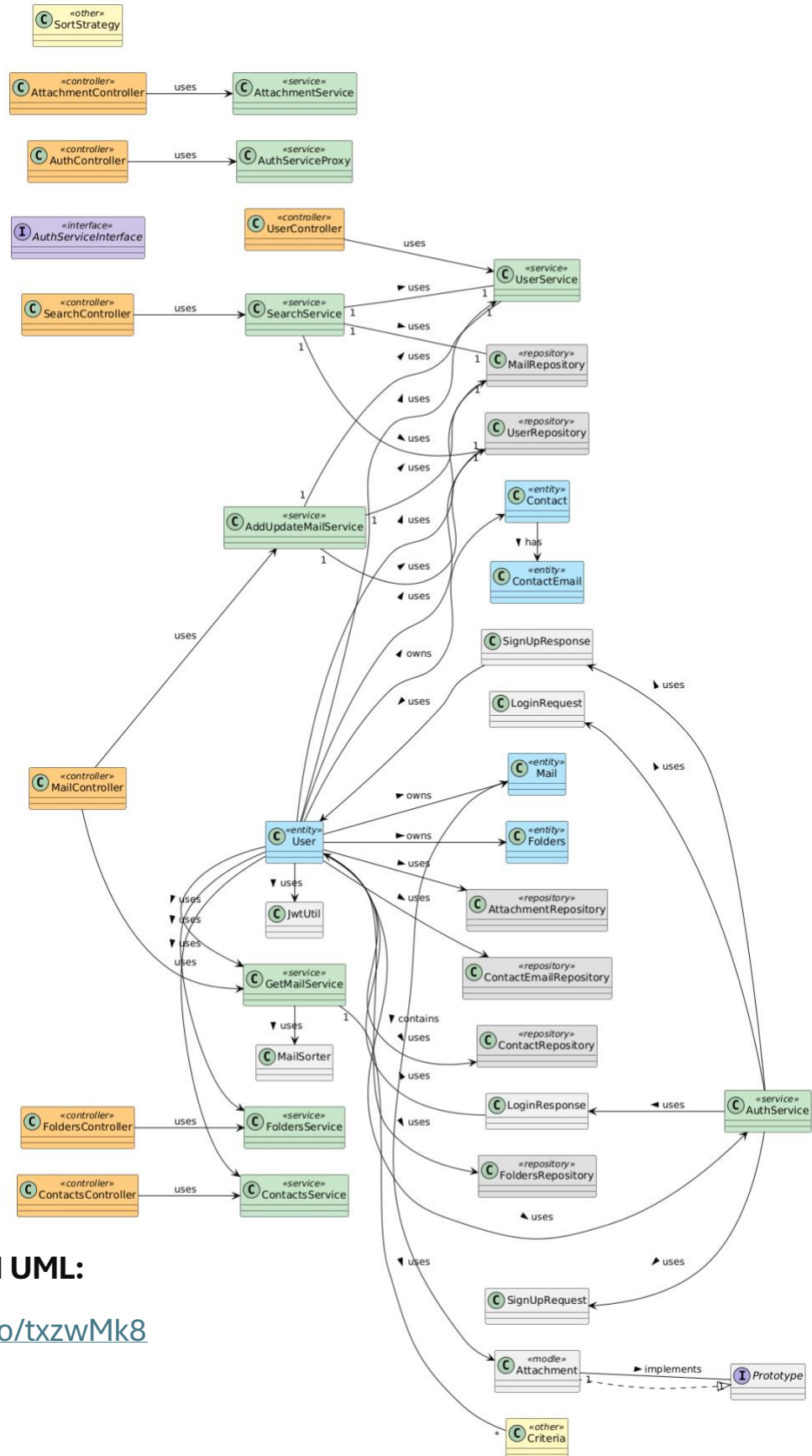
4. Filter Pattern

The **Filter** pattern is utilized for filtering emails based on various criteria, such as category (Inbox, Sent, Draft, Trash). This allows users to organize and find emails quickly without modifying the core email data, making the system more flexible and efficient.

5. Prototype Pattern

The **Prototype** pattern is used for sending emails to multiple recipients. Instead of creating a new email object for each recipient, the system clones the original email using the prototype pattern, ensuring that each email is sent efficiently while maintaining consistency across all recipients.

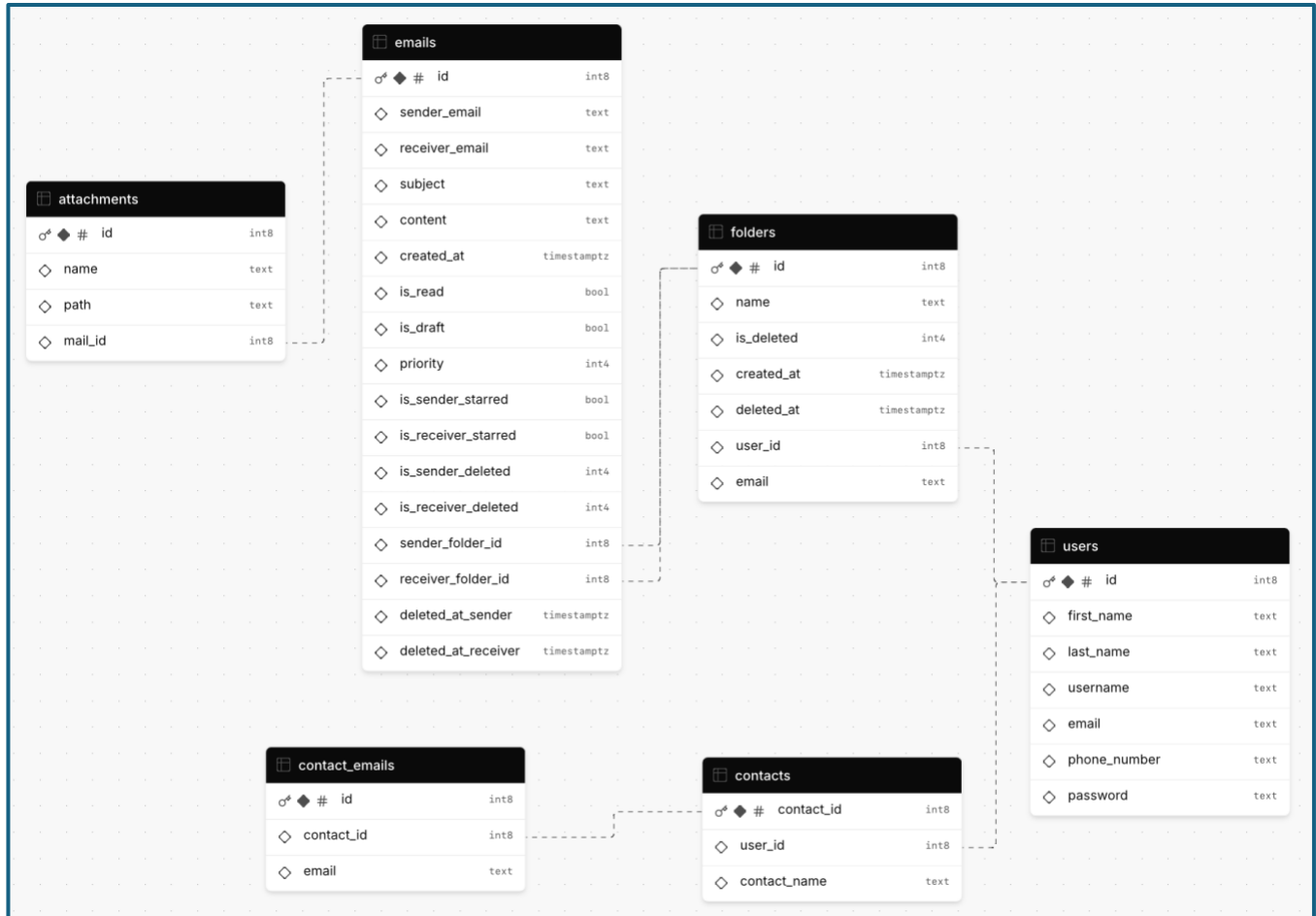
- UML Design



For Detailed UML:

<https://ibb.co/txzwMk8>

- Data Base Design



● Project Workflow

1. User Authentication

- Users log in with their credentials.
- The system validates credentials using **BCrypt** for hashed password verification and issues a **JWT** for secure session management.

2. Email Composition and Sending

- Users can compose an email, select single or multiple recipients, and send the email.
- The **Prototype Pattern** is used to clone the email object for each recipient, ensuring efficient handling of multi-recipient emails.

3. Email Organization

- Users can create, rename, delete, and organize emails into custom folders.
- Emails can be moved between folders, providing flexibility in email management.

4. Contact Management

- Users can save recipient information as contacts for faster access when composing new emails.

5. Real-Time Notifications

- The application uses **Server-Sent Events (SSE)** to notify users in real-time about incoming emails without requiring page reloads.

6. Email Filtering and Searching

- Users can filter emails based on categories (Inbox, Sent, Trash) or folders using the **Filter Pattern**.
- A search functionality allows users to locate specific emails by keywords or other criteria.

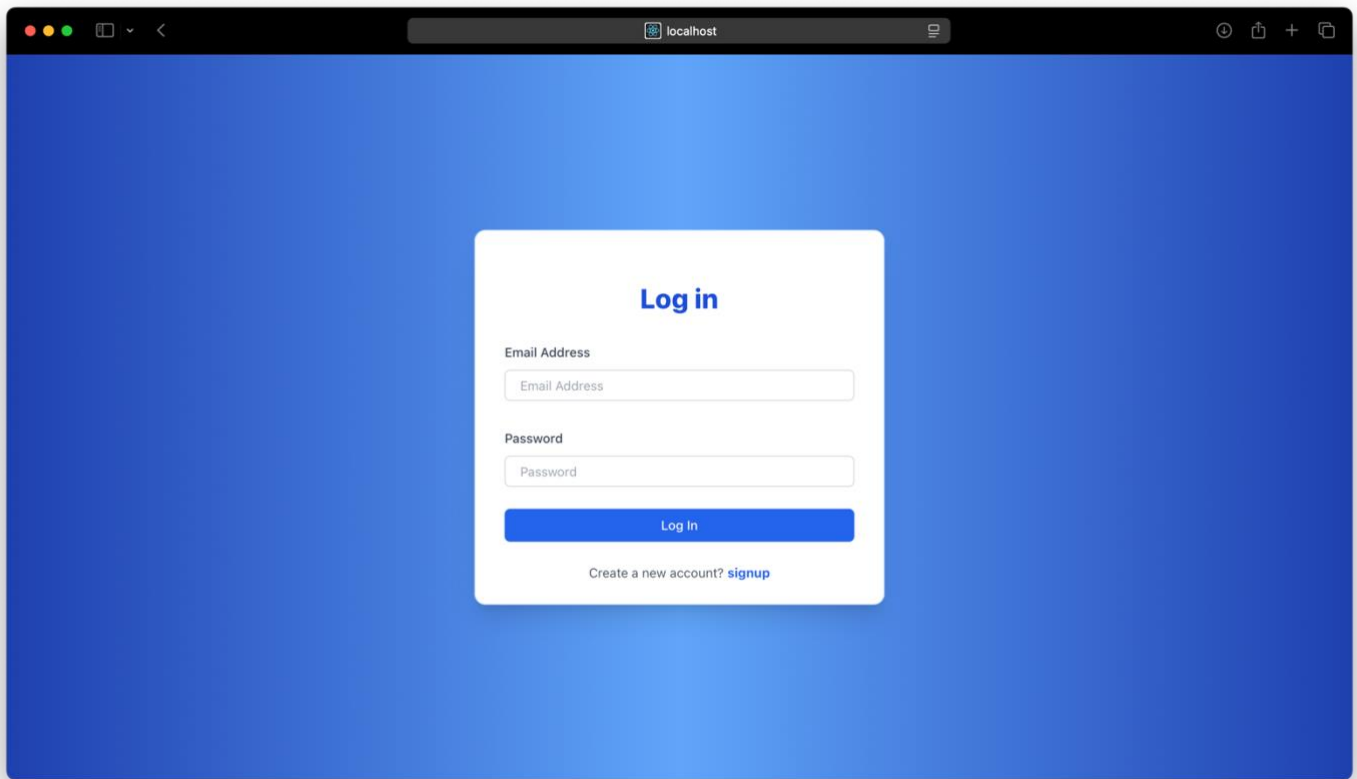
7. Email Sorting

- Emails can be sorted dynamically by attributes such as date, sender, or subject.
- The **Strategy Pattern** facilitates easy switching between different sorting algorithms.

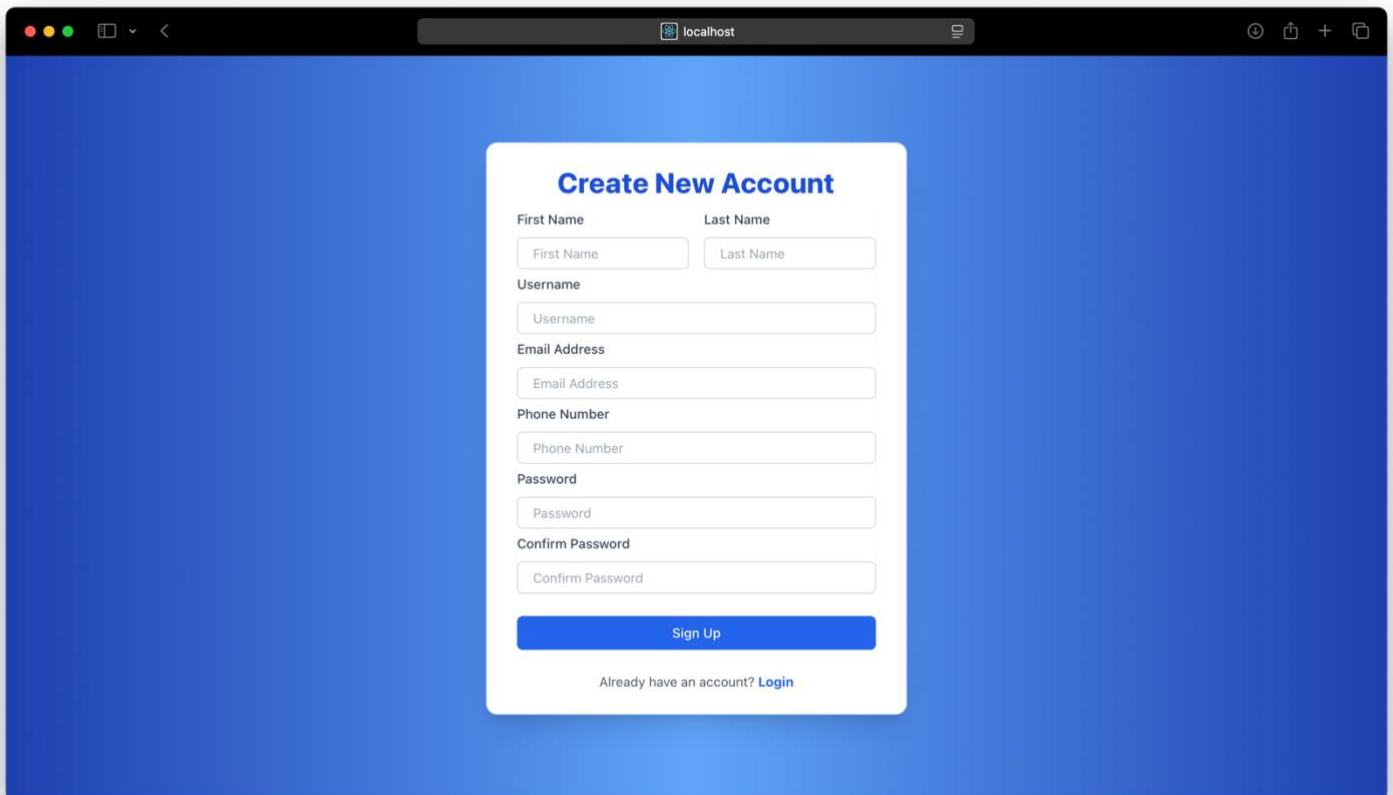
8. Rate Limiting for Login Attempts

- To prevent brute force attacks, the **Proxy Pattern** enforces a limit on the number of login attempts allowed within a specified time frame.

- Screen Shots from application



A screenshot of a web browser window displaying a login page. The browser's address bar shows 'localhost'. The page has a solid blue background. In the center, there is a white rectangular form titled 'Log in' in bold blue text. Below the title, there are two input fields: 'Email Address' and 'Password', each with a light gray placeholder text. Below these fields is a blue button with the text 'Log In' in white. At the bottom of the form, there is a link that says 'Create a new account? [signup](#)'.



A screenshot of a web browser window displaying a 'Create New Account' page. The browser's address bar shows 'localhost'. The page has a solid blue background. In the center, there is a white rectangular form titled 'Create New Account' in bold blue text. Below the title, there are several input fields: 'First Name' and 'Last Name' (two separate fields), 'Username', 'Email Address', 'Phone Number', 'Password', and 'Confirm Password'. Each field has a light gray placeholder text. Below these fields is a blue button with the text 'Sign Up' in white. At the bottom of the form, there is a link that says 'Already have an account? [Login](#)'.

