

# **Instant Messaging application**

**Project Proposal**

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## 1. Introduction: -

### 1.1 Project Definition: -

- Instant messaging application is an online chatting system that gives the user real-time text transfer across the Internet or another computer network. When each user enters text and initiates a transmission to the recipient, who are all linked on the same network, a message is often delivered between two or more parties.
- Instant messaging platforms often help link specific, well-known people. They can be standalone programs or be integrated into larger social media platforms or websites, allowing for things like conversational commerce.
- Applications for instant messaging can save messages on local device storage (such as WhatsApp, Viber, Line, WeChat, Signal, etc.) or cloud server storage (such as Telegram, Skype, Facebook Messenger, Google Meet/Chat, Discord, Slack, etc.).

### 1.2 Importance: -

- Private Messaging
- Group messaging
- File sharing

## 2. Scope of project: -

- There should be at least two users to be created for the conversation in the application. The user will login using User\_id and password.
- The user will be able to perform tasks like –
  - ◆ Send message
  - ◆ Receive message
  - ◆ Create a group
  - ◆ Delete messages
- For every user to chat with another user, a separate window will be opened.