

MESSAGER APP PROJECT

AUTOR

Andres Camilo Ramos Rojas - 20242020005

INTRODUCTION:

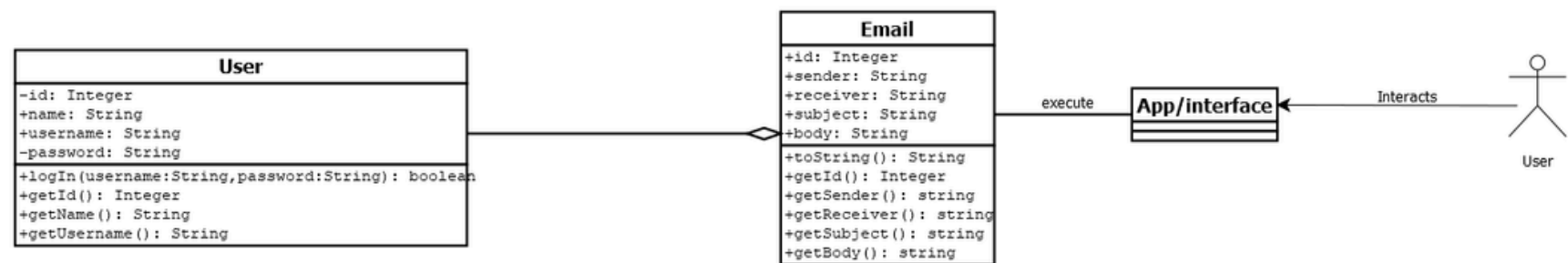
EMAIL REMAINS A CORNERSTONE OF MODERN DIGITAL COMMUNICATION, FACILITATING BILLIONS OF PROFESSIONAL AND PERSONAL EXCHANGES DAILY. HOWEVER, ITS WIDESPREAD ADOPTION HAS LED TO ITS USE FOR A MULTITUDE OF PURPOSES, CREATING A SIGNIFICANT CHALLENGE: INFORMATION OVERLOAD. THERE IS A CLEAR NEED FOR A FOCUSED COMMUNICATION CHANNEL THAT IS NOT SUBJECT TO THE CONSTANT INFLUX OF UNSOLICITED CONTENT. THEREFORE, WE PROPOSE THE DEVELOPMENT OF A PRIVATE MESSAGING APPLICATION DESIGNED SPECIFICALLY FOR TARGETED COMMUNICATION, ALLOWING USERS TO CREATE A DISTINCT SPACE FOR WORK OR OTHER SPECIFIC PURPOSES, THUS AVOIDING THE INCONVENIENCE OF CONTENT MIXING AND DIGITAL NOISE.

GOAL:

Solve the problem of ineffective communication that arises in modern emails, through an email solution in a private and controlled environment

PROPOSED SOLUTION:

A private email-type messaging application is proposed, with two classes: User and Email, which allows users to have proper personal or work communication, the User and Email classes related to an application that allows for correct information management, such as saving and menus, additionally the interface created with Swift.



IT IS SUGGESTED THAT THE USER INTERACT WITH AN INTERFACE/MENU THAT WILL EXECUTE AND CONTROL THE CLASSES.

RESULTS;

It was found that the application allows for correct and effective communication between users who are registered in the system, compared to a regular email account where around five useless emails arrive that distract, depending on how the email account is used as well; the more subscriptions one has, the more distracting emails there will be. With the proposed solution, it is not possible to find the same.

CONCLUSIONS:

The "Messenger App" project was initiated to address the significant problem of information overload and distraction. We developed a private, closed-loop messaging application using the object-oriented programming paradigm. The project progressed from conceptual analysis and UML design to the development of a functional prototype with an intuitive user interface.

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