**TABLE OF CONTENTS**

**I. PREFACE i**

**II. ABSTRACT ii**

**1. INTRODUCTION 1**

1.1 About the Project 1

**2. OBJECT ORIENTED PROGRAMMING APPROACH 2**

2.1 About 2

3.2 Basic Concept 2

**3. JAVA FEATURES USED 4**

3.1 Introduction 4

3.2 Java Version and Environments 4

3.3 Features of Java 5

3.4 Java Standard Library 7

**4. NETWORKING CONCEPT USED 11**

4.1 Definition 11

4.2 Internet Protocol Address System 11

4.3 Transmission Control Protocol/ Internet Protocol 12

4.4 Java’s I/O Package 15

4.5 Java’s Network Package 17

**5. SOFTWARE REQUIREMENTS SPECIFICATION 19**

5.1 Introduction 19

5.2 Requirement Analysis 19

5.3 Hardware Requirements 20

5.4 Software Requirements 20

**6. DESIGN AND IMPLIMENTATION 21**

6.1 Introduction 21

6.2 Base Server 21

6.3 Socket Server 21

6.4 Base Client 22

6.5 Socket Client 22

**7. MODULE DISCRIPTION 23**

7.1 Admin Panel 23

7.2 Client Panel 23

7.3 User Registration 23

**8. USER MANUAL 24**

8.1 Introduction 24

8.2 Creation of Client 24

8.3 Message Sending 25

8.4 Message Broadcasting 25

**9. FUTURE SCOPE 27**

**10. CONCLUSION 28**

**11. REFERENCE 29**

1. **PREFACE**

An engineer has to serve the market, for that one must know about the demands and requirements in the market, the way of tackling the hurdles and find a way of working out for their solutions at the right place.

After the completion of four year degree course an engineer must have a thorough knowledge about the theory and practical. For this one must be practically sound with theory aspects.

To make the engineer good at practical the engineering courses provides a 5-6 weeks industrial training where one gets the opportunity to apply the theory in practical processes and production.

This project is the result of the immense amount of dedication and hard work given in by the students attached with this project. We as a team are really thankful to the way of teaching presented to us by virtue of which we were able to draft the idea and make the idea a reality through this project

i

1. **ABSTRACT**

The name of the project is “TChat”. This project is developed in”Java” Programming Language. The requirement of this project is necessary for partial fulfillment of B.Tech Degree that’s why We have tried our best to make this project. We have tried from our core to make it easy, simple and understandable even to those who have nil Technical background. This is a big task for us. We prepared this project because Chatting is a field in which each and every one can be connected in a very simple and easy way and it in the demand and need of the current time. As the market of chat applications is growing fast, we aim to make our project up-to the mark as prescribed by our teachers. We have got lot of experience while making this project report. This project of TChat helps users to manage with whom to chat and when to give away broadcast messages. The administrator controls each and every message if he wants to and can keep an eye on the sharing of messages. Private messages and broadcasting is also provided in the application.

ii