

Mini Project Half Yearly Presentation

Subtext: Context Based Real Time
Communication App

Anish Sachdeva

DTU/2K16/MC/13

Under Prof. Dr. S. Sivaprasad Kumar





Aim: Things
that my app
should support

- Text
- Code
- Markdown
- Emojis
- LaTeX

Text

- Messages like this
- And this
- Also numbers 123456
- and small case + CAPITAL
- Plus special characters
/*,<>,"':;:}[]!@#%^&*()_+==-

Java C/C++ C# JavaScript Swift Python And everything in between

```
• class BinarySearchExample{
• public static void binarySearch(int arr[], int first, int last, int key){
• int mid = (first + last)/2;
• while( first <= last ){
• if ( arr[mid] < key ){
• first = mid + 1;
• }else if ( arr[mid] == key ){
• System.out.println("Element is found at index: " + mid);
• break;
• }else{
• last = mid - 1;
• }
• mid = (first + last)/2;
• }
• if ( first > last ){
• System.out.println("Element is not found!");
• }
• }
• public static void main(String args[]){
• int arr[] = {10,20,30,40,50};
• int key = 30;
• int last=arr.length-1;
• binarySearch(arr,0,last,key);
• }
• }
```

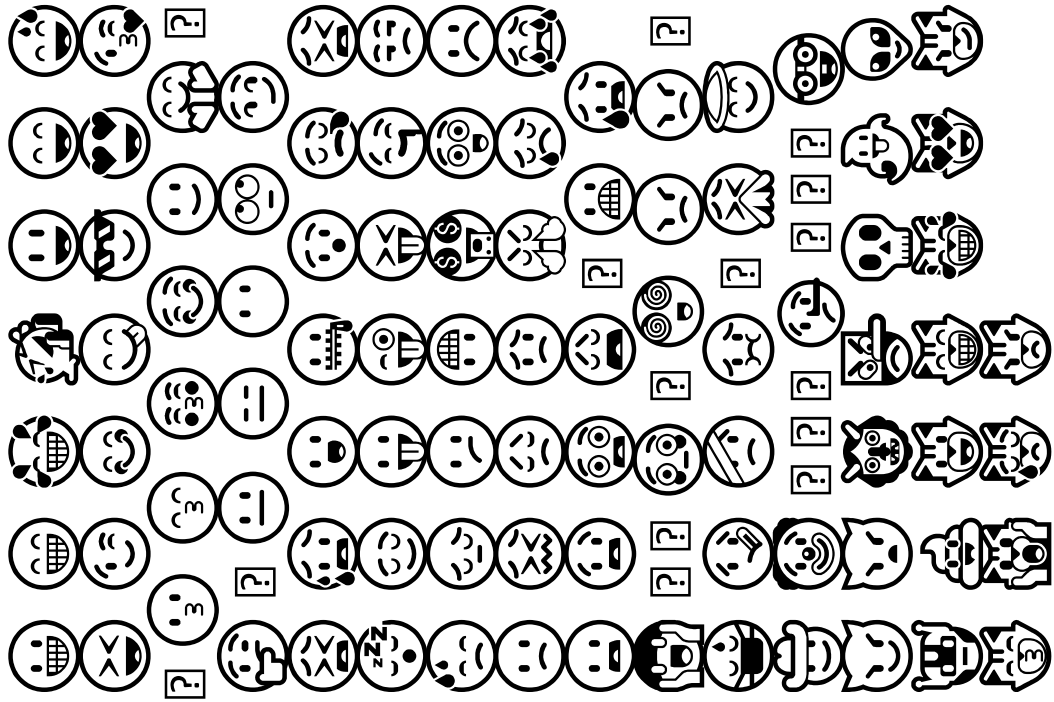
anish_@outlook.com :

```
<div class="row">
<div class="well" style="padding:15px; height: 600px; scroll-behavior: auto">
<div *ngFor="let item of messageArray">
<span><strong>{{item.user}} : </strong> <span [innerHTML]="item.message"></span></span>
</div>
</div>
</div>
<div class="row">
<div class="col-sm-10">
<textarea type="text" class="form-control" [(ngModel)]="messageText"></textarea>
</div>
<div class="col-sm-2">
<button type="button" class="btn btn-success pull-right" (click)="sendMessage()">Send</button>
</div>
</div>
```

Markdown

- `__bold__` --> **bold**
- `_italic_` --> *italics*
- ``code`` -> `code`
- ````js```` --> preformatted code
- `# heading` -> Main Heading etc.

Emojis

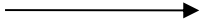


•

LaTeX

\pm	<code>\pm</code>	\cap	<code>\cap</code>	\diamond	<code>\diamond</code>	\oplus	<code>\oplus</code>
\mp	<code>\mp</code>	\cup	<code>\cup</code>	\triangle	<code>\bigtriangleright</code>	\ominus	<code>\ominus</code>
\times	<code>\times</code>	\oplus	<code>\oplus</code>	∇	<code>\bigtriangledown</code>	\otimes	<code>\otimes</code>
\div	<code>\div</code>	\sqcap	<code>\sqcap</code>	\triangleleft	<code>\triangleleft</code>	\oslash	<code>\oslash</code>
$*$	<code>\ast</code>	\sqcup	<code>\sqcup</code>	\triangleright	<code>\triangleright</code>	\odot	<code>\odot</code>
\star	<code>\star</code>	\vee	<code>\vee</code>	\triangleleft	<code>\lhd</code>	\bigcirc	<code>\bigcirc</code>
\circ	<code>\circ</code>	\wedge	<code>\wedge</code>	\triangleright	<code>\rhd</code>	\dagger	<code>\dagger</code>
\bullet	<code>\bullet</code>	\setminus	<code>\setminus</code>	\trianglelefteq	<code>\unlhd</code>	\ddagger	<code>\ddagger</code>
\cdot	<code>\cdot</code>	\wr	<code>\wr</code>	\trianglerighteq	<code>\unrhd</code>	\amalg	<code>\amalg</code>
$+$	<code>+</code>	$-$	<code>-</code>				

Context based real time communication app
that can understand information encoded with
different text markup formats



SUBTEXT

Current Market and Competition

- Whatsapp
- Facebook Messenger
- Instagram
- Google Allo/Messenger
- Microsoft Office
- Skype
- Google Docs/Sheets/Slides

Text + Emojis

- Whatsapp
 - Instagram
 - Facebook
- Messenger
- Google
 - Microsoft etc.

Text + Emojis + Markdown

- Slack
- Whatsapp (Italic and bold from Markdown)

LaTeX + Others

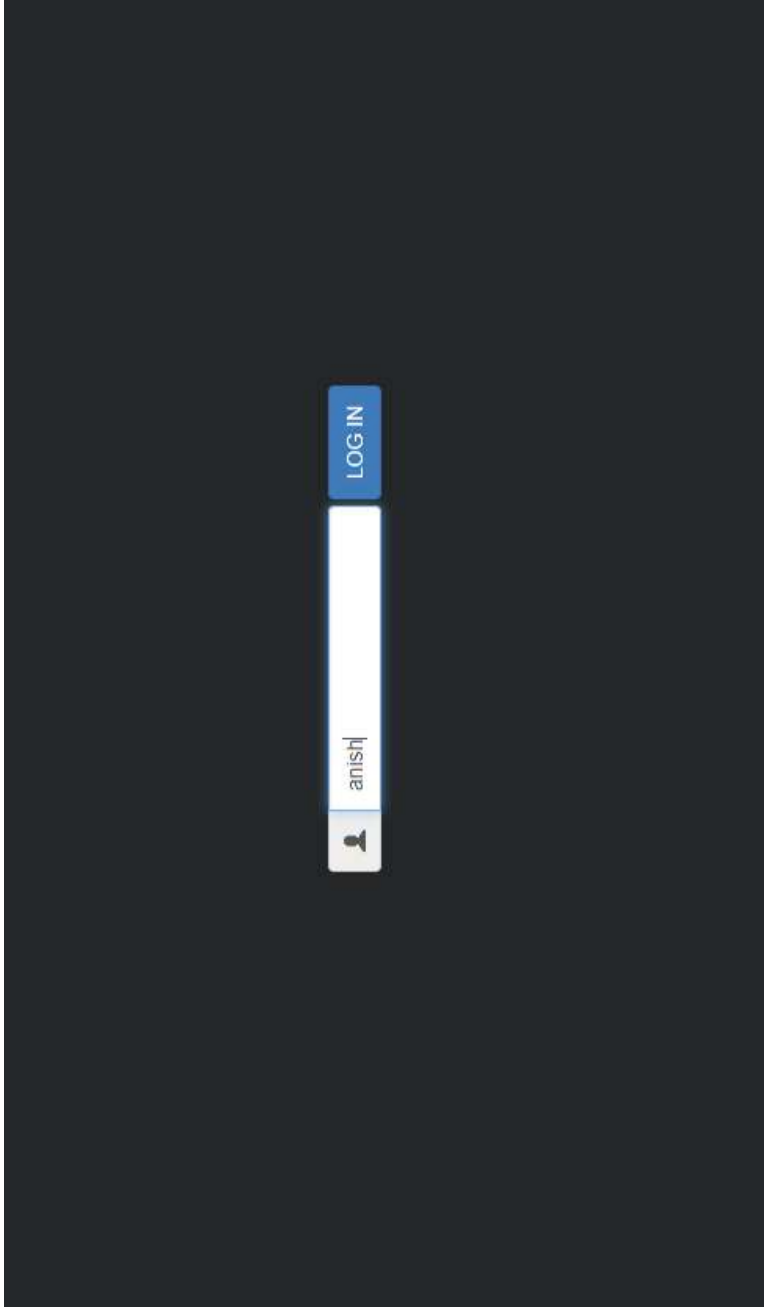
None to my knowledge



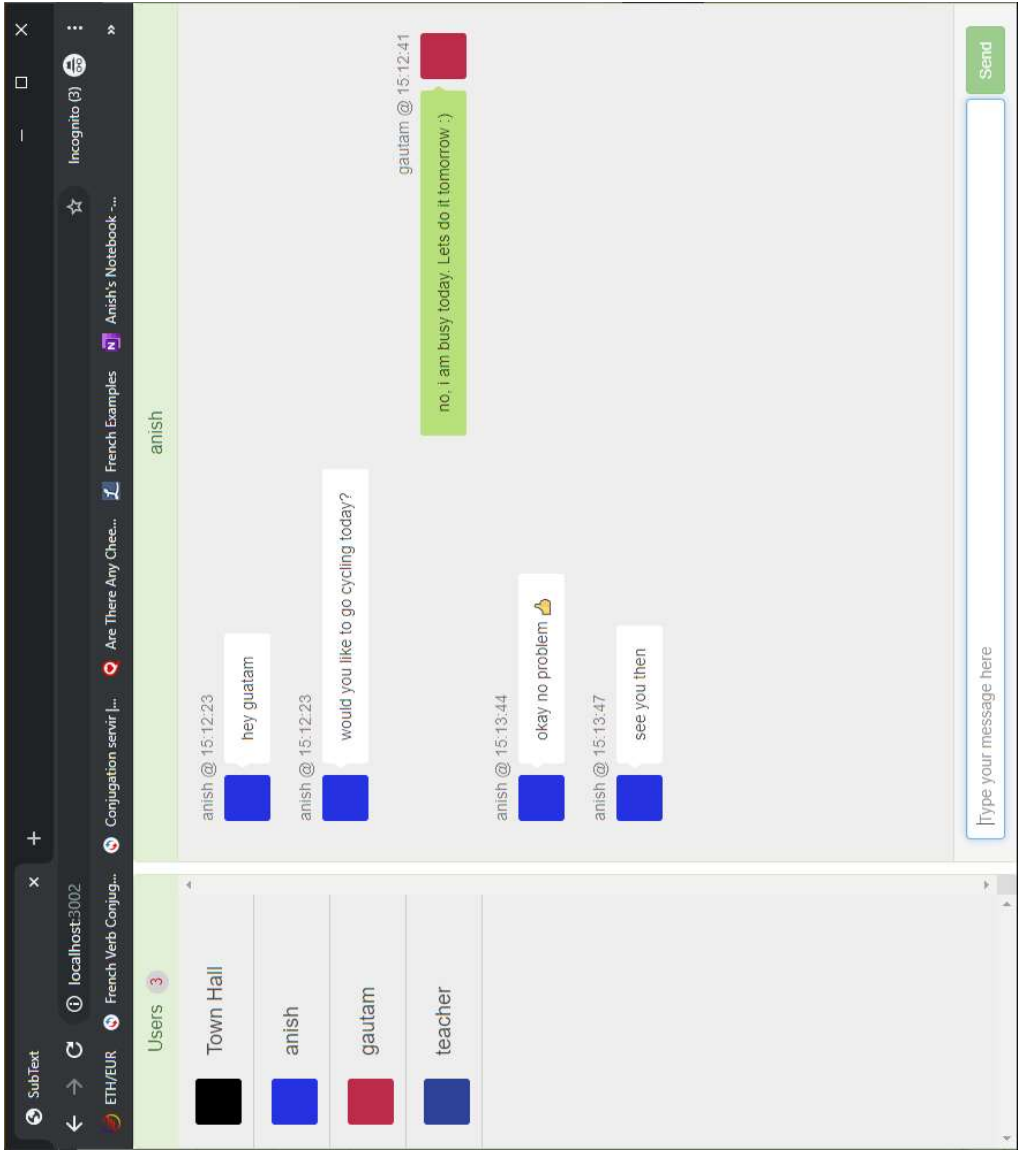
Initial Prototype

- Created using AngularJS, Express and MongoDB
- Has proper log in screen and text messaging facility people to people and also group chatting
- Also added chatbot that announces all active participants and when they leave the group etc.
- Disadvantages: does not support Markdown/LaTeX
- Another Disadvantage: was built on complete server side technology hence no client side rendering and computation available

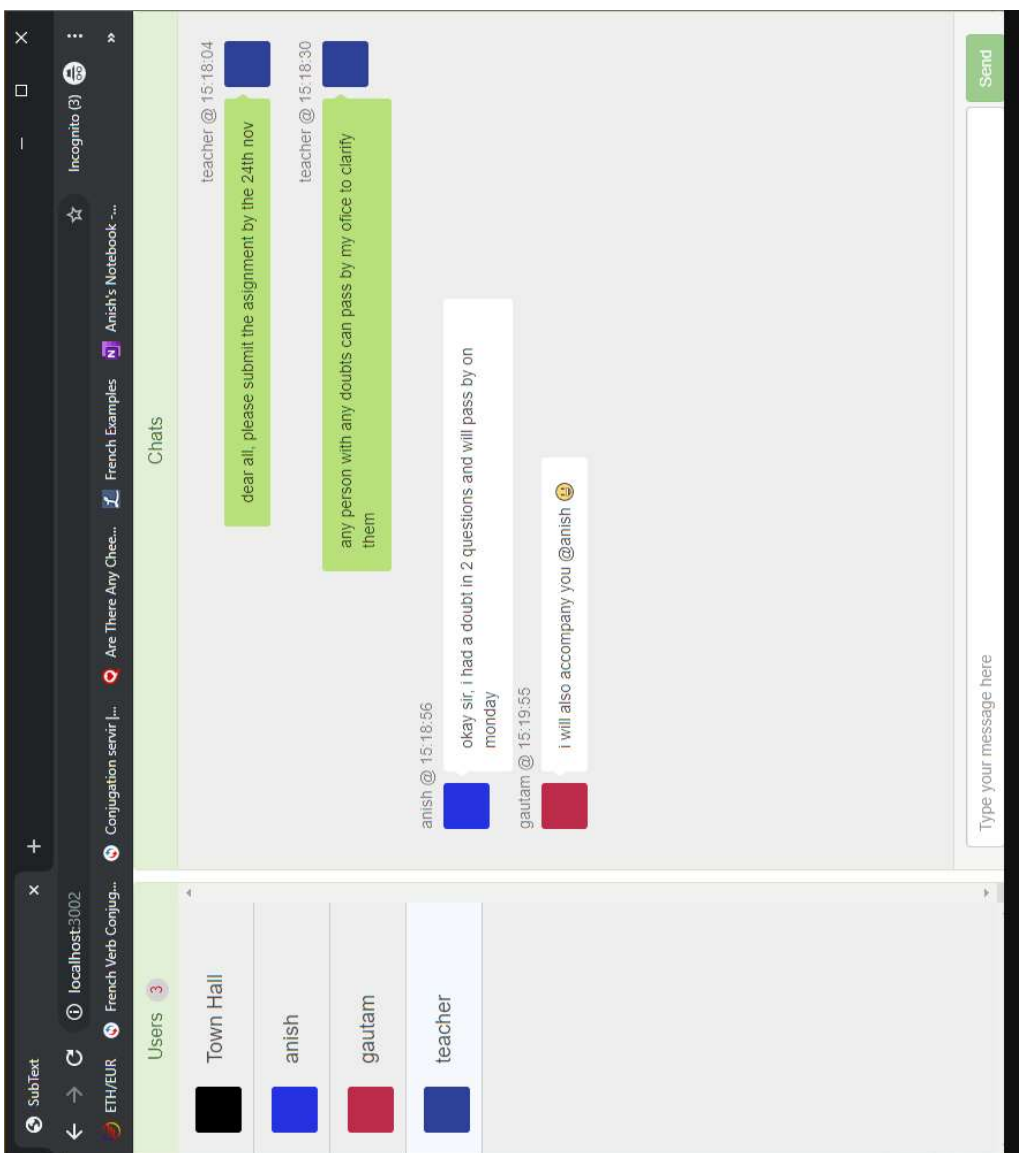
Prototype I: Login page



Prototype I: Chatting Person/Person



Prototype: Person/Group



Prototype II

- Added mark down support
- Added multiple classroom support
- Created markdown analyser and text parser from scratch

Prototype II: Text interaction

SubText: Chat Application

Username

anish

Choose Classroom

Computer Science

Join

Leave

anish :

joined the chatroom Computer Science

anish :

hello

anish :

my name is anish sachdeva and I have a cs doubt

gautam :

has joined this room.

gautam :

joined the chatroom Computer Science

gautam :

yeah, I can help

Send

Prototype II: Markdown + Text Interaction

SubText: Chat Application

Username

anish

Choose Classroom

Computer Science

Join

Leave

anish :

joined the chatroom Computer Science

anish :

hello

anish :

my name is anish sachdeva and i have a cs doubt

gautam :

has joined this room.

gautam :

joined the chatroom Computer Science

gautam :

yeah, i can help

anish :

<div class="row">
<div class="col-sm-10">
<textarea type="text" class="form-control" [(ngModel)]="messageText"></textarea>
</div>
<div class="col-sm-2">
<button type="button" class="btn btn-success pull-right" (click)="sendMessage()">Send</button>
</div>
</div>

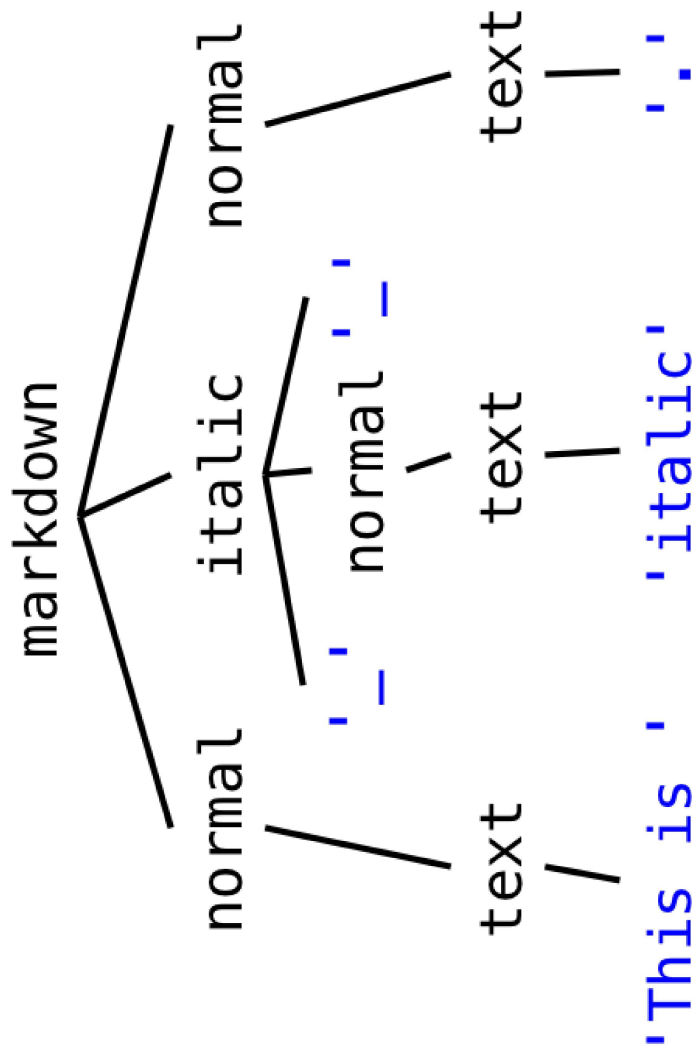
<button type="button" class="btn btn-success pull-right" (click)="sendMessage()">Send</button>
</div>
</div>

Send

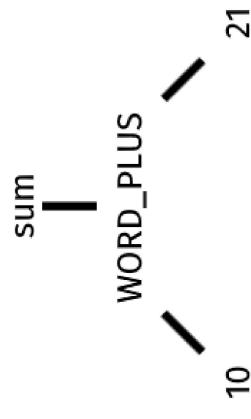
Markdown

- **Markdown** is a lightweight markup language with plain text formatting syntax. Its design allows it to be converted to many output formats, but the original tool by the same name only supports HTML. Markdown is often used to format readme files, for writing messages in online discussion forums, and to create rich text using a plain text editor.
- Developed by John Gruber and Aaron Swartz

Lexical Parser



Parse Tree



Abstract Syntax Tree



Future Tasks

- Add LaTeX Support
- Improve the UI/Layout
- Add a proper login/logout screen
- Connect to a database to make the messages persistent

Possible Latex Implimentation Methods

- Creating/Importing a LaTeX to html parser similar to Markdown and saving the html translated messages and using that as interchange text
- Using a LaTeX compiler in real time to draw the images and then sending the images as interchange between parties

