**ABSTRACT**

Message(this project name) is a proprietary, cross-platform instant messaging application for smartphones. Moreover, to basic messaging Message users can send each text message. Now a days Apps and platforms that enable messaging, many of which started around [social networking platforms](https://en.wikipedia.org/wiki/Social_networking_platform), but many of which have now developed into broad platforms by enabling them facilities such as status and many other upgrades, [chatbots](https://en.wikipedia.org/wiki/Chatbots), [payments](https://en.wikipedia.org/wiki/Payments) and [conversational commerce](https://en.wikipedia.org/wiki/Conversational_commerce). Chat Application using Firebase is an Android based application developed on Android Studio using java as programing language would be of great help to the people for sending message very faster or at instant. With this application-project. Using most common API such as Firebase, squireup(picassso, okhttp) make this project more real time for competitors. Firebase tools such as real-time database, analytics, etc authentication make this project powerful in terms of security, tracking users behavior and other stuff.

1. **INTRODUCTION**

Chat Application is medium of communication between users that utilizes computer programs that allow for two-way conversations between users in real time environment. Typically, the users of android smartphone using this app will be client and the data is passed and receive through Firebase Database will act as server if we consider client-server model. Once they are friends to each other, they can communicate with one another by typing messages in a network connected environment. The user can also see all of the messages entered by his friends. To be friends with each other one of the user should send friend request to another users and that user to accept it. Users can login, register to their account and they can also update their status.

* 1. **Purpose of Study**

In this project, we explore the critical role chat apps play in the distribution of digital journalism today and in the future. Mobile traffic due to its portability and simplicity of news apps, chatting apps present a good opportunity for customer development and engagement.

Communication has emerged as the new trend of social on mobile devices, and the sheer size of audiences on the social chat apps is too big to consider. These type of apps also present chance to classify differences mobile traffic sources and to minimize vulnerability should WhatsApp or other platforms decrease traffic for fresh settled tools similar to them. While new comers generally indicated optimist and excitement for their work on communicating apps, nearly all targeted out that as an industry we are still in an early, exploratory phase. Most major chatting apps expended the last few years achieving their user experience, only lately turning their attention to media-owner corporations. By that in mind, we need readers to not only learn from the case trainings obtainable, but also to initiate experiments of their own to find the right plan for any reporting team.

1. Hardware and software requirement

**Hardware System Configuration:**

Processor - Intel Core i3/i5/i7

Speed - 1.6 GHz

RAM - 4GB (min)

Hard Disk - 100 GB (min)

**Software System Configuration:**

Operating System - Windows / Ubuntu/Mac

Programming Language - Java, XML

Compiler for windows OS – Android Studio