Developer Documentation

Storage Purposes:

We are using the following on Android client side:

1)SQlite Database in Android for storing chat\_details and chat messages.

2)Shared Preferences for storing small amounts of data like “is\_user\_logged\_in”, “chatid”,”last\_updated\_time”.

We are using the following on Server Side:

1)MySQL database for storing ‘users with their passwords’ ,chat messages, friends lists etc

Python server functions:

1)login\_check() to check log\_in

2)insert\_message() for inserting messages into server

3)register()

4)search\_people()

5)friendship\_status()

6)friend\_request()

7)friend\_list()

8)friend\_request\_list()

9)accept\_request()

10)fetch\_all\_chats()

11)fetch\_a\_chat()

12)fetch\_profile()

13)send\_to\_activelist(msg,list,excep) - this is the function we are using for real time messaging!

Server will send the message when inserted to all the open sockets belonging to the purticular chat\_id

Android client:

1. We are using AsyncTask for making network activity since network activity not allowed on main UI thread
2. We are using two sockets for a client:
   1. One will query and fetch data on the spot by asking the corresponding required data
   2. Other is always in receiving mode which enables realtime instant messaging