

# HelloThere - Task Document

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## App Overview


HelloThere is a single-screen Android chat application that supports:

- Real-time messaging with multiple chatbots
- Offline queuing of messages
- Automatic retry when back online

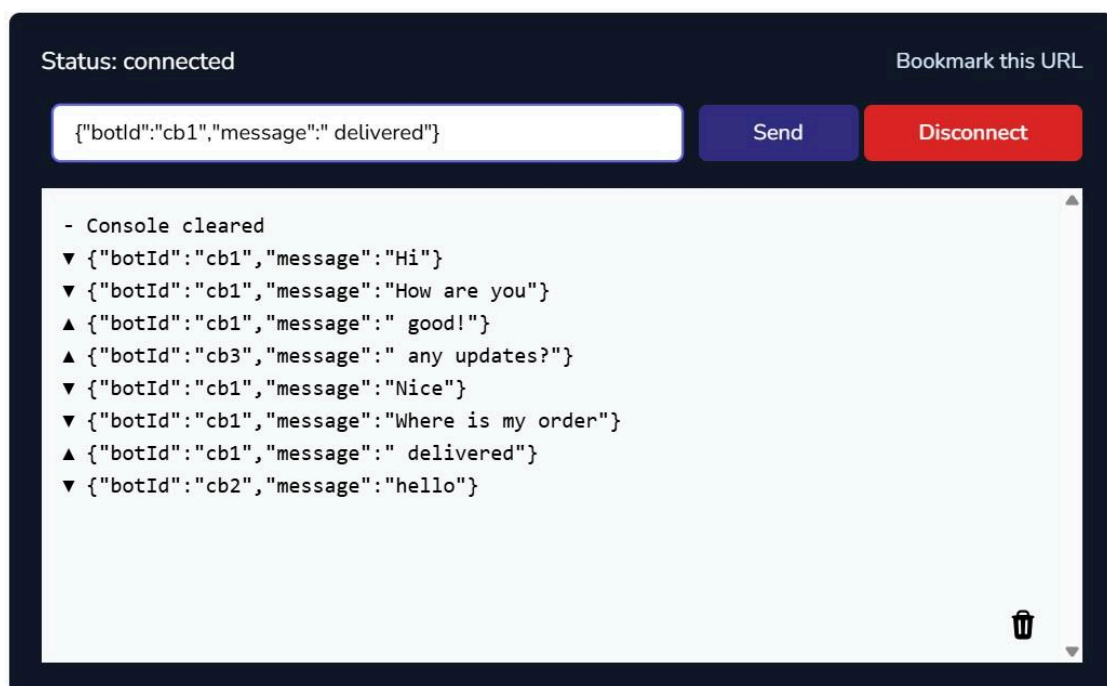
## Tech Stack

- Kotlin
- Android XML UI
- RecyclerView
- PieSocket (WebSocket)

## Demo Video Link:

 DemoVideo.mp4

## Piehost Console of the demo video :



The screenshot shows a web-based console interface for a WebSocket connection. At the top, it says "Status: connected" and "Bookmark this URL". Below this is a text input field containing the JSON message `{"botId":"cb1","message":" delivered"}`. To the right of the input are two buttons: "Send" (blue) and "Disconnect" (red). Below the input field is a large text area displaying a log of messages. The log starts with "- Console cleared" and then shows a series of messages from different bots, each preceded by a downward arrow (▼) or an upward arrow (▲). The messages are: `▼ {"botId":"cb1","message":"Hi"}`, `▼ {"botId":"cb1","message":"How are you?"}`, `▲ {"botId":"cb1","message":" good!"}`, `▲ {"botId":"cb3","message":" any updates?"}`, `▼ {"botId":"cb1","message":"Nice"}`, `▼ {"botId":"cb1","message":"Where is my order?"}`, `▲ {"botId":"cb1","message":" delivered"}`, and `▼ {"botId":"cb2","message":"hello"}`. A trash icon is visible in the bottom right corner of the log area.

```
Status: connected Bookmark this URL  
  
{"botId":"cb1","message":" delivered"} Send Disconnect  
  
- Console cleared  
▼ {"botId":"cb1","message":"Hi"}  
▼ {"botId":"cb1","message":"How are you?"}  
▲ {"botId":"cb1","message":" good!"}  
▲ {"botId":"cb3","message":" any updates?"}  
▼ {"botId":"cb1","message":"Nice"}  
▼ {"botId":"cb1","message":"Where is my order?"}  
▲ {"botId":"cb1","message":" delivered"}  
▼ {"botId":"cb2","message":"hello"}
```

## App Flow :

