



INDIVIDUAL FINAL PROJECT

COURSE : EMERGING TECHNOLOGY

COURSE CODE : SWC2373

SUBMISSION : Week 14

INSTRUCTIONS TO CANDIDATES:

- 1 This assignment will allocate **40%** of carry marks.
- 2 This is an individual assignment. Student are expected to produce:
 - a. A written report
 - b. Uploaded code and files into github.
 - c. A working web application to be demonstrated on **Week 15**.
During the demonstration session, student will be interviewed regarding his / her work.
- 3 Please submit softcopy to the lecture before: **Week 14 2023 5:30 pm** , LMS
- 4 Plagiarism, copying and cheating will not be tolerated, where no marks will be awarded and disciplinary actions can be taken.

CLO3: Create a new conferencing web application solution for a business or organization in real life problem.

QUESTION 1:

A conferencing web application is a type of software that allows individuals or groups to communicate and collaborate in real-time over the internet. These applications facilitate audio, video, and sometimes text-based communication between participants located in different geographical locations (optional). Conferencing web applications are commonly used for remote meetings, presentations, discussions, webinars, and more

In this project, you are to create a conferencing web application for student social portal. The portal serves as social zone for students without having to reveal his/her phone number.

The requirement for the conferencing web application are as follows

1. Audio and Video Communication: Users can engage in voice and video conversations, allowing participants to see and hear each other just as they would in a physical meeting.
2. Screen Sharing: Participants can share their computer screens with others, making it easy to present slides, documents, or any content on their screens.
3. Chat and Messaging: Many conferencing apps offer a chat or messaging feature alongside audio and video communication. This allows participants to send text messages, links, and files during the meeting.
4. Participant Management: Hosts can manage participants by muting or unmuting them, controlling their video feeds, and even removing participants if needed.
5. Scheduling and Invitations: Users can schedule meetings (optional) in advance and send out invitations with meeting details, including a link to join the conference. (optional for external host link)

6. Integration: Conferencing applications may integrate with other productivity tools and software, like calendars, project management platforms, or customer relationship management (CRM) systems.(optional)

7. Demonstrate how API is being used in your project.

The web application can be written in any programming language that you familiar with. The use of framework and REST API is highly encouraged. Demonstrate how API is being used in your project.

a. Deliverables:

Item	Deliverables	Expectation
1	Students are to develop conferencing web application solution	Development can be completed and adhere to the requirement. However, if some of the requirements are not fulfilled, the marks will based on the process and efforts that have been shown though the project.
2.	Student are to demo his project on a designated date.	Student are expected to show his/her work on the designated day. Failure to show the work, will deemed the student not able to execute the task.
3	From your development, write a report. Font : Arial Size: 10	A written report is expected.
4	The reporting should be in standard report format. These need to include as follows: a. Introduction of the project (<i>For example: What is web conferencing? What are the example of web conferencing apps? What are the technologies behind the apps? and others</i>) b. Objective (<i>What need to be done of the project</i>)	Student able to produce the report with good content structure and relevant formatting. Rephrase the source if needed. No copy paste the content. Strictly no acknowledgement!

<p>c. Process of apps development. (<i>For Example: What need to be done, how the code works, which code responsible for establishing API connection? API that has been used, which code is for UI, which code responsible for authentication, what is the structure of the framework, which dependencies that you have been using, and many others that relevant.</i>)</p> <ul style="list-style-type: none"> • Audio and Video Communication • Screen Sharing • Chat and Messaging • Participant Management • Scheduling and Invitations • Integration • API Deployment <p>d. Demonstrate the use of APIs in the application. Show how APIs enable certain function in your application.</p> <p>e. Testing result of your apps. Show that your apps is working by structured testing.</p> <p>f. Conclusion (<i>What you have manage to accomplished from the list of tasks from the objective</i>)</p> <p>g. Reference.</p> <p>h. Appendix. (<i>Upload your codes and files to github. Share the link to your github</i>)</p>	
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Chat GPT disclaimer

The use of Chat GPT is scrutinized in this project. The project will mostly revolve on the student capability to write a web application according to the requirement. It is intended to instill student skill in good coding practices and project management. Even though Chat GPT definitely able to produce codes which some way could fulfils the requirement of the project, it does not guarantee the degree of understanding, and knowledge of the author. Therefore, this project will examine the originality and authenticity as well as understanding of the student on the subject matter.

QUESTION ENDS