

Project 2

Chatting System:

Communication is a mean for people to exchange messages. It has started since the beginning of human creation. Distant communication began as early as 1800 century with the introduction of television, telegraph and then telephony.

The emergence of computer network and telecommunication technologies bear the same objective that is to allow people to communicate. Teleconferencing or Chatting, is a method of using technology to bring people and ideas together despite of the geographical barriers.

Your client proposed this project to create a chat application that allow an instant messaging solution to enable users to seamlessly communicate with each other. The project should be easy to use enabling even a novice person to use it.

The application can be a mobile application, desktop application and/or a web application. It is up to you to decide. The chatting system could be starting from a very basic peer to peer application to a very advanced one with video and group conference calls. The chat system also could have advanced features that are helpful for a special group of people such as gamers, journalists or business groups with tightened security requirements. The client is not sure about what could be added or not added to the system and he needs your help in clarifying the best possible options and targeted groups to server based on an agreed, clear, feasible and complete requirement specification

Please note: The goal of this project is to implement and deploy a foundation for future projects which should be able to add functionality to the core system in order to develop a complete efficient chatting system.