A
PROJECT PRESENTATION
ON

“virtual Vista ”

Presented By :-

Aniket Soni

(2020-B-08082002A)

Shivam Jha

(2020-B-11072002A)

Pranay Jadhav

(2020-B-09042002D)

Specialization :-

BCA Cloud Technology & Information Security (CTIS)

In Guidance of :-

Prof. Bhargavi Dalal

Contents

Abstract

- Increased Accessibility: Mobile and wireless devices have revolutionized the way business is conducted by providing global access to data. Employees, partners, and customers can access shared data from almost anywhere, leading to increased accessibility to critical information and improved productivity.
- Enhanced Worker Productivity and Effectiveness: Mobile enterprise applications enable workers to perform tasks on the go, leading to enhanced worker productivity and effectiveness. Employees can access real-time data, collaborate with team members, and make decisions on the fly, resulting in quicker response times and better decision-making.
- Cost Reduction: The use of mobile and wireless applications in business can result in cost reduction. Thin client applications, which require minimal processing power and memory on the client device, can be cost-effective as they do not require expensive hardware upgrades, making them suitable for small businesses or organizations with limited resources.
- Improved Accuracy: Mobile applications can enhance accuracy by eliminating manual data entry and reducing the chances of errors. Real-time data synchronization and integration with back-end systems ensure that the information accessed through mobile applications is up-to-date and accurate, leading to improved data accuracy and reliability.

Problem Statement

- Starting any application or service has many problems but one of the main problems is which tool, language, stack or framework to build one's service or application on. As building a real time application has to do with slow latency message delivery which in turn means latency, data transfer size over the network must be as low as possible.

Proposed System

- The system to be developed here is an Chat facility.
- It is a centralized system.
- It is Client Server system with centralized database server.
- Al local Clients are connected to the centralized server via LAN.
- There is a two way communication between different clients and server.
- This chat application can be used for group discussion.
- It allows users to find other logged in users.

Methodology

- **Front End:**

HTML : Hypertext Markup Language (HTML) is the standard markup language for creating web pages and applications. Each page contains a series of connections to other pages called hyperlinks. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

CSS : Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language. CSS is designed primarily to enable the separation of presentation and content.

- **Back End**

PHP:

Is a widely used open source general purpose scripting language that is especially suites for web development and can be embedded into html basically, a server-side scripting language designed primarily for web development but also used as a general-purpose programming language.

- **Database**

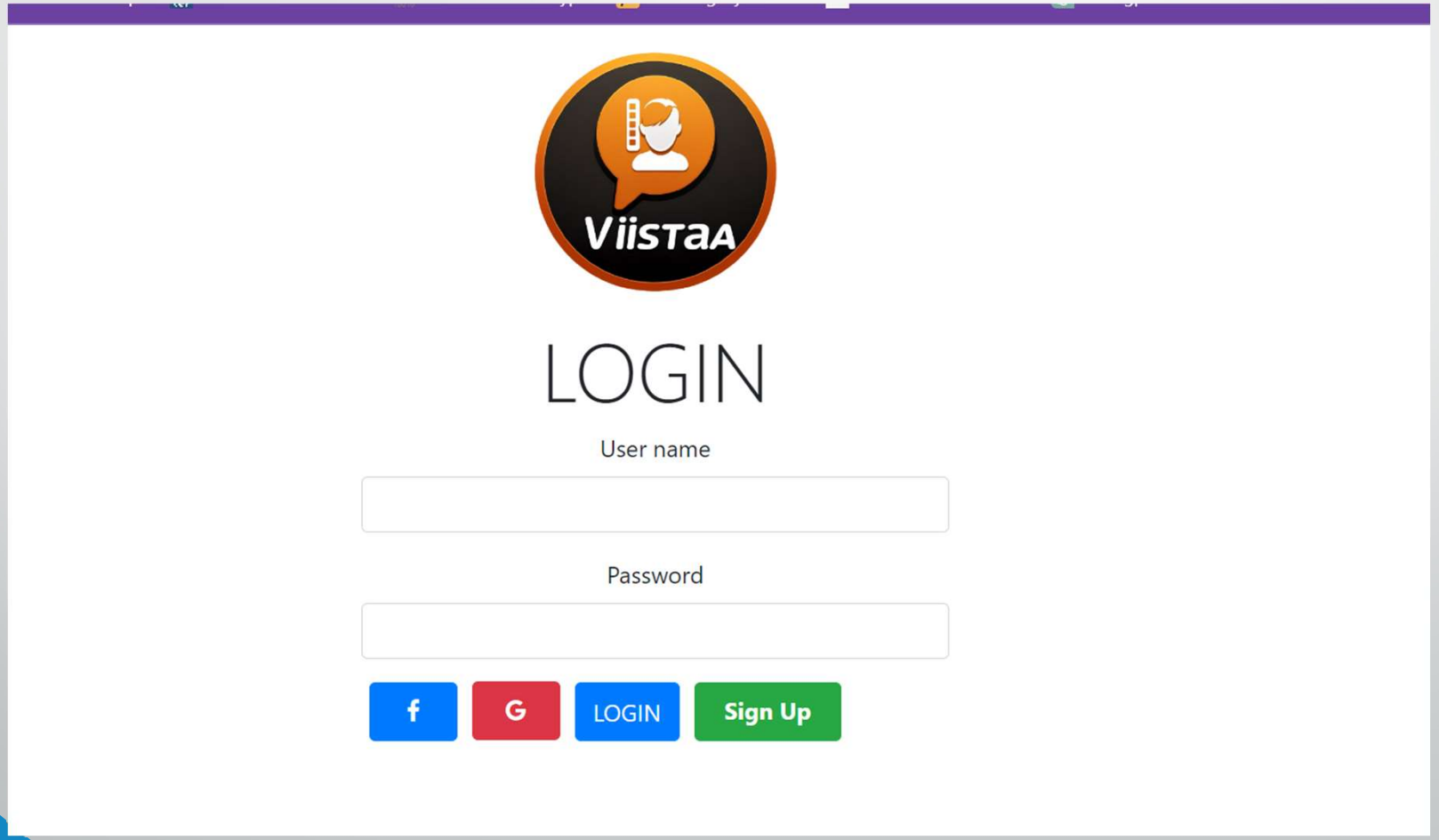
MYSQL:

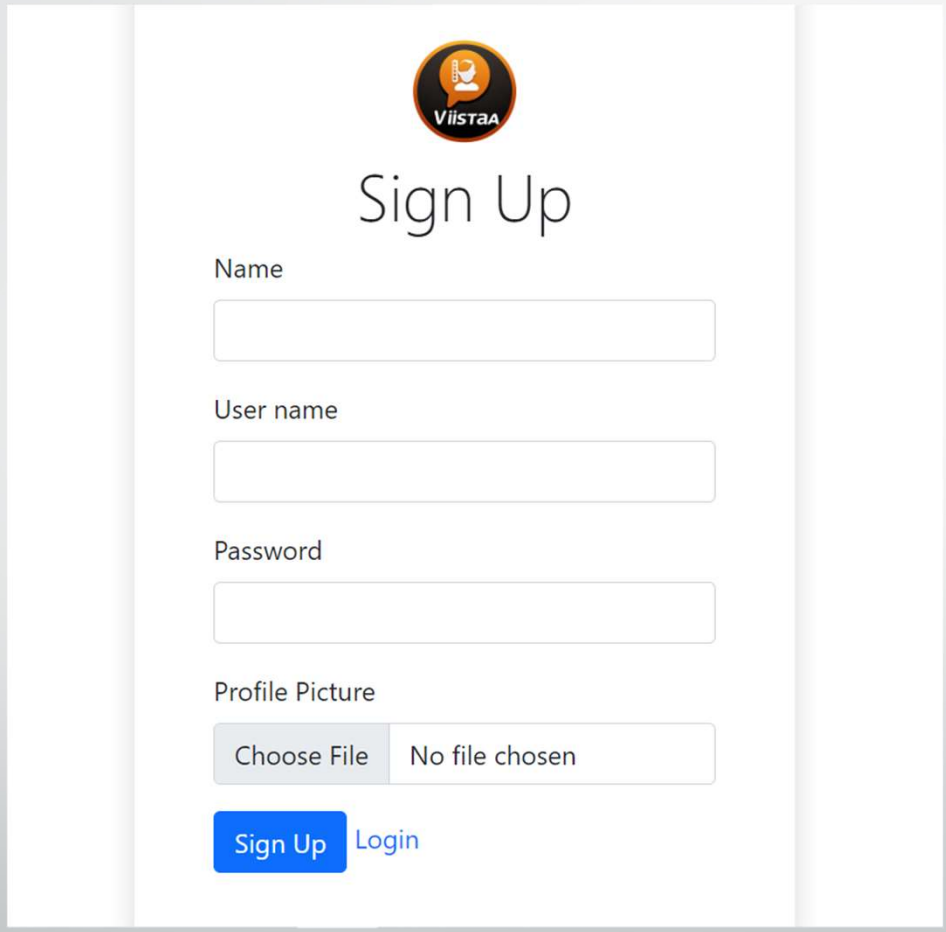
MySQL is a widely used relational database management system (RDBMS). MySQL is free and open-source. MySQL is ideal for both small and large applications.

Future Scope

- Video calls will be added
- Voice recording can be added
- Enhancing different text style and font size
- Introduction of animations
- Instant document attachment

System's Output

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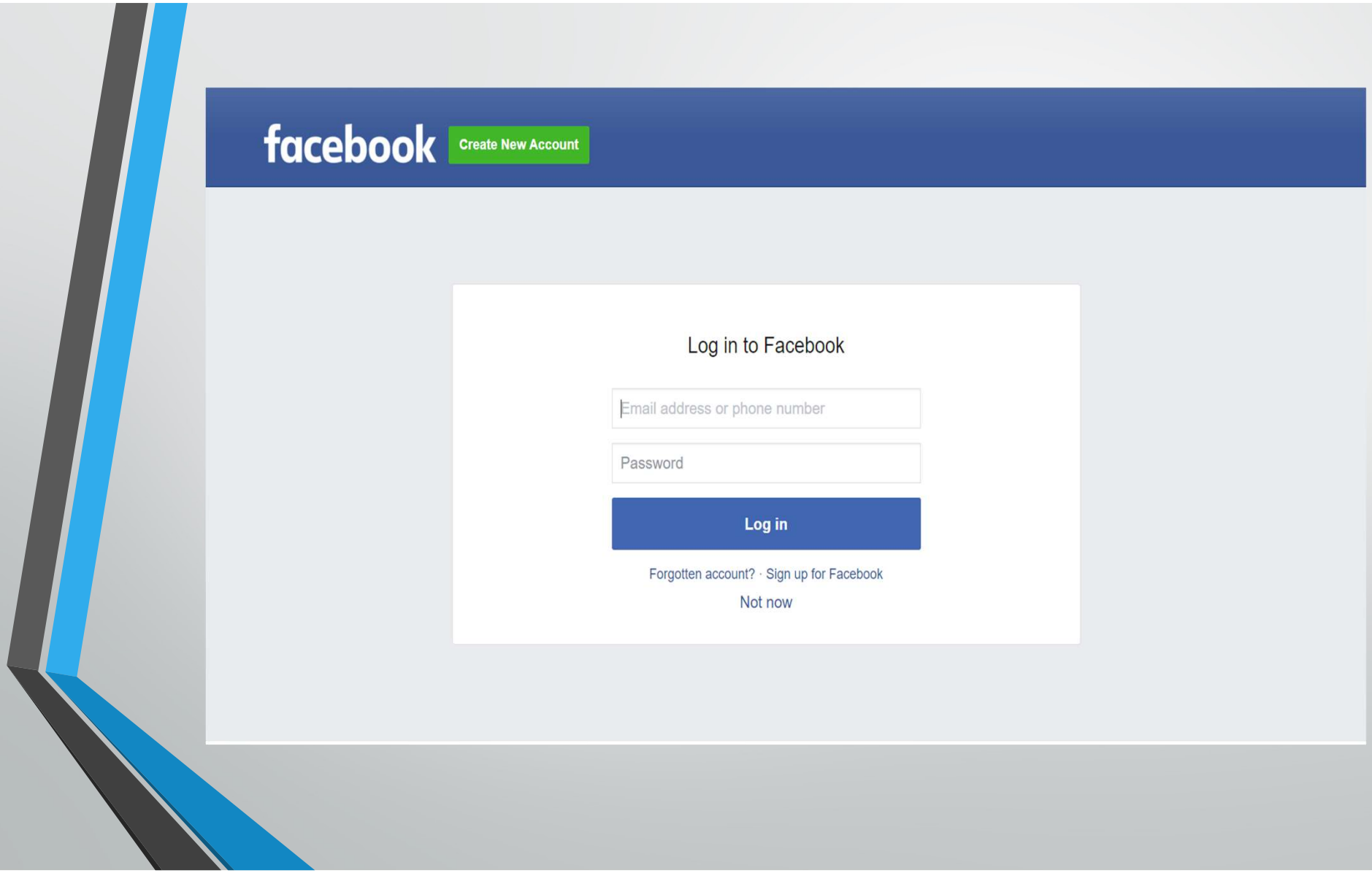
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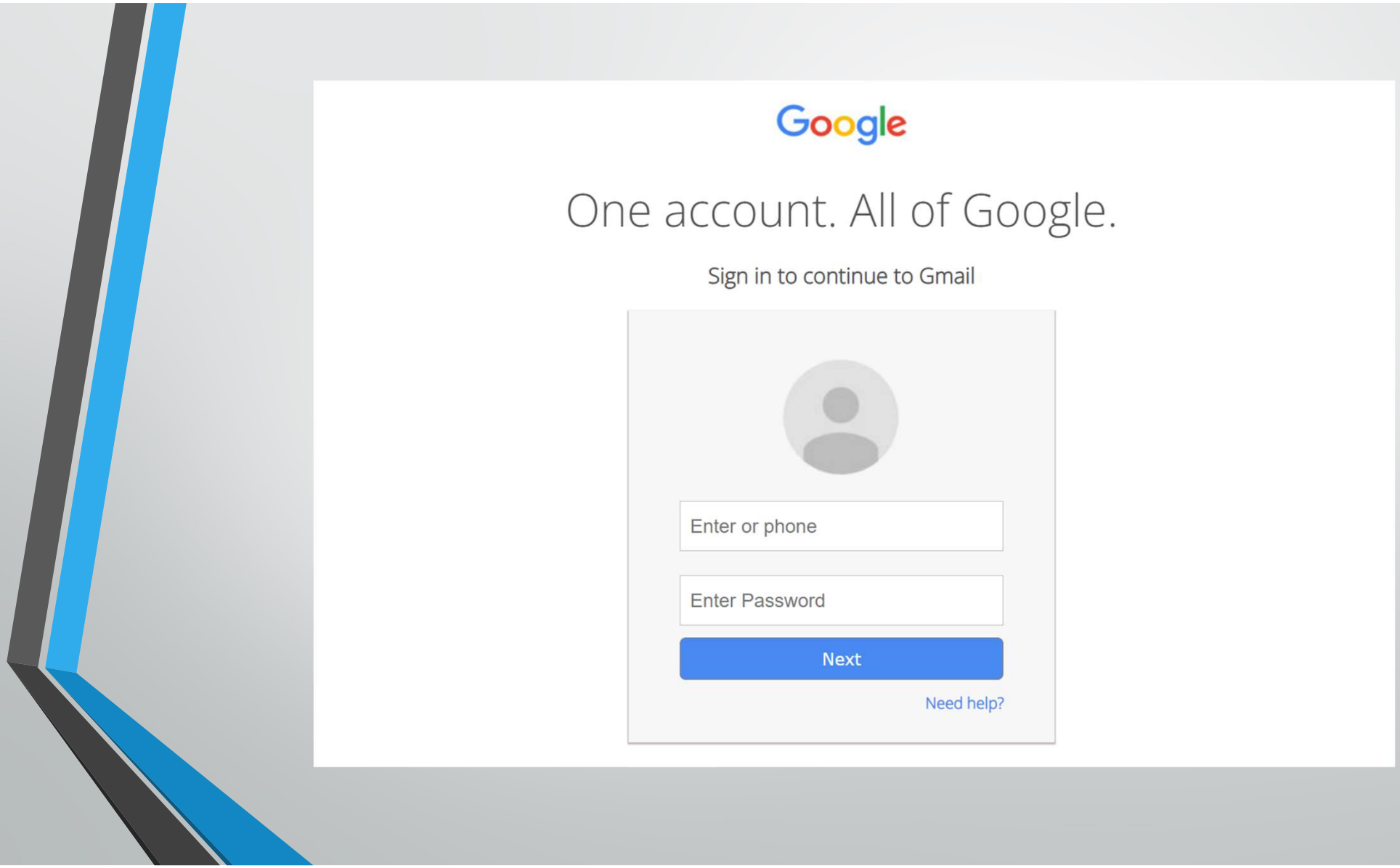
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Sign in to continue to Gmail
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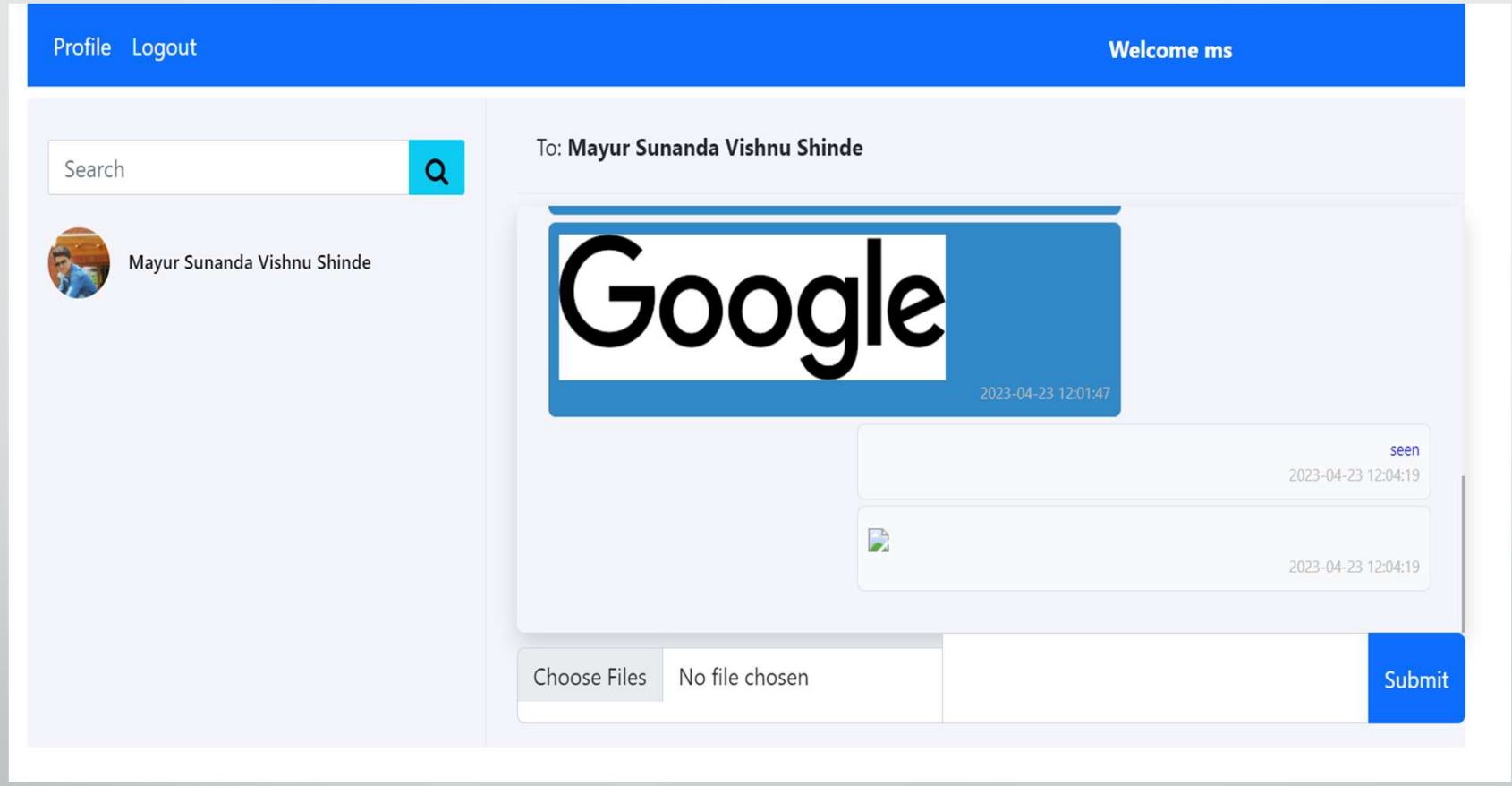
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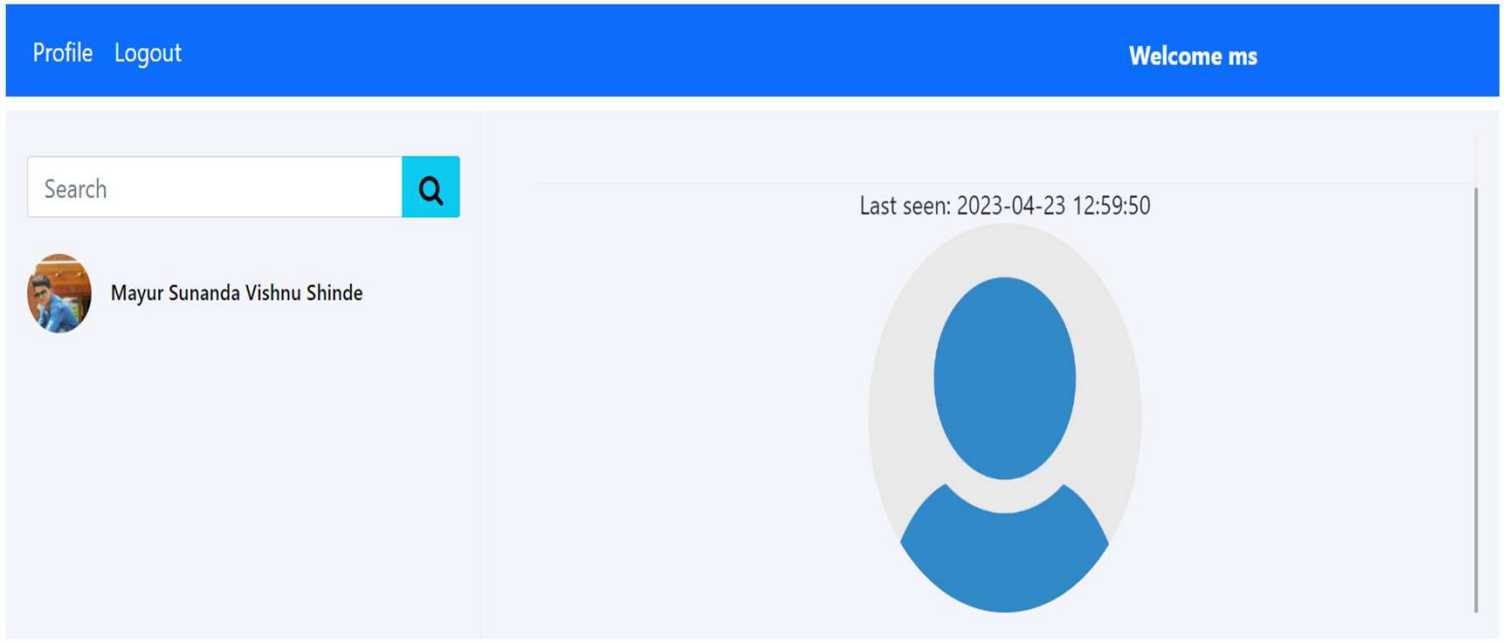
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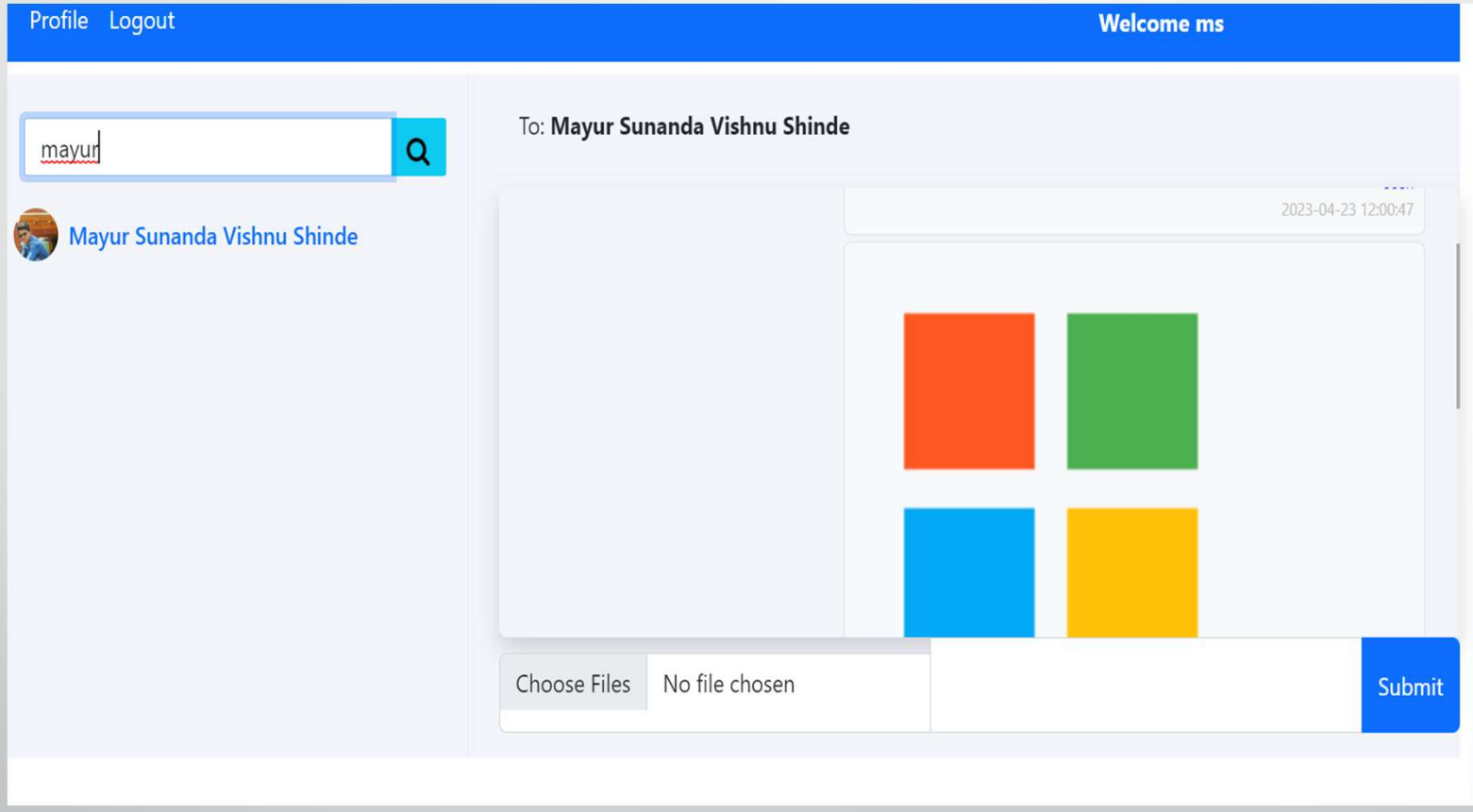
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Conclusion

- In this work we have designed and implement a system that allows mobile device to provide the ability of doing free of charge chatting between two smartphones.
- This solution for smartphone devices is dependent upon the capabilities in the programming environment on the devices. MIDP, which is a Java programming environment for mobile phones, provides simple syntaxes support that limits.
- The most important points that are concluded throughout the design and the implementations of this software are:-
- **1.** The evaluation shows that the design consumes minimal power from the hardware.
- **2.** This software application has been to be hardware mobile manufactured independent that means it can be run on any type of smartphone support Series 60 and MIDP 2.0.
- **3.** It is free of charge and it can be run successfully even if there is no service provider network for cell phone in the area.
- **4.** The programmer who uses J2ME to create new application does not need to know the tiny detail of the Symbian OS or Series 60 compared with the programmers who uses C++.

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Thank
you !