

Persistent Chat App

Objective: Create basic chatting app with SQL database to store sender related information.

Scope: In this assignment we are extending the chat client server app that we have implemented in the previous assignment. The previous app just saves messages received in an array in the activity UI. If the user navigates away from the activity, and then returns to it, there is a good chance that the messages already received will have been lost, due to the way that Android manages resources in the activity life cycle. In this assignment we will persist both messages received, and information about people that have sent us messages, are stored in the database.

Description:

In this app I have used basic activities and xml file to create an interaction and user interface. I used Adapter at the server side to dynamically display incoming messages with list view. In this I have created different packages like contracts and databases to design app very efficiently. To send UDP packets from client to server I have used socket programming. I have created sockets at both the ends respectively. For SQLite database I have created adapter class which includes inner class that is used to create and update database. Also contract class is used to access underline database structure through book and author class. I created 2 more activities to display peer list and another for displaying all the details related to that peer. I have used join query to extract messages and peers and then displayed them in the third activity.

Conclusion:

In this way I have successfully created chat app that can store user data using SQLite database.