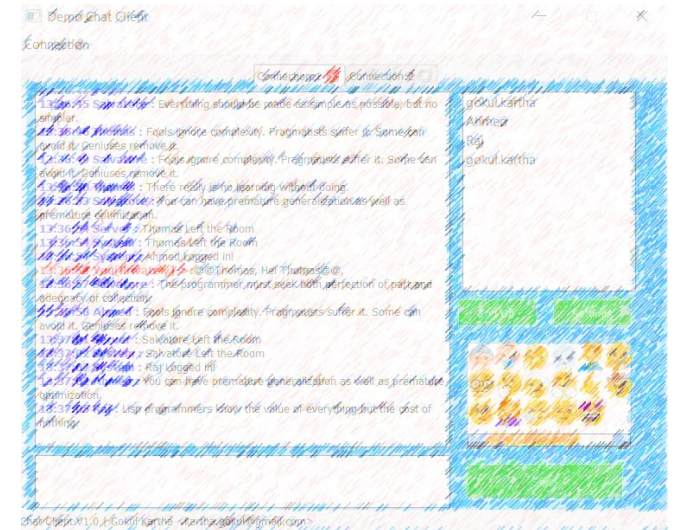


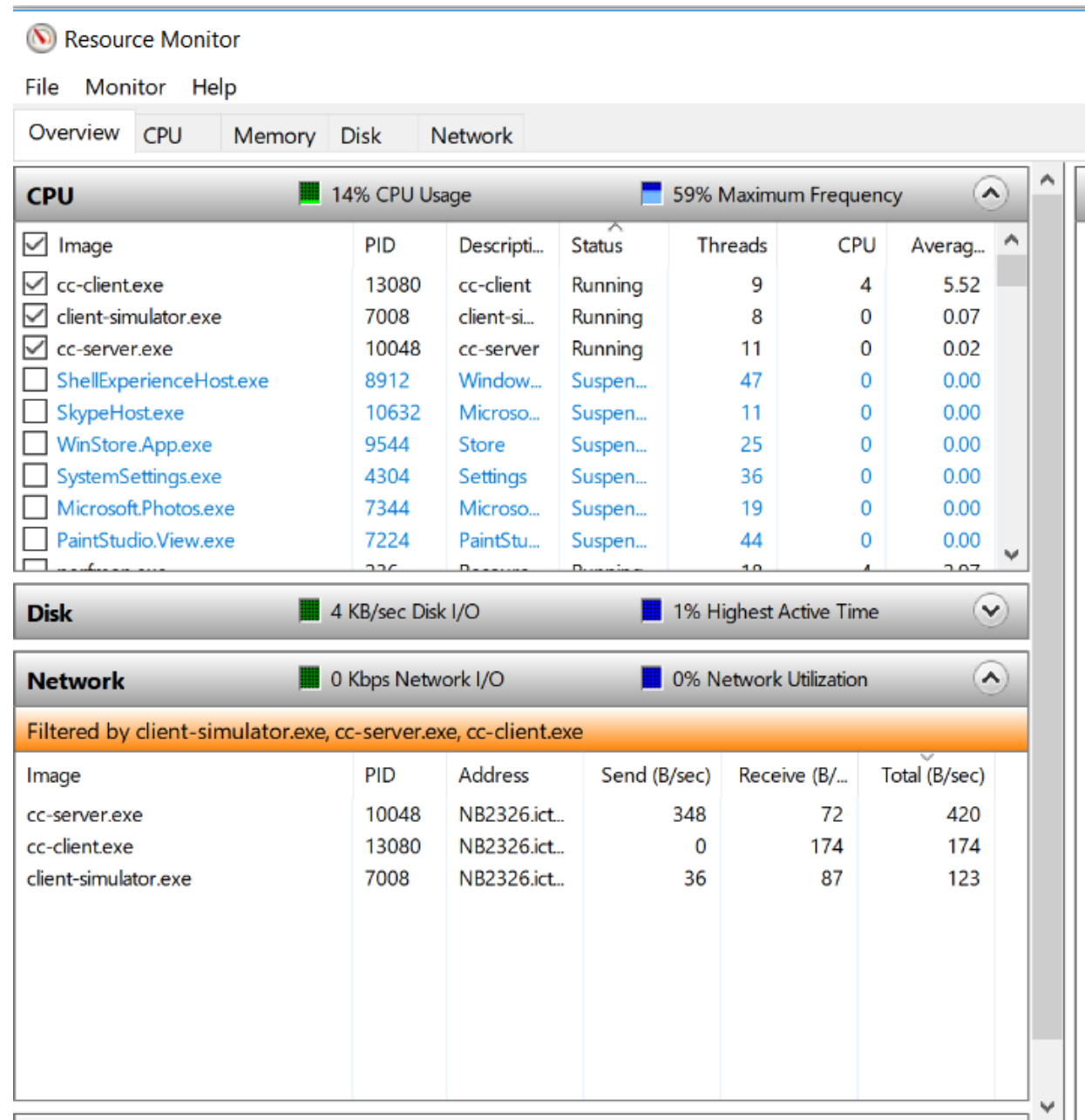
# Chitchat Service

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# KPI Parameters



## Available

- Message Broadcasting.
- Online Buddy List.
- Private Message to any user.
- Browser Based Chat Support using WebSocket.
- JSON based minimalistic protocol.
- Emoticon Smileys.
- Automated Functional Testing.



## Planned

- Real Time Whiteboard.
- Login Authentication.
- Search Server through Multi Casting.
- File Sharing.
- QML Desktop client.
- Multiple Chat Rooms.
- MQTT Protocol support.
- Bridging of multiple servers (MQTT).

# Features

## Performance

- Use a Lightweight Protocol to implement the use cases.
- Handle multiple requests with less resources.

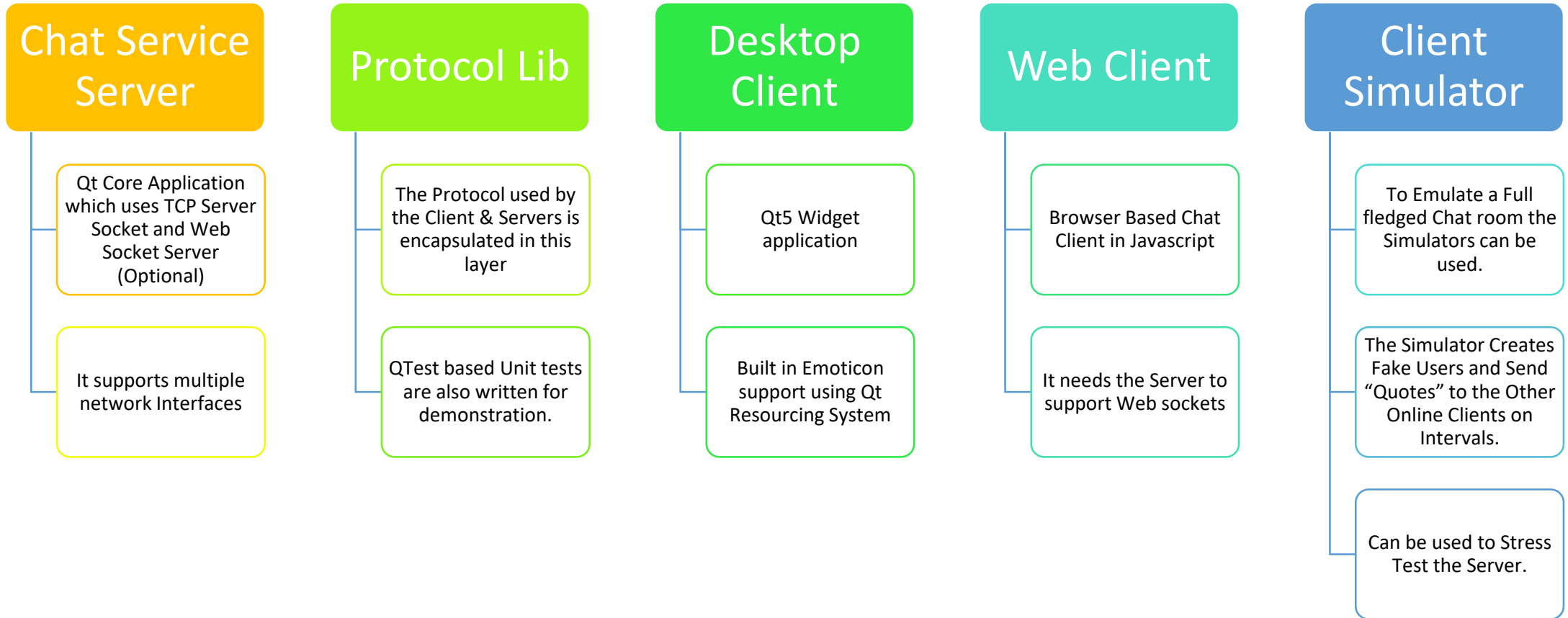
## Scalability

- Use a protocol which can be extended for future use cases without changing the design.
- The entire system should be scalable from one to Many with out any design change.

## Portability

- The Qt SDK is already portable to multiple platform.
- Do not use any platform specific APIs and features should be enabled/disabled from a Project file level .

# Implementation Strategy



## Solution & Technology - Components

Qt Creator 4.5.1

Qt 5.10 SDK

C++

JavaScript /HTML/CSS

Windows & Linux(Ubuntu)

# Development Tools

## Pros

- JSON protocol makes system extensible for any use case.
- Written in purely Qt and the solution can be easily ported from Desktop to Embedded systems with less/no changes.

## Cons

- Tightly Coupled with Qt Runtime.
- Works on Plain TCP Protocol , Prefer to have a light weight protocol like MQTT

Solution Analysis



Thank you !