CHATAPP

Presented By

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WHY CHATAPP

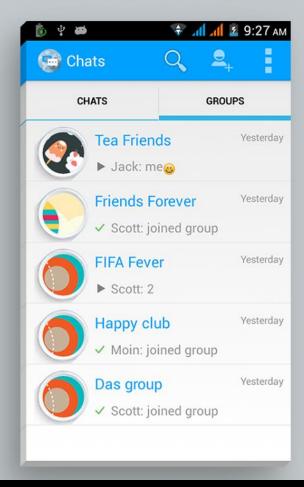
Instant Messaging System for sharing information

Chat with friends

Group Messaging and Broadcast

Manage Profiles

Unique Group Features Group Listing



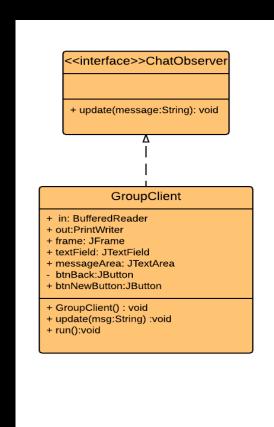
FUNCTIONALITIES

- Basic Functionalities:
- Manage Profile
- Manage Contacts
- Manage Groups
- Each of the above use cases has got multiple sub use cases.
- Github Link:
- https://github.com/mridulanatrajan/CSCI5448-project

DESIGN PATTERNS

- Why Observer Design Pattern?
- Observer design pattern is useful when you are interested in the state of an object and want to get notified whenever there is any change.
- Subject Object being watched
- Observer Object that watches the state of another object

OBSERVER – DESIGN PATTERN



<<interface>>ChatSubject + registerObserver(inp:BufferedReader, outp:PrintWriter): void +notifyObserver(inp :BufferedReader, name :String, pw: HashSet<PrintWriter>) Server name: String - sock: Socket - in: BufferedReader out:PrintWriter gname:String mode: String - fingrp:String - finfrnd:String <hashSet> groupmembers :String <HashSet> names: String <HashSet> writers:PrintWriters + main(): void + registerObserver(inp:BufferedReader, outp:PrintWriter):void +notifyObserver(inp:BufferedReader.pw :HashSet<PrintWriter>, name:String) + run(): void + peertopeer(inp:BufferedReader, outp:PrintWriter): void +Server(sock:Socket):void

KEY HIGHLIGHTS

• Implemented more than 25 Classes.

 Majority of Use cases presented in our documentation has been implemented.

 Message Broadcasting in Group, Manage Profile Picture AND Change Status were some of the highlights.

IMPROVEMENT

• MEMENTO Design pattern Implementation for saving history of messages.

• Some Use Cases in the Group Documentation were not implemented.

Better GUI