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**COMSATS University Islamabad**

**Abbottabad, Pakistan**

**Roomy**

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***Bachelor of Science in Computer Science (2021-2024)***

**The candidate confirms that the work submitted is their own and appropriate  
 credit has been given where reference has been made to the work of others**.

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**COMSATS University, Islamabad Pakistan**

**Roomy**

**A project presented to**

**COMSATS Institute of Information Technology, Islamabad**

**In partial fulfillment**

**of the requirement for the degree of**

***Bachelor of Science in Computer Science (2021-2024)***

**By**

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Muhammad Saad Husain Muddassir Ali Muhammad Haris

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**CERTIFICATE OF APPROVAL**

It is to certify that the final year project of BS (CS) “Project title” was developed by   
**STUDENT 1 NAME (CIIT/FAXX-BCS/SE/TN-000)** and **STUDENT 2 NAME (CIIT/FAXX-BCS/SE/TN-000)** under the supervision of “SUPERVISOR NAME” and co supervisor “CO-SUPERVISOR NAME” and that in (their/his/her) opinion; it is fully adequate, in scope and quality for the degree of Bachelors of Science in Computer Sciences.

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**Supervisor**

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**External Examiner**

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**Head of Department**

**(Department of Computer Science)**

**EXECUTIVE SUMMARY**

Roomy is a dynamic web application designed to facilitate real-time communication and collaboration within themed chat rooms. Unlike traditional messaging platforms, Roomy focuses on creating temporary chat rooms based on specific interests or topics, where users can join and engage in text or audio conversations. The application leverages the MERN stack, combining MongoDB for data storage, Express.js for backend API development, React.js for frontend user interface, and Node.js for server-side operations. With Roomy, users can discover and join rooms tailored to their interests, connect with like-minded individuals, and participate in lively discussions in a fun and open environment.

Key Features of Roomy include:

Room Creation and Discovery: Allow users to create new chat rooms based on various interests, hobbies, or topics. Implement a search and discovery feature for users to find and explore existing rooms.

Real-Time Chat: Enable real-time text messaging within chat rooms, allowing users to exchange messages instantly. Implement features such as message threading, emojis, and reactions to enhance communication.

Audio Chat Rooms: Introduce audio chat rooms where users can engage in voice conversations in real time. Implement features for joining, leaving, and muting audio channels, similar to voice chat platforms.

Room Scheduling: Allow users to schedule rooms for specific dates and times, ensuring that discussions occur at convenient times for participants. Implement a calendar interface for browsing upcoming room schedules.

User Profiles and Preferences: Provide users with customizable profiles where they can add interests, bio information, and profile pictures. Allow users to set notification preferences and privacy settings.

Moderation and Administration: Implement moderation tools for room creators and administrators to manage chat room activities, enforce community guidelines, and handle user reports.

**ACKNOWLEDGEMENT**

All praise is to Almighty Allah who bestowed upon us a minute portion of His boundless knowledge by virtue of which we were able to accomplish this challenging task.

We are greatly indebted to our project supervisor “Dr. Majid Iqbal Khan” and our Co-Supervisor “Mr. Mukhtar Azeem”. Without their personal supervision, advice and valuable guidance, completion of this project would have been doubtful. We are deeply indebted to them for their encouragement and continual help during this work.

And we are also thankful to our parents and family who have been a constant source of encouragement for us and brought us the values of honesty & hard work.

M. Saad Hussain Muddassir Ali Muhammad Haris

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**ABBREVIATIONS**

|  |  |
| --- | --- |
| **SRS** | Software Require Specification |
| **PC** | Personal Computer |
| **FC** | Functional Requirements |
| **NFC** | Non Functional Requirements |
| **UC** | Use Case |
| DFD | Data Flow Diagram |

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1. **Introduction**

Roomy is dynamic web application build for communication in the real time with themed chat rooms. This application helps us to connect with people having same interests. The key feature of roomy app is to create temporary chat rooms. Users can send audio messages and video calling features. The unique feature is temporary chat rooms. User can be able to discuss various topics in the rooms.

* 1. **Brief**

The main purpose of this project, a web application that enables real-time communication through themed chat rooms. The main purpose of this platform is to provide is to connect the likeminded people.

**Outcome:**

The outcome of the project is a fully functional web application in which use can create chat rooms schedule chat rooms. Roomy contain real-time text and audio customizable user profiles, and moderation tools.

**Tools and Methodology:**

The project was developed using Agile methodology. Contentious feedback.

* 1. **Relevance to Course Modules**

Relevance to Course Modules in the Context of the Roomy Proposal:

* + 1. **Database Management Systems:**

Data base is one of the most import thing for roomy. Where the messages of the user will store it must be secure. Understanding database management systems is essential for *Roomy* as it involves storing and managing user information, chat histories, and room data. It is a cross-platform document-oriented NoSQL database.

* + 1. **Web Development Technologies:**

Roomy utilizes the MERN stack (Mongo DB, Express.js, React.js, and Node.js) for web development. Students will learn about frontend development with React.js, backend development with Node.js and Express.js, and database integration with Mongo DB*.*

* + 1. **Software Engineering Principles and Practices:**

Roomy adheres to software engineering principles throughout its development lifecycle. Students will apply concepts such as requirements gathering, system design, coding standards, testing, and maintenance, ensuring the system's robustness and scalability.

* + 1. **Human-Computer Interaction (HCI):**

HCI principles play a most import role in designing a user-friendly interface for *Roomy*. Students will apply design principal design methodologies to create an intuitive design Roomy features like chat room discovery, profile management, and easy navigation.

* + 1. **Project Management and Agile Methodologies:**

Roomy uses Agile methods, focusing on small, regular updates and feedback. Students learn Agile skills like sprint planning, daily scrum, refining backlogs, and sprint reviews. This boosts their project management abilities.

* + 1. **Security and Privacy in Software Development:**

Security and privacy are the most important feature for Roomy, especially with user data and communication. Students will learn secure coding, authentication, and encryption to protect data. This helps prevent unauthorized users (access) and meets data protection rules.

* + 1. **Software Testing and Quality Assurance:**

Testing is one of the important part of *Roomy*’s development. Students will learn testing techniques, including unit testing, integration testing, and user acceptance testing, to check the system's functionality.

* 1. **Project Background**

The *Roomy* project is designed to provide users with a platform for real-time communication through themed chat rooms. Unlike traditional messaging platforms, *Roomy* focuses on temporary rooms created around specific interests, allowing users to engage in focused discussions. The idea behind the project is to foster dynamic and meaningful conversations based on shared topics, while offering both text and audio chat functionalities.

* 1. **Literature Review**

**Slack:**

Slack is a messaging app for business that connects people to the information they need. By bringing people together to work as one unified team, Slack transforms the way organizations communicate. Slack excels in professional settings, it lacks the casual, community-building aspect found in other platforms.

**Discord:**  
Discord is a free communications app that lets you share voice, video, and text chat with friends, game communities, and developers. It has hundreds of millions of users, making it one of the most popular ways to connect with people online. Discord can be used on almost every popular platform and device, including Windows, macOS, Linux, iOS, iPadOS, Android, and via web browsers

**Comparison to Roomy:**  
Roomy is inspired by both Slack and Discord. Roomy intends to offer structured communication like Slack, but it is more about interest-based chat rooms than long-term collaboration. Roomy provide a temporary chat rooms while slack and discord does not provide this feature. Similar to Discord, Roomy focuses on creating a community through text and audio chatting, but it achieves this by allowing room scheduling for momentarily discussions with more freedom.

* 1. **Analysis from Literature Review (in the context of your project.**

The analysis from the literature review provides valuable insights into the limitations of existing communication platforms like Slack and Discord, while identifying the opportunities for improvement that Roomy seeks to address. Here's how the literature review analysis contributes to the Roomy project:

* + 1. **Identification of Weaknesses in Existing Platforms:**  
       The literature review indicates several drawbacks regarding the existing platforms such as Slack and Discord. Slack is great for the work environment but has no other social uses. Even though Discord is pretty good for communities, with different people something temporary and spontaneous. As we saw during this analysis, there is a gap for services like Roomy whose approach appeals to people who are looking for virtual and temporary chat rooms that cater toward specific topics where the user experience required was far more active as well.
    2. **Comparison with Proposed Solutions:**  
       By comparing the limitations of existing platforms with the solutions proposed by *Roomy*, Slack organizes communication around work channels, while Discord is more suited for long-term servers where social interaction can take place, *Roomy* allows users to create and join temporary rooms around specific interests. Roomy provides temporary rooms based on interests like Room scheduling & audio chat.
    3. **Scope and Limitations Consideration:**  
       Furthermore, the literature review considers current platforms their strengths and weaknesses including a particular focus on systems designed for long-term groups or workplace settings with types of conversations that tend to be longer in duration and/or time from one another, so it does not address spontaneous/just-in-time/temporary discussion support challenges. The findings from this analysis help influence the direction of Roomy, in that it is a network where the core need for on demand interest-based short-term interactions can be met but put our design energy toward its challenges such as temporarily moderating rooms and fostering user participation
  1. **Methodology and Software Lifecycle for This Project**

For the development of Roomy, a structured methodology and software lifecycle approach are essential to ensure the project progresses efficiently, meets stakeholder requirements, and delivers a high-quality product. Here's a proposed methodology and software lifecycle for the Roomy project:

1. 6. 1. **Agile Software Development Methodology**

Agile methodology is particularly suited for *Roomy* due to its emphasis on iterative development, collaboration, and adaptability. Using agile methodology the project remains flexible and responsive to user feedback and changing requirements throughout its lifecycle.

**Key Characteristics:**

Characteristics of Agile Software Development Methodology

**Iterative Development:** Roomy will be created through iterative cycles. with each sprint delivering specific features like room creation, real-time chat, or audio chat functionalities. Each iteration will involve testing and review to ensure quality product is made.

**Continuous Feedback:** The process will contain has a regular feedback loops, allowing stakeholders and potential users to share their insights on newly developed features. This helps in validation of requirements and immediate modifications based on feedback. Make sure that roomy follow the customer need and expectation.

**Implementation:** Agile will be implemented using the Scrum framework, featuring key practices like sprint planning, daily stand-ups, sprint reviews, and retrospectives. Each sprint will focus on delivering functional product, and the team will collaborate to adjust and improvements in each cycle. This iterative and collaborative approach ensures a robust and user-cantered development process for *Roomy*.

* + 1. **Software Development Lifecycle (SDLC):**

Here is the Software Development Lifecycle:

**Requirement Analysis:** requirements analysis is one of the most important feature for roomy because project is totally dependent on requirements. This phase defines the core features of *Roomy*, such as room creation, real-time chat, audio chat, and moderation tools.

**Design:** design is the second most important part for roomy like system architecture database management, and user interface (UI) designs based on the requirements from the analysis phase. It has the predefine User interface design. For backend API integration etc.

**Development:** we develop a Roomy using mern stack. We made frontend using react js backend with node js and express js and use mongo MongoDB for data storage. This phase also involves integrating real-time messaging, audio chat, and user profile customization features.

**Testing:** Testing to measure the quality of roomy. Thay contain unit testing for individual components, integration testing for the combination of module and user acceptance testing for following the user requirement. Check the scalability of the system the system will work on all devices.

**Deployment:** At this stage we will conduct the final testing before deployment. This stage how the system will work in real world environment.

**Maintenance and Support:** this is the final stage of the development process In this stage we maintain t which includes fixing bugs, releasing updates, and adding new features based on user feedback.

1. **Problem Definition**

Here is the problem definition of Roomy in which included Problem Statement and Deliverables.

4. 1. **Problem Statement**

The main problem in the current platform slack and discord. It does not provide temporary chat rooms.it focus on long term rooms. But our application provides temporary chat rooms that can be deleted automatically after a sometime. Our application provides a temporary, interest-based chat rooms.

* + 1. **Lack of Temporary Chat Rooms:**

Most platforms have on permanent chat rooms. It is very hard to make a temporary room for short-term discussions about specific topics.

* + 1. **Limited Audio Chat for Short-Term Conversations:**

While Discord offers audio chat, it is tied to permanent servers. There aren’t many options for users who want to join temporary voice chats for real-time discussions on specific topics.

* + 1. **No Room Scheduling Options:**

Most platforms don’t allow users to schedule rooms for specific times, while there is chances to missed the discussion.

* + 1. **Challenges with Moderation:**

Temporary chat rooms can difficult to manage it. Slack and discord do not have strong tools for managing these kinds of chat spaces and ensuring rules are followed.

Roomy will be a full-featured web app focused on temporary, topic-based chat rooms. It will offer real-time text and audio options, making it easy to find and join rooms. Roomy will also include scheduling tools, strong moderation features, and customization options to enhance the user experience.

* 1. **Deliverables and Development Requirements**

The Deliverables for the Roomy.

* + 1. **Fully Functional Web Application:**

Create a web app that lets people set up, join, and manage chat rooms. The platform will support both short-term and long-term rooms, offering an adaptable way for users to stay connected.

* + 1. **User Registration and Login:**

Implement a secure registration and login system in which user can login and use the system functionality. This will include basic security measures like password encryption and account recovery options.

* + 1. **Profile Management:**

Register user can update the profiles like name address picture and bio information.

* + 1. **Chat Room Creation and Management:**

User can create a chat rooms based on specific interest. users set up chat rooms for specific interests or topics. They can invite others, adjust room settings, and choose to make the room public or private.

* + 1. **Temporary and Scheduled Chat Rooms:**

Register user can create a temporary chat room and additionally it can be schedule a chat rooms by using calendar.

* + 1. **Real-Time Communication (Text, Audio, and Video):**

Introduce audio chat rooms where users can engage in voice conversations in real time. Implement features for joining, leaving, and muting audio channels, similar to voice chat platforms. User are able to use the video calling feature.

* + 1. **Group Creation (Open and Private):**

users create and create open or private groups. This setup lets people with similar interests connect and discuss in a secure platform.

* + 1. **Search Chat Rooms:**

Implement a search feature that allows users to quickly find chat rooms based on topics, interests, or specific keywords. This will enhance the user experience by making it easier to discover relevant rooms.

* + 1. **Delete Chat Rooms:**

Provide the ability for room creators or administrators to delete chat rooms when they are no longer needed, ensuring that the platform remains organized and clutter-free.

* + 1. **Calendar and Scheduling Integration:**

Integrate a scheduling feature that allows users to plan and coordinate discussions at specific times. This will help organize rooms for specific events, meetings, or topics.

* 1. **Current System**

Many platforms now support real-time communication, each with its own features. Two of the most popular are Slack and Discord, which help teams collaborate and build communities using chat rooms or channels.

1. **Slack:**

Slack is mainly used in professional settings. It lets users set up channels for different projects or teams, where members can chat, share files, and connect tools like Google Drive, Trello, or GitHub. Built for businesses, Slack makes team collaboration easier. However, the free version limits message searches and integrations, which can be a drawback for smaller projects.

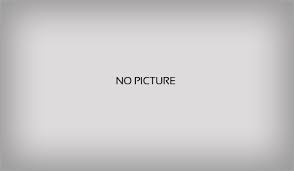
1. **Discord:**

Discord started as a platform popular with gamers but now reaches a wide range of online communities. It supports both text and voice chat in organized channels and has a simple interface for creating public or private servers. While great for voice communication and community interaction, its focus on voice over text can make it less ideal for professional or discussion-heavy settings.

**Limitations of Current Systems:**  
Slack and Discord are good for communication, but they have some limits that Roomy wants to fix. Slack’s free version has restrictions that make it hard for small groups. It’s better for long-term projects than for quick chat rooms. Discord, on the other hand, isn’t great for professional settings. It focuses on voice chats and is made for gamers. Plus, neither platform makes it easy to set up and schedule temporary chat rooms for specific talks or events, which is important for some users.

**Roomy's Improvement:**  
Roomy is made to fix these issues. It lets users create temporary chat rooms. They can also schedule talks using a built-in calendar. Users can chat with text, audio, or video easily. Roomy is good for both work and casual chats. It’s a better option for people who want quick discussions based on interests. Plus, it gives more control over how the rooms are set up.

The following figure is a sample figure, Figure 2.1. You are required to follow the same style of numbering and caption for the whole report.



*Figure 2.1: Sample picture*

The following table (Table 2.1) is sample table; you are required to follow the same style of numbering and caption for the whole report.

*Table 2.1: Sample Table*

|  |  |  |
| --- | --- | --- |
| **Header 1** | **Header 2** | **Header 3** |
| Text | Text | Text |
|  |  |  |

The following list style is the sample to consistently follow in the whole report.

* List items 1
* List items 2

1. **Requirement Analysis**

Here is a Use case Diagram of Roomy.

4. 1. **Use Case Diagram(s)**

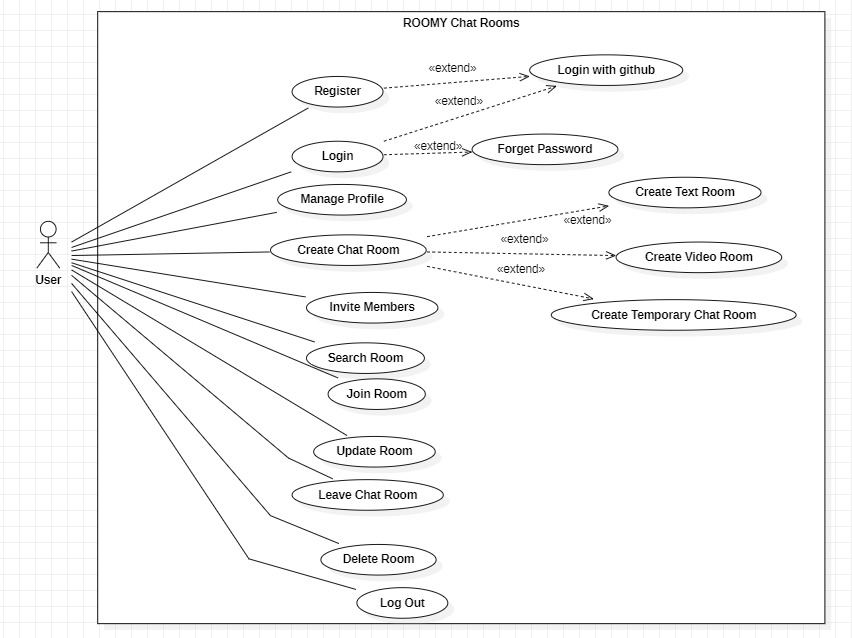
****

Fig 3.1 Use Case Diagram

* 1. **Detailed Use Case**

Here is the Detailed Use Case Diagram of Roomy.

* + 1. **Use Case Description for Register:**

Table 3.1 Register

|  |  |
| --- | --- |
| **Use case ID** | UC -01 |
| **Use case Name** | Register |
| **Actors** | User |
| **Description** | User opens Roomy homepage and want to create its account, click at the sign-up button, and creates its account to use Roomy app. |
| **Trigger** | The user want to create a roomy account. |
| **Preconditions** | The user access to internet.  The user has an email address which is not used previously |
| **Postconditions** | The user now creates a new Roomy account.  The user has access of his account and logged in. |
| **Normal Flow** | The user opens Roomy web application homepage.  The user Clicks on register button.  The user then enters the email address and password.  The email and password are then validated.  The password meets the required criteria.  The user is given access to its account. |
| **Alternative flow**  **Alternative flow 1 (invalid email)** | The user given invalid email.  The user is asked to provide a valid email.  The provide a valid email and the whole process repeats. |
| **Alternative flow**  **Alternative flow 2 (username already taken)** | The user enters a username.  The username is already taken by someone else.  The system asks the user to choose another username.  The user chooses another username.  The system then saves the username against the user. |
| **Exceptions** | System overload can occur at any time.  If it occurs the system sends user an error message and asks user to try again after a while. |
| **Business Rules** | The Password must contain at least (one capital letter, one small letter, one number and one special letter).  Email addresses should be unique. |
| **assumptions** | The user has a computer system that can run the roomy webApp.  The user has the internet access.  The user knows how to use internet navigations. |

* + 1. **Use Case Description for Sign in:**

Table 3.2 Sign In

|  |  |
| --- | --- |
| **Use case ID** | UC -02 |
| **Use case Name** | Sign In |
| **Actors** | User |
| **Description** | User opens Roomy’s homepage and want to login to its Roomy’s account.  User clicks on Sign-In button.  The system granted access to its Roomy account.  If the user wants to log in to Roomy account through its GitHub, it just has to click on log in with GitHub button.  The user is given access to its account. |
| **Trigger** | The user wants to access its Roomy account. |
| **Preconditions** | The user has internet access.  The user has a valid email address. |
| **Postconditions** | The user |
| **Normal Flow** | The user opens Roomy app homepage.  The user click on the “Sign-In” button.  The User enters its email and password.  The user click on the login button.  The user email and password is validated.  User is verified successfully.  User is directed to its dashboard on Roomy app. |
| **Alternative flow**  **Alternative flow 1 (invalid email)** | The email provided by the user is incorrect.  The user is asked to provide the correct email.  The user provides the correct email and the whole process repeats. |
| **Exceptions** | In case of system overload, an error message is displayed, User is asked to try again later. |
| **Business Rules** | For sign in there should be only three attempts.  If the user is in active for 5 minutes the user account will be logged out. |
| **Assumptions** | The user has internet access.  The user remembers their registered email and password. |

* + 1. **Use Case Description for Manage Profile:**

Table 3.3 Manage Profile

|  |  |
| --- | --- |
| **Use case ID** | UC -03 |
| **Use case Name** | Manage Profile |
| **Actors** | User |
| **Description** | The user wants to manage their profile for the Roomy account. |
| **Trigger** | The user wants to manage its profile on Roomy account or update its account information. |
| **Preconditions** | The user has a valid Roomy account.  The user is logged in to the account. |
| **Postconditions** | The user modifies its profile based on its likings and interest. |
| **Normal Flow** | The user has already logged into its Roomy account and has access to its profile settings.  The user chooses the area to modify (e.g., edit bio, change profile picture, update interests).  The user edits its profile information. This can be editing text, uploading images, or changing a list.  The user saves the changes by clicking a “Save Changes” button.  The system updates its profile information according to user wishes. |
| **Alternative flow**  **Alternative flow 1 (invalid Information)** | The user changes are invalid (e.g., exceeding character limits, inappropriate content),  An error message is displayed.  The user corrects the changes.  It again submits the changes. |
| **Alternative flow**  **Alternative flow 2**  **(Image Upload Error)** | There comes error during uploading image (e.g., file format not supported, exceeding file size limit),  error message is displayed to user.  The user chooses a valid image and submit again. |
| **Exceptions** | In case of system overload, an error message is displayed, User is asked to try again later. |
| **Business Rules** | All the text fields should have character limits.  The system should enforce limitations on image file size and format (e.g., JPEG, PNG). |
| **Assumptions** | The user knows the basic internet use.  The user has the necessary resources for profile updates (e.g., image files for profile picture). |

* + 1. **Use Case Description for Create Chat room:**

Table 3.4 Create Chat Room

|  |  |
| --- | --- |
| **Use case ID** | UC -04 |
| **Use case Name** | Create Chat Room |
| **Actors** | User |
| **Description** | The user wants to create an account on Roomy app.  The room can be text, audio or video type. |
| **Trigger** | The user wants to create a space for focused conversations with other users in the world who has the same interest.  The users can choose the type of space for it. |
| **Preconditions** | The user has internet access.  The user has a valid email address. |
| **Postconditions** | A chat room is created on the Roomy app.  The user is given authorities of room creator.  According to the chosen settings the room may be text-based, audio calls or video. |
| **Normal Flow** | The user opens Roomy app dashboard.  Clicks on the “Create Chat Room” button.  The user gives details of the room especially the name of the room.  The user configures the room settings (text, audio, or video). This determines the facilities available within the room.  The user can choose the nature of room i.e. public or private. If the room is private the room creator set a password for room security.  The room creator confirms the details and settings by clicking on “Create Room”.  The system creates the room according to the details given by the room creator.  The user is automatically joined in the room. |
| **Alternative flow**  **Alternative flow 1 (Invalid Room Name)** | The user enters room name invalid (e.g. exceeding character limit etc).  An error message is displayed to user to enter a valid name.  The user enters the correct name and the whole process repeats. |
| **Alternative flow**  **Alternative flow 2**  **(Room Name Already Taken)** | The name provided by the user is already taken.  The system shows an error message to the user showing the name is already taken.  The user re- enters the name and resubmit it. |
| **Exceptions** | In case of system overload, an error message is displayed, User is asked to try again later. |
| **Business Rules** | Room name should follow specific guidelines like name length etc.  Inappropriate language must be restricted in room names.  There should be a limited number of rooms a user can create. |
| **Assumptions** | The user knows the purpose of room he is creating.  The user understands the topic and theme of the room and communication format(text, audio, or video). |

* + 1. **Use Case Description for Invite Members**

Table 3.5 Invite Members

|  |  |
| --- | --- |
| **Use case ID** | UC -05 |
| **Use case Name** | Invite Members |
| **Actors** | Room creator |
| **Description** | The user wants to invite other users to join his created room. |
| **Trigger** | The room creator desires to invite users to participate in the conversation. |
| **Preconditions** | The user is a room creator.  The user has full authorities of the room.  The room should be private. |
| **Postconditions** | The users who are invited get a notification or message.  The invited members can accept or decline the invite. |
| **Normal Flow** | The user accesses its created chat room.  The user goes to the “Invite Members” section.  The room creator copies the link and send it to the desired contact through WhatsApp or email.  The invited member of Roomy clicks on the link and is joined into the specific room. |
| **Alternative flow**  **Alternative flow 1 (User not found)** | The room creator wants to send invite to other but the other user doesn’t exist.  The system shows an error message to the room creator indicating that the user doesn’t exist. |
| **Exceptions** | In case of system overload, an error message is displayed, User is asked to try again later. |
| **Business Rules** | Members of the private room does not have permission to send invites to other members.  There should have limitations on number of invites to prevent spam. |
| **Assumptions** | The user knows the username or email of the specific member he/she wants to invite.  The room creator knows all the protocols of adding members through invitations. |

* + 1. **Use Case Description for Search Rooms:**

Table 3.6 Search Room

|  |  |
| --- | --- |
| **Use case ID** | UC -06 |
| **Use case Name** | Search Room |
| **Actors** | User |
| **Description** | The user wants to explore chat rooms of its interests.  Users can find rooms of its specific interests and join conversations of its likings. |
| **Trigger** | The member of Roomy chat rooms wants to explore a chat room of its interest. |
| **Preconditions** | The use has access to the internet.  The user is a member of Roomy chat rooms.  The user is logged in to the app. |
| **Postconditions** | The user finds the chat room of its interest.  The user joins the chat room.  The process is facilitated by the system. |
| **Normal Flow** | The user logs into its Roomy account.  The user search for specific chat room of its interest using some specific keywords.  The user clicks on the search button.  The system fetch the specific chat room from data base.  The user select its desired chat room.  The user is provided some details about that room.  The user joins the chat room by clicking on “Join Room” button.  Finds the “Join Room” option. |
| **Alternative flow**  **Alternative flow 1 (Confirmation Cancellation)** | The user enters search criteria and submits the search query.  The system processes the search request but finds no chat rooms matching the criteria.  The system displays a message indicating no matching chat rooms were found and suggests alternative search terms or criteria. |
| **Exceptions** | In case of system overload, an error message is displayed, User is asked to try again later. |
| **Business Rules** | The system might limit the number of search results displayed at once to ensure performance.  Search functionality should account for variations in spelling and synonyms to improve search accuracy. |
| **Assumptions** | The user understands how to use the search functionality within the Roomy platform.  The user has a clear idea of the topics or themes they are interested in finding chat rooms for. |

* + 1. **Use Case Description for join Rooms:**

Table 3.7 Join Room

|  |  |
| --- | --- |
| **Use case ID** | UC -07 |
| **Use case Name** | Join Room |
| **Actors** | User |
| **Description** | This use case describes the process of user to join a chat room of its interest on Roomy app, that allows the user to participate in that specific room. |
| **Trigger** | The user finds a room and want to join it. |
| **Preconditions** | The use has access to the internet.  The user is a member of Roomy chat rooms.  The user is logged in to the app. |
| **Postconditions** | The user finds the chat room of its interest.  The user joins the chat room.  The process is facilitated by the system. |
| **Normal Flow** | The user goes to the “Join Room” section and clicks on it.  The system evaluates the nature of the room either it is a private or public room.  If the room is public the user is given access to the room.  If the room is private the user is asked to enter the password.  The user enters password.  The system evaluates the password.  If it enters the right password, the system allow it to enter into the room.  There is also another option for user to contact the room creator for the password.  The room creator gives the user password, and the user joins the room. |
| **Alternative flow**  **Alternative flow 1 (Invalid Password)** | The user enters an invalid password.  The system shows an error message indicating the invalid password.  The user is asked to enter a valid password.  Also, the user is asked to contact the room creator.  The user contacts the room creator.  The room creator gives the user password, and the user joins the room. |
| **Exceptions**  **(Exception 1)**  **(System Overload)** | In case of system overload, an error message is displayed, User is asked to try again later. |
| **Business Rules** | There should be a limited number of members in a room to enhance the performance of the room.  The password should meet specific criteria. |
| **Assumptions** | The user knows the process of joining a chat room.  The user has the password to join private chat rooms. |

* + 1. **Use Case Description for Schedule Chat Rooms:**

Table 3.8 Schedule Chat Room

|  |  |
| --- | --- |
| **Use case ID** | UC -08 |
| **Use case Name** | Schedule Chat Room |
| **Actors** | User |
| **Description** | The user wants to schedule a room in future.  It is done so that all the participants of the room must plan for the room and make the necessary arrangements. |
| **Trigger** | Thes user want to create a room for the near future for some predefined purpose, also informing other members to make the necessary arrangements and plan for the chat room meeting. |
| **Preconditions** | The use has access to the internet.  The user is a member of Roomy chat rooms.  The user is logged in to the app. |
| **Postconditions** | The user creates Chat room for future use.  The chat room is scheduled.  The chat room can be of text, audio or video conferencing. |
| **Normal Flow** | The user goes to the create Chat Room section of the Roomy app page.  The user clicks on the Schedule Chat Room option.  The user provides all the necessary information about that room to be created.  The user selects the date and time for the room.  The user confirms the details of the chat room  The user then notifies other users about the scheduled room.  The system creates the scheduled chat room successfully. |
| **Alternative flow**  **Alternative flow 1 (Schedule Conflict)** | The selected date and time is not in selected range (e.g. exceeding maximum scheduling range).  The system shows an error message to the user and asks the user to select a valid date and time |
| **Alternative flow**  **Alternative flow 2**  **(Room Name Already Taken)** | The name chosen by the user is taken by someone else.  The system shows an error message to the user indicating that the name is already taken.  The user enters another name and the room is scheduled accordingly. |
| **Exceptions** | In case of system overload, an error message is displayed, User is asked to try again later. |
| **Business Rules** | There user can create a limited number of chat rooms.  Room names must follow a specific naming convention for length and characters. |
| **Assumptions** | The user understands the working of scheduled chat rooms.  The user has a clear idea of topic of its scheduled chat room, and the mode of chat room , and the intended duration for the conversation. |

* + 1. **Use Case Description for update chat room:**

Table 3.9 update chat Room

|  |  |
| --- | --- |
| **Use case ID** | UC -09 |
| **Use case Name** | Update Chat Room |
| **Actors** | Room creator |
| **Description** | This use case shows the process of updating an existing chat room by the room creator. |
| **Trigger** | The room creator wants to make some changes to the room the user created. |
| **Preconditions** | The use has access to the internet.  The user already created the chat room it wants to update |
| **Postconditions** | The room creator successfully updates all the desired sections of the room it previously created. |
| **Normal Flow** | The room creator navigates to the room it previously created.  The room creator clicks on the update room section.  The system redirects the room creator to the settings of the room.  The room creator updates the settings of the room as it desires.  Clicks on the update changes.  The system updates the room successfully. |
| **Exceptions** | In case of system overload, an error message is displayed, User is asked to try again later. |
| **Business Rules** | The updates user wants to do should not exceeds the guidelines mentioned above. |
| **Assumptions** | The user understands all the setting policy.  The user knows how to navigate in setting. |

* + 1. **Use Case Description for Leave Room**

Table 3.10 Leave Room

|  |  |
| --- | --- |
| **Use case ID** | UC -10 |
| **Use case Name** | Leave Room |
| **Actors** | User |
| **Description** | This use case describes the process of a user want to leave a chat room it is a member of. |
| **Trigger** | The user decides to leave a chat room it is a member of. |
| **Preconditions** | The user has internet access.  The user has a valid Roomy account.  The user is successfully logged into the application.  The user is a member of the chat room it wishes to leave. |
| **Postconditions** | The user leaves the chat room successfully.  The user has no longer access to the room's conversations. |
| **Normal Flow** | The user goes to leave chat room section it is part of.  The user clicks on the "Leave Room" button.  The system asks the user to confirm the action.  The user confirms to leave the chat room.  The system processes the request and removes the user from the chat room.  The user is redirected to its account dashboard. |
| **Alternative flow (Confirmation Cancellation)** | The user clicks on “leave chat room”.  The system prompts the user to confirm the leaving action.  The user chooses to cancel the confirmation.  The leave room process is cancelled.  The user remains a member of that chat room |
| **Exceptions**  **(System Overload)** | In case of system overload, an error message is displayed, User is asked to try again later. |
| **Business Rules** | Users can be asked to give a reason for leaving the room, depending on the room's settings.  The user should be informed that it will leave all the privileges permanently. |
| **Assumptions** | The user understands the operations of leaving a chat room.  The user has navigated the Roomy platform to locate the "Leave Room" option. |

* + 1. **Use Case Description for Delete chat Rooms**

Table 3.11 Delete chat rooms

|  |  |
| --- | --- |
| **Use case ID** | UC -11 |
| **Use case Name** | Delete chat rooms |
| **Actors** | Room creator |
| **Description** | This use case shows the process for a room creator to delete a room from the Roomy platform. |
| **Trigger** | The room creator wants to delete the room as there is no longer need for the room. |
| **Preconditions** | The user has a valid Roomy account.  The user is successfully logged into the Roomy app.  The user is the creator of the room. |
| **Postconditions** | The chosen room is permanently deleted from the Roomy app.  All data, including chat history, member lists are removed.  All other members can’t access that specific room. |
| **Normal Flow** | The room creator accesses the room settings.  It chooses a room to be permanently deleted.  The system prompts user to confirm the room deletion.  The room creator confirms room deletion.  The system deletes all room data.  The system prompts user for the successful deletion of the room. |
| **Alternative flow (Confirmation Cancellation)** | The system prompts room creator to confirm the deletion or cancel it.  The room creator cancels to process.  The system aborts the cancellation process. |
| **Exceptions** | In case of system overload, an error message is displayed, User is asked to try again later.  If the user attempting to delete the room is not the owner, the system displays an error message showing an invalid action. |
| **Business Rules** | Deleting room is a permanent action.  Room creator should confirm before deleting a room, as data recovery cannot be possible. |
| **Assumptions** | The room creator has considered the decision to delete. |

* + 1. **Use Case Description for Logout**

Table 3.12 log Out

|  |  |
| --- | --- |
| **Use case ID** | UC -12 |
| **Use case Name** | Log Out |
| **Actors** | User |
| **Description** | This use case describes the process of a user logging out of the system. |
| **Trigger** | The user wants to end the section of use of the Roomy app. |
| **Preconditions** | The user is no longer connected to the Roomy app.  Any information of the user's account is no longer accessible on the device. |
| **Postconditions** | The user is successfully logged into the Roomy app.  The user has no longer access to its account features. |
| **Normal Flow** | The user goes to profile settings within the Roomy app.  The user identifies "Log Out" button.  The user selects the "Log Out" option.  The system prompts the user for confirmation.  The user confirms the logout.  The system successfully ends the user's session. |
| **Alternative flow (Confirmation Cancellation)** | The user chooses to cancel the logout process\  The system cancels the logout action  The user remains logged in. |
| **Exceptions** | In case of system overload, an error message is displayed, User is asked to try again later. |
| **Business Rules** | The user might be logged out of its account if it is not active for a while.  The user once logged out cannot access application features until it again log in. |
| **Assumptions** | The user knows the purpose of logging out and its impact on its ongoing session. |

* 1. **Functional Requirements**

The functional requirements for Roomy outline the key features and capabilities the platform needs to provide for seamless communication. These requirements ensure that users can manage their accounts, create and join chat rooms, and engage in secure text, audio, and video communication. The following are the functional requirements for Roomy:

* + 1. **User Registration and Authentication:**

Provide a secure mechanism for new users to sign up and create an account on Roomy.

Allow existing users to log in securely, enabling them to access chat rooms and participate in conversations.

* + 1. **Profile Management:**

Enable users to manage and personalize their profiles by adding information such as bios, interests, and profile pictures.

* + 1. **Chat Room Creation:**

Allow users to create text chat rooms based on various topics of interest.

Enable registered users to create dedicated audio and video chat rooms for more immersive communication.

* + 1. **Temporary Chat Room Creation:**

Provide users the ability to create temporary chat rooms for short-term discussions that can be scheduled to expire after a specific time.

* + 1. **Invitation Management:**

Allow users to invite others to join chat rooms, enabling collaborative and diverse discussions.

* + 1. **Search and Join Chat Rooms:**

Provide a search feature for users to find chat rooms by name or topic of interest.

Enable users to join existing chat rooms to participate in ongoing discussions.

* + 1. **Room Scheduling and Deletion:**

Allow users to schedule chat rooms for future events or discussions, ensuring participants are notified and prepared.

Provide group creators with the ability to **delete chat rooms** once the conversation is over or the room is no longer relevant.

* + 1. **Real Time Communication**

Provide real-time text, audio, and video communication within chat rooms, ensuring smooth, multi-modal conversations

* + 1. **Log Out and Account Security:**

Ensure users can securely log out from their accounts to maintain their privacy and protect their information.

* 1. **Non-Functional Requirements**

functional requirements describe how Roomy should perform and the quality it must maintain. These focus on things like speed, security, ease of use, and scalability. Below are the non-functional requirements for Roomy:

* + 1. **Performance**
  + **Response Time:** Roomy should load quickly when users navigate between chat rooms, send messages, or start video/audio calls.
  + **Scalability:** The system should be able to handle more users and chat rooms as the platform grows without slowing down.
  + **Capacity:** Roomy should support many users at the same time, especially during busy periods, to ensure smooth communication**.**
    1. **Security**
* **Data Protection**: Sensitive information like passwords, messages, and video/audio chats should be encrypted to keep it secure.
* **Access Control**: Only authorized users should be able to access certain features and rooms based on their roles.
* **Activity Logging**: The system should keep track of important actions to detect any suspicious activities or security breaches
  + 1. **Usability**
* **Easy to Use**: Roomy’s design should be simple and easy for users to understand and navigate.
* **Accessibility**: The platform should be accessible to people with disabilities, following basic accessibility guidelines.
* **Help and Support**: Provide user guides, tutorials, and troubleshooting help so users can easily understand how to use Roomy.
  + 1. **Reliability**
* **Error Handling**: Roomy should be able to handle small errors without crashing, so users can keep chatting without disruptions.
* **High Availability**: The system should be up and running most of the time, with only minimal downtime for updates or maintenance.
* **Data Safety**: All user information, including messages and profile details, should be protected from loss or corruption.
  + 1. **Compatibility**
* **Works on All Browsers**: Roomy should work smoothly across different web browsers like Chrome, Firefox, Safari, and Edge.
* **Device-Friendly**: Roomy should work well on various devices, including computers, tablets, and smartphones, with a consistent experience on each.
  + 1. **Scalability**
* **Add More Resources**: Roomy should be able to grow by adding more computing power if needed, to handle increased user demand.
* **Expand the System**: It should be easy to add more servers to manage a larger user base and keep Roomy running smoothly as it grows.
  + 1. **Interoperability**
* **Integration:** Roomy should work well with other systems and services, like calendars, external communication platforms, or APIs, for added features.
  + 1. **Maintainability**
  + **Easy to Update:** The system’s code should be written in a way that makes it easy to update, fix bugs, and improve features.
  + **Clear Documentation:** There should be detailed documentation to help developers maintain and update Roomy easily in the future**.**

1. **Design and Architecture**

Here is detailed Design and Architecture of Roomy.

8. 1. **System Architecture**

Here is the System Architecture of Romy:

* + 1. **Frontend (React.js)**

Description: This module represents the user interface of the Roomy chat application. It is developed using React.js, a powerful JavaScript library known for building dynamic and interactive web applications. The frontend module provides the platform for users to access all features of Roomy through a modern and user-friendly interface.

Functionality: The frontend handles the user interaction with Roomy's key features, such as registering new users, logging in, creating or joining chat rooms, and engaging in text, audio, and video communications. It allows users to manage their profiles, search for chat rooms, schedule future chats, and receive notifications. Designed to be responsive, the interface adapts to various screen sizes, offering a seamless experience across desktop and mobile devices.

* + 1. **Backend (Node.js + Express.js)**

Description: This module constitutes the server-side logic of the Roomy application. Built using Node.js and Express.js, it handles the data flow between the frontend and the database, manages requests, and executes business logic. It ensures secure communication and data processing behind the scenes.

Functionality: The backend is responsible for handling CRUD operations for user accounts, chat rooms, and messaging data. It processes requests from the frontend, ensuring that actions like creating rooms, sending messages, or updating profiles are completed in real-time. Additionally, the backend orchestrates secure user authentication and data retrieval, integrating with MongoDB to store and retrieve all user and chat room information.

.

* + 1. **Authentication Service**

Description: This module handles user authentication and access control within the Roomy system. It ensures that only authorized users can log in and access the system's features.

Functionality: The authentication service manages user login and registration, verifies credentials using token-based authentication (such as JWT), and enforces secure access to the platform. It allows users to log in, log out, and securely manage their accounts, ensuring that sensitive user data is encrypted, and access is role-based to maintain system integrity.

.

* + 1. **Chat Room Service**

Description: This module is responsible for managing chat rooms within Roomy. It handles the creation, modification, and deletion of chat rooms, both temporary and permanent.

Functionality: The chat room service allows users to create chat rooms for text, audio, and video communication. Users can also schedule future chat rooms and invite others to join. This service ensures users can manage chat room settings, search for specific rooms, update room policies, and delete rooms when they are no longer needed. It provides a dynamic environment for real-time collaboration and conversation.

.

* + 1. **Communication Service**

Description: This module facilitates real-time communication between users in Roomy. It supports text messaging, audio, and video communications across various chat rooms.

Functionality: The communication service ensures that messages are delivered instantly between users, whether they are sending text, audio, or video messages. It integrates WebSocket technology for real-time, two-way communication, providing fast and efficient interaction. Notifications and reminders for scheduled rooms are also managed by this service, keeping users informed and engaged.

* + 1. **User Profile Service**

Description**:** This module manages user profiles, allowing users to customize and update their personal information on the Roomy platform.

Functionality**:** The user profile service enables users to create and edit profiles by adding details such as names, bios, and profile pictures. Users can update their preferences, manage privacy settings, and view their activity history. This service ensures that personal information is securely stored and accessible for modification whenever necessary.

.

* + 1. **Group Management Service**

Description**:** This module manages the creation and maintenance of user groups, including open and private groups within Roomy.

Functionality**:** The group management service allows users to create both public and private groups for discussions. Group creators can manage membership, set privacy levels, and invite others to join. This service ensures that users can leave or join groups, update group settings, and maintain the exclusivity of private groups by controlling access.

* + 1. **Database (MongoDB)**

Description**:** This module handles the storage of all data within the Roomy system. Built using MongoDB, it provides a NoSQL database that stores user profiles, chat rooms, messages, and other relevant information.

Functionality**:** The database stores and retrieves all system data, including chat logs, user details, and room information. It is optimized for scalability, ensuring that as the user base grows, the database can handle increasing amounts of data. The MongoDB database is integrated with the backend to provide fast access to real-time data across all aspects of the platform.

* 1. **Data Representation [Diagram + Description]**

Here is detailed Design and Architecture of Roomy.

* + 1. **System Sequence Diagram**

**SSD here**

* + 1. **Sequence Diagram for Registration**

A screenshot of a computer

Description automatically generated

Figure 4.2.2: Sequence diagram for Registration

**Description:**

This SSD illustrates the process by which a new user signs up for Roomy by providing necessary information such as an email address and password, which the system then validates before creating a new user account and sending a confirmation response

* + 1. **Sequence Diagram for Sign in**

A screenshot of a computer screen

Description automatically generated

Figure 4.2.3: Sequence diagram for Sign in

**Description:**

This SSD outlines how an existing user logs into their Roomy account by entering their email address and password, with the system validating the credentials and granting access upon successful validation.

* + 1. **Sequence Diagram for Manage Profile**

A screenshot of a diagram

Description automatically generated

Figure 4.2.4: Sequence diagram for Manage Profile

**Description:**

This SSD details the steps a user takes to customize their profile by updating their interests, bio, and profile picture, which the system then validates and saves before confirming the update to the user.

* + 1. **Sequence Diagram for Create Chat Rooms**

A screenshot of a computer

Description automatically generated

Figure 4.2.5: Sequence diagram for create Chat Rooms

**Description:**

This SSD shows how a user creates a new chat room by providing a room name, which the system then uses to generate the chat room and notify the user of its successful creation.

* + 1. **Sequence Diagram Invite members**

**A screenshot of a diagram

Description automatically generated**

Figure 4.2.6: Sequence diagram for invite members

**Description:**

This SSD depicts how a user invites other members to a chat room by generating an invitation link or sending an email invite, which the system processes and sends to the invited users.

* + 1. **Sequence Diagram for join chat Room**

A screenshot of a computer program

Description automatically generated

Figure 4.2.7: Sequence diagram for join chat room

**Description:**

This SSD illustrates how a user joins a chat room via an invitation link, with the system validating the link and granting access to the chat room.

* + 1. **Sequence Diagram for Search Rooms**

A diagram of a room

Description automatically generated

Figure 4.2.8: Sequence diagram for search Rooms

**Description:** This SSD outlines the process a user follows to search for chat rooms by name, with the system retrieving and displaying relevant chat rooms based on the search query.

* + 1. **Sequence Diagram for update Room**

A diagram of a system

Description automatically generated

Figure 4.2.9: Sequence diagram for update room

* + 1. **Sequence Diagram for Delete Chat Room**

**A screenshot of a chat room

Description automatically generated**

Figure 4.2.10: Sequence diagram for delete chat room

* 1. **Process Flow/Representation**

Here is process flow diagram for Roomy.

A diagram of a company

Description automatically generated

Fig 4.3 process flow diagram

* 1. **Design Models [along with descriptions****]**

Here is Design Models with different levels of diagram

* + 1. **Data Flow Diagram Level 0:**

A diagram of a roomy system

Description automatically generated

Figure 4.4.1: Data Flow Diagram level 0

* + 1. **Data Flow Diagram Level 1:**

A diagram of a software system

Description automatically generated

Figure 4.4.2: Data Flow Diagram level 1

* + 1. **Data Flow Diagram Level 2:**

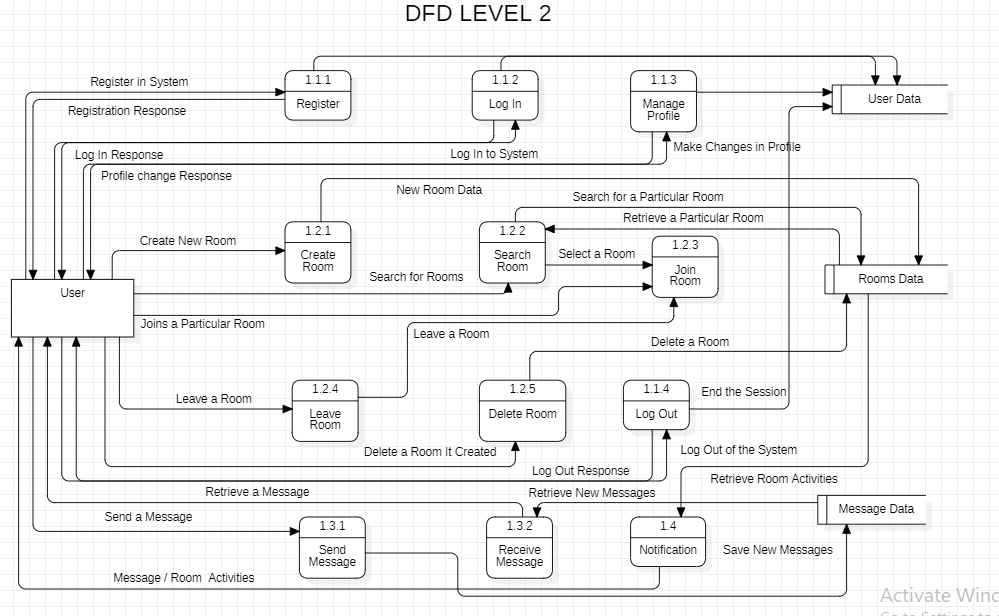
****

Figure 4.4.3: Data Flow Diagram level 2

1. **Implementation**

This chapter will discuss implementation details supported by UML diagrams (if applicable). You will not put your source code here. Any of the following sections may be included based on your project.

1. 1. **Algorithm**

Mention the algorithm(s) used in your project to get the work done with regards to major modules. Provide a pseudocode **OR** a natural language explanation regarding the functioning of main features. Be sure to use the correct syntax and semantics for algorithm representations.

* 1. **External APIs**

Describe the APIs used in the table 5.1.

Table 5.1 shows that

*Table 5.1: Details of APIs used in the project*

|  |  |  |  |
| --- | --- | --- | --- |
| **Name of API** | **Description of API** | **Purpose of usage** | **List down the function/class name in which it is used** |
|  |  |  |  |
|  |  |  |  |

* 1. **User Interface**

Details about user interface with descriptions.

1. **Testing and Evaluation**

During software development, testing ensures that each component functions correctly, while evaluation assesses the software's overall performance and user satisfaction. Various types of testing, such as unit and integration testing, verify functionality, while usability testing and performance metrics gauge user experience and system efficiency.

8. 1. **Manual Testing**  
      Manual testing involves human testers executing test cases without the use of automation tools. It ensures that software functions as expected from a user's perspective, identifying user interface issues, usability concerns, and functional bugs that might be missed by automated tests.




14. 1. 1. **System testing**

This table outlines the various aspects and stages of system testing conducted in the software development lifecycle.

*Table 6.1: System Testing Testcase*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Testcase/Test Script** | **Attribute and Value** | **Expected Result** | **Result** |
| 1 | User Login - Valid Credentials | Email:  [muddassirali8089@gmail.com](mailto:muddassirali8089@gmail.com)  Password: 12345678 | Successfully log onto the main page of Roomy | Pass |
| 2 | Invalid Login Attempt | Email:  [wrong@gmail.com](mailto:wrong@gmail.com)  Password: wrong password | Display error message incorrect username or password. | pass |
| 3 | Create Chat Room | Room name :Sports  Select type : permanent | New chat room created and display in the list | Pass |
| 4 | Create Temporary Chat Room | User logged in.  Room name : DSA  Select type : temporary  Enter time 10hours 10 min 5 sec | Temporary Room will be created and show in the list | Pass |
| 5 | Auto delete temporary chat room | Completion of the time | Room will automatically deleted and deleted from list | pass |
| 6 | Schedule Chat Room | Select the schedule date using calendar  19 dec 2024 | New schedule room created and display in the list | pass |
| 7 | Private Chat Room | User logged in.  Room name : DSA  Select type : Private  password:”1234” | New private room created and display in the list | pass |
| 8 | Join private room | Valid password | Private room join successfully | pass |
| 9 | Send Message in Chat Room | User logged in, Room: "Sports", Message: "Hello everyone" | Message sent and displayed in chat room. | Pass |
| 10 | Join Chat Room | User logged in, click on the room select the room | Successfully join the chat room. | Pass |
| 11 | Invite User to Chat Room | User logged in, and click on copy link button and send it the user | Invitation sent to the user, and they can join the room. | Pass |
| 12 | Search Chat Rooms | User logged in  Search : "sports" | Display a list of rooms matching "sports". | Pass |
| 13 | Profile Customization | User logged in, Update interests and profile picture | Profile updated successfully with changes reflected on the profile page. | Pass |
| 14 | Video Call in Room | User logged in,  Click on the video icon and gave room Id video call is starting and other user click on join room | Successfully start and end the call with video enabled. | Pass |
| 15 | Room Deletion by Creator | User logged in, Room: "sports", Creator of room | Room deleted successfully. | Pass |
| 16 | User Logout | User logged in | Successfully log out and return to the login screen. | Pass |
| 17 | Notification for New Message | User logged in,  Room: "sports",  New message: "Welcome" | User receives a notification for a new message in the chat room. | Pass |
| 18 | Multiple Users in Room | Multiple users logged in, Room: “sports" | Multiple users can join and participate in the room without issues. | Pass |
| 19 | Display the list of join users in the room | User login and go to the group page | Group Join person names display in the list | Pass |

* + 1. **Unit Testing**

**Testing Objective:** To ensure the login form is working correctly

1. **User Authentication Module:**

*Table 6.1.1.1: Login Unit Testcase*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Test case/Test script** | **Attribute and value** | **Expected result** | **Result** |
| UT-001. | User Registration - Valid Input | Username:  Muddassir Ali  Email:  [muddassirali8089@gmail.com](mailto:muddassirali8089@gmail.com)  Password: 123Abc@  confirm password: 123Abc@ | Registration successful and user navigate to login page | pass |
| UT-002. | Verify user login after click on the ‘Login’ button on login form with correct input data | Email:  [muddassirali8089@gmail.com](mailto:muddassirali8089@gmail.com)  Password:  123Abc@ | Successfully log into the main page of the system roomy | Pass |
| UT-003. | Invalid Login Attempt | Email:  wrong@gmail.com  Password: wrongpassword | Display error: "Incorrect username or password" | Pass |
| UT-004. | User Login - Empty Fields | Email: “” Password: “” | Display error: "Fields cannot be empty" | Pass |

**Testing Objective:** To ensure the edit profile form is working properly.

1. **Profile Management Module**

*Table 6.1.1.2: Profile Management Module Unit Testcase*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Test case/Test script** | **Attribute and value** | **Expected result** | **Result** |
| UT-001. | Profile Customization - Valid | Update name and upload profile picture | |  | | --- | | Profile updated successfully |  |  | | --- | |  | | Pass |
| UT-002. | Profile Customization - Invalid Picture | Upload unsupported file format (e.g., .exe) | Only png , jpg format accepted | pass |
| UT-003. | Profile Customization - Empty Bio | Leave bio blank | Donot leave the bio expty | pass |

**Testing Objective:** To ensure that chat room creation module working properly.

1. **Chat Room Creation Module**

*Table 6.1.1.3: Chat Room Creation Module Test case*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Test case/Test script** | **Attribute and value** | **Expected result** | **Result** |
| UT-001. | Create Chat Room - Valid | Room name: "Sports", Type: Permanent | |  | | --- | | Chat room created and displayed in the list |  |  | | --- | |  | | Pass |
| UT-003. | Create Chat Room - Empty Name | Room name: “”, Type: Permanent | Display error: "Room name cannot be empty" | pass |
| UT-004. | Schedule Chat Room | Select the schedule date using calendar  19 dec 2024 | New schedule created and display in the list | pass |
| UT-005 | Video Call in Room | User logged in,  Click on the video icon and gave room Id video call is starting and other user click on join room | Successfully start and end the call with video enabled. | Pass |

1. **Temporary Chat Room Module**

**Testing Objective:** To ensure that temporary chat room creation module working properly

*Table 6.1.1.4: temporary chat room creation Module Test case*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Test case/Test script** | **Attribute and value** | **Expected result** | **Result** |
| UT-001. | Create tempory Chat Room | Select: "temporary",  Ending time  10 hours 10 min 10 sec | Rooms will we remove after the completion of time | pass |
| UT-002. | Create Temporary Chat Room - Invalid Time | Time: "0 hours" | Display error: "Invalid time duration" | Pass |
| UT-003. | Auto Delete Temporary Chat Room | Completion of set time | Room automatically deleted from the list | Pass |

1. **Invitation Management Module**

**Testing Objective:** To ensure that temporary chat room creation module working properly

*Table 6.1.1.5: invitation module Test case*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Test case/Test script** | **Attribute and value** | **Expected result** | **Result** |
| UT-001. | Invite User to Chat Room | User logged in, and click on copy link button and send it the user | Invitation sent to the user, and they can join the room. | Pass |
| UT-002. | Invite User - Invalid Link | Use a corrupted or incomplete link | Display error: "Invalid invitation link | pass |

1. **Search Rooms module**

**Testing Objective:** To ensure that the search rooms functionality working properly.

*Table 6.1.1.6: search module Test case*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Test case/Test script** | **Attribute and value** | **Expected result** | **Result** |
| UT-001. | Search Chat Rooms - Valid Input | Search term: “Sports” | Display list of rooms matching the term. | Pass |
| UT-002. | Search Chat Rooms - Invalid Input | Search term: "wrong name" | Display message: "No rooms found | pass |

1. **join Chat Rooms Module**

**Testing Objective:** To ensure that the join functionality is working properly.

*Table 6.1.1.7: join chat rooms module Test case*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Test case/Test script** | **Attribute and value** | **Expected result** | **Result** |
| UT-001. | Join Chat Room - Valid | Select room: "Sports" | Successfully join the selected chat room | Pass |
| UT-002. | Search Chat Rooms - Invalid Input | Search term: "wrong name" | Display message: "No rooms found | pass |

1. **Room Scheduling**

**Testing Objective:** To ensure that the room scheduling is working properly.

*Table 6.1.1.8: Room Scheduling module Test case*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Test case/Test script** | **Attribute and value** | **Expected result** | **Result** |
| UT-001. | Schedule Chat Room - Valid | Schedule date: 19 Dec 2024 | New scheduled room created and displayed | Pass |
| UT-002. | Schedule Chat Room - Invalid Date | Schedule date: "Past date" | Display error: "Invalid date selected" | pass |

1. **Real-Time Communication Module**

**Testing Objective:** To ensure that the real time communication properly.

*Table 6.1.1.9:*  real time communication *Test case*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Test case/Test script** | **Attribute and value** | **Expected result** | **Result** |
| UT-001. | Send Message in Chat Room | Room: “Sports”, Message: "Hello everyone" | Display error: "Message cannot be empty | Pass |
| UT-002. | Send Message - Empty Input | Room: “Sports”, Message: "" | Display error: "Invalid date selected" | pass |
| UT-003. | Video Call - Valid | Start and join video call | Successfully start and end the video call | Pass |
| UT-004. | Video Call - Invalid Room ID | Room ID: "Wrong123" | Display error: "Room not found" | Pass |
| UT-005. | Notification for New Message | Room: "Sports", New message: "Welcome" | User receives notification | Pass |
| UT-006. | Multiple Users in Room | Multiple users join and participate | Room handles multiple users without issues | Pass |

1. **Private chat rooms accessibility**

**Testing Objective:** To ensure that the private rooms are accessible properly.

*Table 6.1.1.10: private rooms accessibility module Test case*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Test case/Test script** | **Attribute and value** | **Expected result** | **Result** |
| UT-001. | Create private chat rooms | Select rooms type  Private room name:” sports”  Password :”123” | Private chat rooms created | Pass |
| UT-002. | Join private chat rooms | Enter valid password:”1234” | Room join successfully | pass |

* + 1. **Integration Testing**

*Table 5.4: Integration Testcase*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Test case/Test script** | **Attribute and value** | **Expected result** | **Result** |
| 1. | Login as “FYP Committee” member | Username: L001  Password: 1234 | Login successful and the FYP Committee page with its navigation bar is loaded and in the view profile page | Pass |
| 2. | Upload student record for Project 1 | - | File successfully uploaded and return to the upload page. Student records are updated. | Pass |
| 3. | View supervising student | - | The list of supervisees shown on the screen. | Pass |

* 1. **Automated Testing:**

This is the sample text

* + 1. **Tools used:**

Table 5.5 shows the

*Table 5.5: Tools used*

|  |  |  |  |
| --- | --- | --- | --- |
| **Tool Name** | **Tool Description** | **Applied on [list of related test cases / FR / NFR]** | **Results** |
|  |  |  |  |
|  |  |  |  |

1. **Conclusion and Future Work**

This chapter concludes the project and highlights future work.

1. 1. **Conclusion**
   2. **Future Work**
2. **References**

References to any book, journal paper or website should properly be acknowledged. Please consistently follow the style. The following are few examples of different resources i.e. journal article, book, and website.

* 1. Lyda M.S. Lau, Jayne Curson, Richard Drew, Peter Dew and Christine Leigh, (1999), Use Of VSP Resource Rooms to Support Group Work in a Learning Environment, ACM 99, pp-2. **(Journal paper example)**
  2. Hideyuki Nakanishi, Chikara Yoshida, Toshikazu Nishmora and TuruIshada, (1996), FreeWalk: Supporting Casual Meetings in a Network, pp 308-314 **(paper on web)** http://www.acm.org/pubs/articles/proceedings/cscw/240080/p308-nakanishi.pdf
  3. Ali Behforooz& Frederick J.Hudson, (1996), Software Engineering Fundamentals, Oxford University Press. Chapter 8, pp255-235. **(book reference example)**
  4. Page Author, Page Title, http://www.bt.com/bttj/archive.htm, Last date accessed**. (web site)**