JAVA PROJECT FOR EDUCATION DAY EACH WEEK ON FRIDAY

1. **Building a group chat application with Java Socket Programming**

SPECIFIC REQUIREMENTS OF THE PROJECT

* Include a login registration form for the user trying to get into the chat room. Registration form will be a Table layout. With Spinners as well for Date of Birth, Age etc.
* You can start chatting with others after you register/sign-in.
* If no one is available in the chat room, then you can open the app in two tabs, login with different usernames and start sending messages.

PLAN/ FEATURES IN THE POOL TO BE UNDERTAKEN FOR EXTENDING THE PROJECT

1. Started with requirement gathering
2. Start with creating a login registration form
3. Then test the login feature
4. Create a dashboard for the group chat
5. Add the sockets to establish communication
6. Update the chat room with avatars/ UI

State Management:

1. User Registers for the Chat Application.
2. Saving the data in a file/database.
3. User login to the Chat Application.
4. There is a list of available users in the chat room.
5. User selects another user.
6. User starts sending messages to another user.
7. Users can leave the chat.
8. User can log-out as and when required.