WEB TECHNOLOGIES: CHATTING APPLICATION

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WEB FRAMEWORKS

- Nodejs is used as the backend module
- Node.js is based around an event model, not a request/response model,so it is perfect for websockets.
- Server used- Express
- Frontend code javascript, CSS, HTML

WEB FRAMEWORKS

Socket.IO is a JavaScript WebSocket library for real-time web applications such as:

- Instant messengers
- Push Notifications
- Online Gaming
- Functions include:
 - emit()
 - on()
 - The main idea behind Socket.IO is the ability to send and receive any events with any data

DATABASE

Mongodb is used as database

- cross-platform
- document-oriented
- Classified as a NoSQL database program
- Better for large and unstructured data

INTELLIGENT COMPONENT

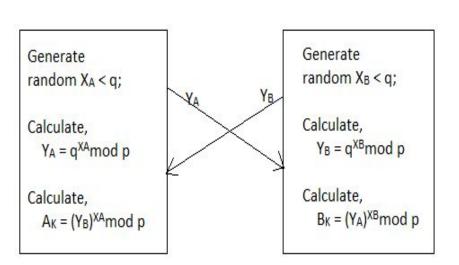
A classic real time chatting application requires security and accuracy when the users are exchanging messages.

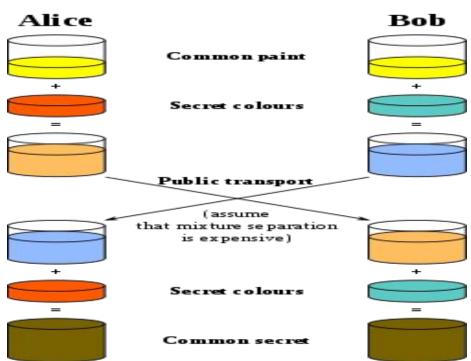
So to enhance safety we have decided to use Diffie-Hellman key exchange and XOR message encryption.

Diffie-Hellman key exchange

Diffie-Hellman key exchange is a method of securely exchanging cryptographic keys over a public channel and

was one of the first public-key protocols





XOR Encryption

XOR Encryption is an encryption method used to encrypt data and is hard to crack by brute-force method, i.e generating random encryption keys to match with the correct one.

AJAX TECHNIQUE

Submission Throttling

- solves the issue of when to send user data to the server.
- buffer the data to be sent to the server on the client and then send the data at predetermined times.

ARCHITECTURE

- **Service-oriented architecture** (SOA) is a style of **software** design where services are provided to the other components by application components, through a communication protocol over a network.
- The basic principles are:
 - independent of vendors
 - independent of products
 - independent of technologies

THANK YOU