ABSTRACT

Bluetooth Chat Application using Android Studio

Android Studio: **Android Studio** is the official [integrated development environment](https://en.wikipedia.org/wiki/Integrated_development_environment) (IDE) for [Google](https://en.wikipedia.org/wiki/Google)'s [Android](https://en.wikipedia.org/wiki/Android_(operating_system)) [operating system](https://en.wikipedia.org/wiki/Operating_system), built on [JetBrains](https://en.wikipedia.org/wiki/JetBrains)' [IntelliJ IDEA](https://en.wikipedia.org/wiki/IntelliJ_IDEA) software and designed specifically for [Android development](https://en.wikipedia.org/wiki/Android_software_development). It is available for download on [Windows](https://en.wikipedia.org/wiki/Windows), [macOS](https://en.wikipedia.org/wiki/MacOS) and [Linux](https://en.wikipedia.org/wiki/Linux) based operating systems. It is a replacement for the [Eclipse Android Development Tools](https://en.wikipedia.org/wiki/Eclipse_(software)#Android_Development_Tools) (ADT) as primary IDE for native Android application development.

It’s a known fact that people are into “social media” life more than the social one, so they prefer to chat on an application more than speaking directly (pun). This application will focus on one such aspect where in you can chat with your peer in the available Bluetooth range.

The technology this application will use is:

RFCOMM tools – This is the asset to give a peer to peer connection via Bluetooth and enabling to share data between two devices. The application we are going to show will allow you to connect to a device that’s already paired and gives you another option to connect in an insecure way without pairing. Although there are breaches that are involved in an RFCOMM enabled network, since this is a peer to peer connection, it will prompt you an option to connect and only then you will be connected to a device.

The elaborated version of this application will be presented to you and will focus on the deployment of the application.