



SYNOPSIS

ON

Messaging And Video Calling Application

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INTRODUCTION

Video calling was first introduced by AT&T at the World Fair in New York in 1964. It was a simple system incorporating two closed circuit televisions systems which were connected by a cable.

A video call is a phone call using an Internet connection, sometimes called VoIP, that utilizes video to transmit a live picture of the person making the call. Video calls are made using a computer's webcam or other electronic devices with a video-capable camera, like a smartphone, tablet, or video-capable phone system.

Software that enables messages to be sent and received. Although the term may refer to instant messaging or email software, it often refers to the texting app built into every cellphone and smartphone or to a third-party app that is used in lieu of the carrier's app.

EXISTING SYSTEM

- WhatsApp Messenger.
- Facebook
- Instagram
- Yahoo Messenger
- Google Meet
- Zoom
- Telegram, etc.

USE OF THE PROJECT

By using the internet connectivity, one can not only send message, but can connect to the other person with end-to-end encryption.

Video conferencing boosts productivity, saves time, reduces travel expenses, and overall promotes collaboration. The advantage of video conferencing is the ability to facilitate all of those benefits without requiring constant travel for face-to-face communication.

Advantages of using this Application:

- Saves time and money.
- No traveling required.
- Brings remote workers and telecommuters together.
- More personal and engaging than phone conferencing alone.
- Increased efficiency and productivity.
- Cuts down on carbon emissions.

FUNCTIONAL SPECIFICATION

- High-resolution webcam
- Fast computer processing
- Sufficient network bandwidth
- Video display screen
- Microphone

Even high-tech companies often waste big chunks of time on connectivity issues or fail to properly take advantage of their system's features. Getting all of your equipment to work in conjunction and providing all meeting participants with easy mobile access can be a nightmare with a free app — especially for bigger meetings.

Lifesize makes it simple: your meeting room devices are integrated with your video conferencing app for built-in connectivity and easy setup. Add to that 4K video quality, and with Lifesize you can create a uniquely immersive, seamless meeting experience that just works.

SOFTWARE REQUIREMENTS:

- Technology Implemented : Flutter and Firebase
- Language Used : Dart and Java
- Database : no sql
- User Interface Design : Flutter
- Web Browser : Google Chrome.

HARDWARE REQUIREMENTS

- Processor : 4th Gen and above
- Operating System : Windows/Linux
- RAM : 4GB and above
- Hard disk : 512GB and above

FUTURE SCOPE

Companies are no longer limited to local talents as video conferencing makes it possible to hire talents from all across the globe. Lifelike avatars, like what Spatial is working on, are transforming the space around us into virtual meeting rooms to collaborate as if we're all together in the same room.

Later on, we can develop more features in this application like addition of voice calls with a fun feature of voice change, more addition of the features like filters with different emoticons, etc.

Website of the application will also be created so that this application will not be restricted only to android based users.

According to recent studies, the video collaboration market is expected to reach \$11.56 billion by 2027. COVID-19 has underlined the importance of effective video collaboration and communication by placing considerable strain on event hosts and business owners.