

PROJECT SUMMARY

As part of the Application Designer and Developer course, we had to create a mobile application connected to an API, enabling CRUD-type operations to be carried out on a database.

As a team, we chose to work on a real-time messaging application, enabling users, once registered and connected, to chat in public and/or private groups, as well as in private conversations with a single user.

Users can create a group or a private conversation, modify the information in the group or delete it (only if they are the author), then send a message, modify it and delete it (only if they are the author).

If one or more users are present in the group or private conversation window, the content is updated automatically when the sender sends a message.

The aim of this project is not to revolutionize existing applications such as WhatsApp or Discord, but to offer a solution that can be implemented in a short space of time, is functional and meets our specifications, i.e. :

- Real-time messaging using sockets
- No data is retained when a message is deleted

For obvious reasons of security and moderation, we have also developed a web-based solution enabling the administrator(s) to quickly manage the list of users, messages exchanged within a group and the group itself.

In a future version of the application, we could introduce a notification system when a user receives a message, or when a user logs in, to add dynamism and get as close as possible to the best applications currently available on the market.