



Real time Chat Application

Introduction

- ▶ Our project is an example of chat application which is basically based on public chatting (message is broadcast to all connected users)
- ▶ It is made up of two application
- ▶ Client application which runs on user's Pc.
- ▶ Server application which runs on any Pc on the network
- ▶ TO start chatting client should get connected to server.

Abstract

- ▶ Chat application is an important tool for today's world as it help's everyone to contact from anywhere and talk with them at real time without any problem and this tool resolve the issue of calling every time for any query related anything about that work, Now with the help of chat application user can just send the message to the other user and resolve the issue or query without calling. The best part about the chat application is that we can send the same message to many users at a same time without any problem as we can make a group of so many people or even we can broadcast the message to selected users to whom the sender wishes to send the message. Chat application also provided us the best feature in this as you can share your current location with anyone at any time and even you can share the images or pdf or any other type of file using the application.

PROBLEM STATEMENT

- ▶ Based on the title above, the problem is how to design and implement responsive web-based or mobile or other devices chat applications in real time to make communication becomes easier and faster

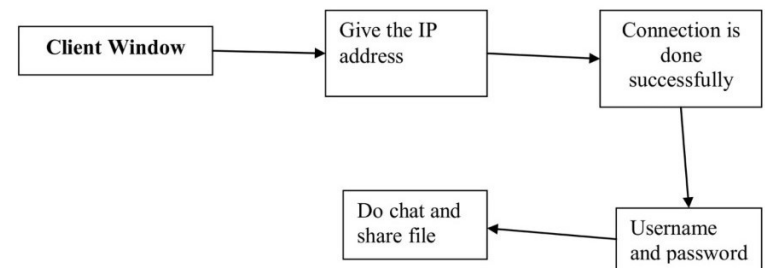
OBJECTIVE

- ▶ The objective can be defined from the main problem given above is that to build a proper real-time multiplatform chat application which can be easily used by people to make their life easy to share the information and communicate with each other easily and faster.

Client site

- Client connects to the server by giving the server IP address and port number to which it should connect to.
- Client application which runs on user's Pc.
- Client must be able to choose a nickname on connection.
- Client must show when another client connects or disconnects with the server.

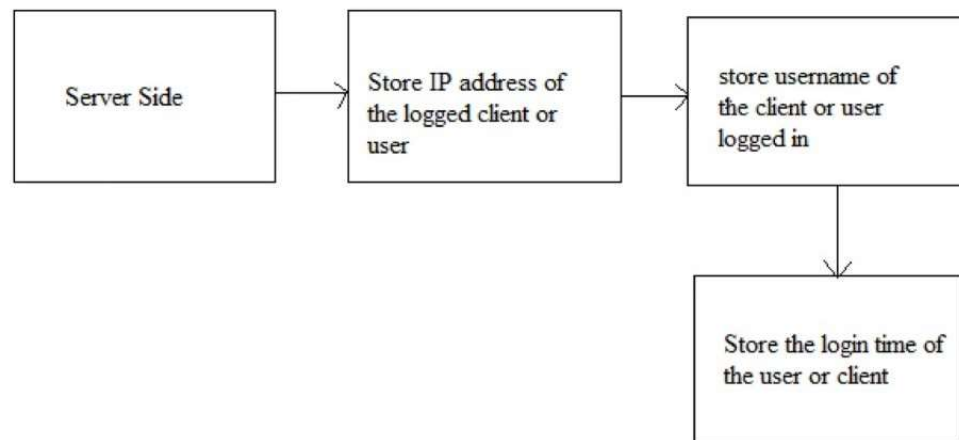
Client side:



Server site

- ▶ Server must be able to print information in the event of the following cases: (connect, disconnect, send and receive messages).
- ▶ The server does not allow for more than one client to get the same nickname.
- ▶ Server must be able to return messages again to all clients(including source).

Server side:

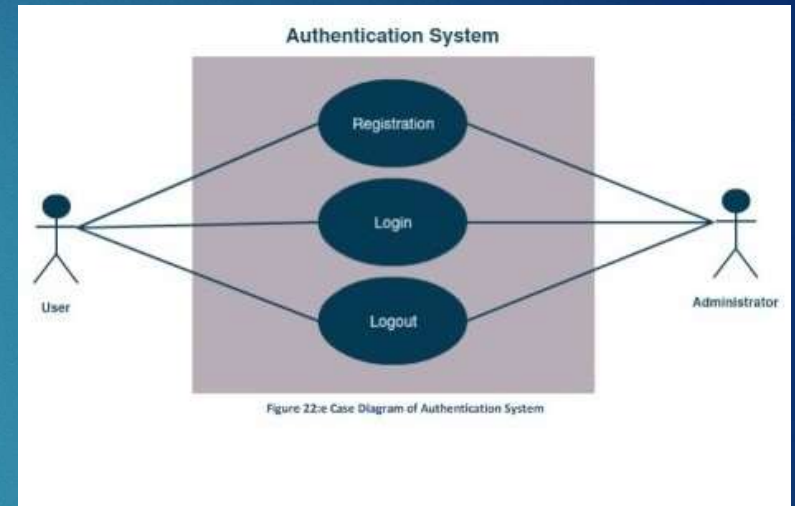


Technology and language

- ▶ Html ,css, Java script.
- ▶ Django: we have development this project over django2
- ▶ Mysql: need mysql database for running this project.
- ▶ Mysql connector:For making the connection from mysql and python

Module of the project

- Login authentication
- Message sender(client)
- Message receiver(server)
- User interface design
- Send to destination client



Features

- ▶ Simple Login
- ▶ Sign up
- ▶ Security
- ▶ Push Notification
- ▶ New Group creation
- ▶ kick members
- ▶ Admin Transfer
- ▶ View Online member
- ▶ View group admin

Features

- Instant messaging
- Notifications
- Message sender (username)
- Status
- Group chats
- Files sending
- Contacts sharing
- Emojis & animated emoticons

Advantages

- ▶ ☐ Real time communication
- ▶ ☐ Increase productivity
- ▶ ☐ File storage and sharing
- ▶ ☐ Employee engagement
- ▶ ☐ Rapid resolution
- ▶ ☐ Makes your business approachable
- ▶ ☐ Security
- ▶ ☐ Privacy

Conclusion

- ▶ The chat application provides a better and flexible system for chatting. It is developed with recent advanced technologies in a way to provide a reliable system. Main advantages of the system are instant messaging, real-world connectivity, adding security, group chat, etc. This application can find better need in the market for most of the organizations aim at having private applications for them. Additional features will also be included in the system based on the public need which includes conference call, video chat. Location share, etc. based on the need

Thank
You