

Real Time Chat And Communication App

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Description

Chat Connect App. The ultimate social hub to stay connected effortlessly! Chat Connect is a sleek, all-in-one platform designed for seamless messaging and collaboration. Whether you're chatting with friends, organizing team projects, or connecting with new people, Chat Connect keeps you engaged with secure and real-time messaging. Key features include:

Instant Messaging: Quick, reliable, and customizable chats with read receipts and typing indicators.

Voice & Video Calls: High-quality calls, one-on-one or group, so you feel closer no matter the distance.

Group Chats & Channels: Organize your conversations by creating spaces for work, hobbies, or social groups.

File Sharing & Media: Share photos, documents, and videos with ease.

Privacy First: Your data is encrypted, keeping every conversation secure and private.



. Idea

gradle.xml

```
<?xml version="1.0" encoding="UTF-8"?>
<project version="4">
    <component name="GradleSettings">
        <option name="linkedExternalProjectsSettings">
            <GradleProjectSettings>
                <option name="testRunner" value="GRADLE" />
                <option name="distributionType" value="DEFAULT_WWRAPPED" />
                <option name="externalProjectPath" value="$PROJECT_DIR$" />
            </GradleProjectSettings>
        </option>
    </component>
</project>
```

misc. Xml

```
<?xml version="1.0" encoding="UTF-8"?>
<project version="4">
    <component name="ExternalStorageConfigurationManager" enabled="true" />
        <component name="ProjectRootManager" version="2" project-jdk-name="Android Studio
default JDK" project-jdk-type="JavaSDK">
            <output url="file://$PROJECT_DIR$/build/classes" />
        </component>
    <component name="ProjectType">
        <option name="id" value="Android" />
    </component>
</project>
```





Src

androidTest

 ExampleInstrumentedTest.kt

```
    package com.project.pradyotprakash.flashchat
```

```
    import androidx.test.platform.app.InstrumentationRegistry
```

```
    import androidx.test.ext.junit.runners.AndroidJUnit4
```

```
    import org.junit.Test
```

```
    import org.junit.runner.RunWith
```

```
    import org.junit.Assert.*
```

```
    @RunWith(AndroidJUnit4::class)
```

```
    class ExampleInstrumentedTest {
```

```
        @Test
```

```
        fun useAppContext() {
```

```
            val appContext = InstrumentationRegistry.getInstrumentation().targetContext
```

```
            assertEquals("com.project.pradyotprakash.flashchat", appContext.packageName)
```

```
        }
```

```
    }
```

```
main
```

```
package com.project.pradyotprakash.flashchat
```

```
import org.junit.Test
```

```
import org.junit.Assert.*
```

```
/**
```

```
 * Example local unit test, which will execute on the development machine (host).
```

```
*
```

```
 * See [testing documentation](http://d.android.com/tools/testing).
```

```
*/
```

```
class ExampleUnitTest {
```

```
    @Test
```

```
    fun addition_isCorrect() {
```

```
        assertEquals(4, 2 + 2)
```

```
}
```

```
}
```



build.gradle

```
plugins {
    id 'com.android.application'
    id 'kotlin-android'
    id 'com.google.gms.google-services'
}

android {
    compileSdk 30

    defaultConfig {
        applicationId "com.project.pradyotprakash.flashchat"
        minSdk 21
        targetSdk 30
        versionCode 1
        versionName "1.0"
    }
}
```

```
testInstrumentationRunner "androidx.test.runner.AndroidJUnitRunner"
vectorDrawables {
    useSupportLibrary true
}
}

buildTypes {
    release {
        minifyEnabled false
            proguardFiles getDefaultProguardFile('proguard-android-optimize.txt'), 'proguard-
rules.pro'
    }
}
compileOptions {
    sourceCompatibility JavaVersion.VERSION_1_8
    targetCompatibility JavaVersion.VERSION_1_8
}
```



```
kotlinOptions {  
    jvmTarget = '1.8'  
    useIR = true  
}  
buildFeatures {  
    compose true  
}  
composeOptions {  
    kotlinCompilerExtensionVersion compose_version  
    kotlinCompilerVersion '1.5.10'  
}  
packagingOptions {  
    resources {  
        excludes += '/META-INF/{AL2.0,LGPL2.1}'  
    }  
}  
}
```

```
dependencies {  
    implementation 'androidx.core:core-ktx:1.6.0'  
    implementation 'androidx.appcompat:appcompat:1.3.1'  
    implementation 'com.google.android.material:material:1.4.0'  
    implementation "androidx.compose.ui:ui:$compose_version"  
    implementation "androidx.compose.material:material:$compose_version"  
        implementation "androidx.compose.ui:ui-tooling-  
    preview:$compose_version"  
    implementation 'androidx.lifecycle:lifecycle-runtime-ktx:2.3.1'  
    implementation 'androidx.activity:activity-compose:1.3.1'  
    implementation 'androidx.lifecycle:lifecycle-livedata-ktx:2.3.1'  
    implementation 'androidx.lifecycle:lifecycle-viewmodel-ktx:2.3.1'  
        implementation "androidx.compose.runtime:runtime-  
    livedata:$compose_version"  
        implementation 'androidx.lifecycle:lifecycle-viewmodel-compose:1.0.0-  
    alpha07'  
    implementation "androidx.navigation:navigation-compose:2.4.0-alpha06"
```

```
implementation platform('com.google.firebaseio:firebase-bom:28.3.0')
    implementation 'com.google.firebaseio:firebase-analytics-ktx'
    implementation 'com.google.firebaseio:firebase-auth-ktx'
    implementation 'com.google.firebaseio:firebase-firebase-store-ktx'
    implementation 'com.google.firebaseio:firebase-auth:21.0.3'
    implementation 'com.google.firebaseio:firebase-firebase-store:24.1.1'

    testImplementation 'junit:junit:4.13.2'

    androidTestImplementation 'androidx.test.ext:junit:1.1.3'
    androidTestImplementation 'androidx.test.espresso:espresso-core:3.4.0'
        androidTestImplementation "androidx.compose.ui:ui-test-
            junit4:$compose_version"
            debugImplementation "androidx.compose.ui:ui-tooling:$compose_version"
}
```

```
app/proguard-rules.pro

# Add project specific ProGuard rules here.

# You can control the set of applied configuration files using the
# proguardFiles setting in build.gradle.

#
# For more details, see
#   http://developer.android.com/guide/developing/tools/proguard.html

# If your project uses WebView with JS, uncomment the following
# and specify the fully qualified class name to the JavaScript interface
# class:

#-keepclassmembers class fqcn.of.javascript.interface.for.webview {
#    public *;
#}
```



ChatConnect

Register

Login



Login

Email

Password

Login



Register

Email

Password

Register



Compose is cool

Better than Flutter?

Nope

Yeah got the message

I am not able to see your profile image

I am not able to see your profile image

????

It's not a production level chat application



Testing?

Ohh

Then bugs are fine

Type Your Message



Thank You