**Instructions for running Chitchat app:**

**Client Side:**

1.Download the app and install in Android Studio.

2.set IO.socket url to your local IP in ChatBoxActivity.java file. All the Clients and Server should be connected to the same WIFI or hotspot.

**Server Side:**

1. Node.js, npm, MongoDB and Robo 3t needs to be installed .

2.Under Project directory execute this command

npm install (this will install the dependencies of the server)

3.run project using the command bellow

nodemon server.js

**Features:**

* When the Server system is loaded, Server initiates the required communication setup so that multiple clients can join the server.
* Client system can join the chat server by setting a username.
* A text entry field to write a new message and a send button.
* Each time send is pressed with a new message in a client system, all of the users connected to the server immediately see the new message.
* List of active members are updated in database.
* All the exchanged messages are saved in the server side through database.
* When a client joins the chat ,A toast message is shown to others clients who has joined.
* When a client is typing a message, other clients can see on the top who is typing.
* Local host is used as server & also connected database so that We can save the data.
* when a user joins previous chat history is loaded on his side.
* When a client disconnects, A toast message is shown to others clients who has disconnected.
* user can change the background from color palette.

**Contribution:**

**2016331058 (Satabdi Das)** : most of the codes of client side.

**2016331091 (Sharmin Ahmed)** : most of the codes of server side.