

Real-Time Chat app using GoLang

A lot of applications today need instant communication between applications (clients) and servers. Online games require real-time chat options, online chat boxes are used for customer assistance, etc. This can be achieved by WebSockets and will be a good substitute for RESTful APIs.

The main objective of this project is to build a real-time chat application. The client will be an angular application and the server will be a Golang application. There are three major requirements for the project: Golang, Node.js, Angular Command Line Interface. The first step would be to build a chat server using Golang which will put together all the messages and clients. Next, we would be building an angular chat client. This project only focuses on real-time chat and not on storing the history of chats. The project can be enhanced for gaming /IoT projects.