ChatApplication

Vision

Version <1.0>

Revision History

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Vision

# Introduction

This project is to create a chat application with a server and users to enable the users to chat with each others, to develop an instant messaging solution to enable to seamlessly communicate with each other..

The project should be very easy to use enabling even a novice person to use it.

## Purpose

The purpose of this document is to collect, analyze, and define high-level needs and features of the Chat App.

It focuses on the capabilities needed by the stakeholders and the target users, and **why** these needs exist. The details of how the Chat App fulfills these needs are detailed in the use-case and supplementary specifications

## Scope

The Vision Document applies to the Chat App,which will be developed by Ciontu and Pantea.They will develop the application to work on SpringBoot Technology.This App will provide a way for two person connected throught out the app,to exchange messages,images,and anything related to peer-to-peer communication.

## Definitions, Acronyms, and Abbreviations

Hibernate ORM enables developers to more easily write applications whose data outlives the application process. As an Object/Relational Mapping (ORM) framework, Hibernate is concerned with data persistence as it applies to relational databases (via JDBC).

All in all, Spring Boot is a project built on the top of the Spring framework. It provides a simpler and faster way to set up, configure, and run both simple and web-based applications. In the Spring core framework, you need to configure all the things for yourself. Hence, you can have a lot of configuration files, such as XML descriptors. That’s one out of the main problems that Spring Boot solves for you.

## References

Consult the following documents:

-Use Case Model

-Glossary

-Analysis and Design Document

-Supplementary Specification

## Overview

The rest of the document contains description and an analysis of the product hardware and software requirements

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | To develop an instant messaging solution to enable users to seamlessly communicate with each other. |
| affects | People using pcs and laptops, maybe smartphones |
| the impact of which is | Without an app like this there would be difficult to communicate short information between pers. |
| a successful solution would be | An internet based instant messaging app. |

## Product Position Statement

|  |  |
| --- | --- |
| For | Windows users. |
| Who | Communicate with other peers. |
| The (product name) | is a chat application. |
| That | Establishes connection between two or more persons that would like to tell something to each other. |
| Unlike | Messaging through provider. |
| Our product | Uses internet connection and dosen’t need a communication provider to use it. |

# Stakeholder and User Descriptions

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Requirements Engineers | This stakeholder works with customers and stakeholders to translate needs into requirements. | Specifies domain, non-functional, and functional requirements. Refines requirements as needed. |
| Project Manager | This stakeholder leads development of the App. | Plans, manages and allocates resources, decides priorities, coordinates interactions with customers and users, and keeps the project team focused. |
| Software Arhitect | This stakeholder is a primary lead in the development of the App | Responsible for overall architecture of the system, and guides overall design and implementation of system |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Admin | End user of the system | Application management | Self |
| Random Person | Primary End user of the system. | Uses application to communicate with each other. | Self |

## User Environment

1.This application will be used by all types of people.

2.The system should be easily usable by the persons,by providing a good interface that uses simple terms.

3.The system will provide a register form for all new users.

4.All users can interact with each other if they know their username,they can add one another by using a functionality “Add Friend”.

5.Three or more users can form a group,messages can be seen by all memembers in that group.

# Product Requirements

System Requirement: - a connection to internet is required and a device to can access the application. The performance requirements are similar to those for a web browsr.

- a database server and an application server.