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St.MOTHER THERESA ENGINEERING COLLEGE

COMPUTER SCIENCE ENGINEERING

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Completed the project named as

Phase 3

FRONT END TECHNOLOGY

CHAT APPLICATION UI

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CHAT APPLICATION UI

College Project Report

Objective

To design a simple Chat Application User Interface where users can

send and receive messages.
The project demonstrates the use of HTML, CSS, and JavaScript to create an interactive and
user-friendly chat layout.
Tools & Technologies
1. HTML5 – Chat structure
2. CSS3 – Styling and responsive design
3. JavaScript – Message handling
4. Browser – Execution platform
System Requirements
Hardware: 2 GB RAM, 1 GHz Processor
Software: Windows/Linux/macOS, Any Browser, Text Editor
Project Description
This chat application UI has:
1. Header → Chat application title.
2. Chat Window → Displays sent and received messages.
3. Input Box → Allows user to type and send messages.
4. Send Button → To post the message instantly.
Features
1. Real-time like message sending (on UI).
2. Different alignment for sender and receiver messages.
3. Simple and responsive design.
4. Easy to extend into a full-fledged chat application with backend.
Advantages
1. Provides clear structure for chat apps.
2. Easy to use and extend.
3. Works in any modern browser.
Future Enhancements
1. Add backend support for real-time communication (Node.js, Firebase).
2. Add user authentication.
3. Add multimedia sharing (images, videos).
4. Add notifications.
Conclusion
This project demonstrates a basic Chat Application UI with frontend

technologies. It provides a
strong foundation for creating real-time communication platforms.