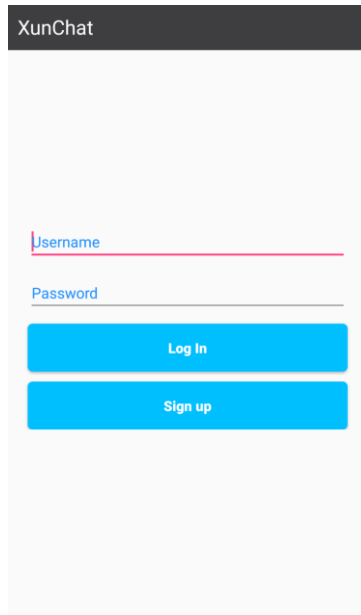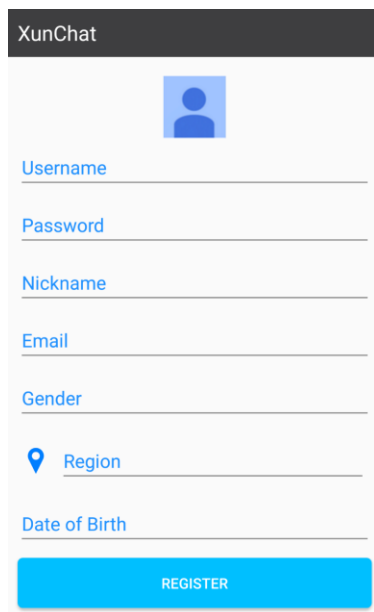Building XunChat app, which emulates the functions of WeChat and WhasApp, merely aims to demonstrate my technical skills. I have spent approximately three months completing the project. It is a chat application. The following paragraph will illustrate the details about the basic functions of this app.

Login Panel

Sign up Panel

When clicking the Region EditText, the app will ask the permission to access your location.
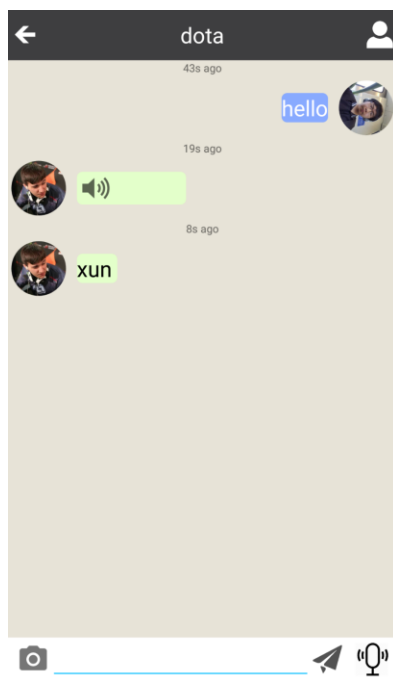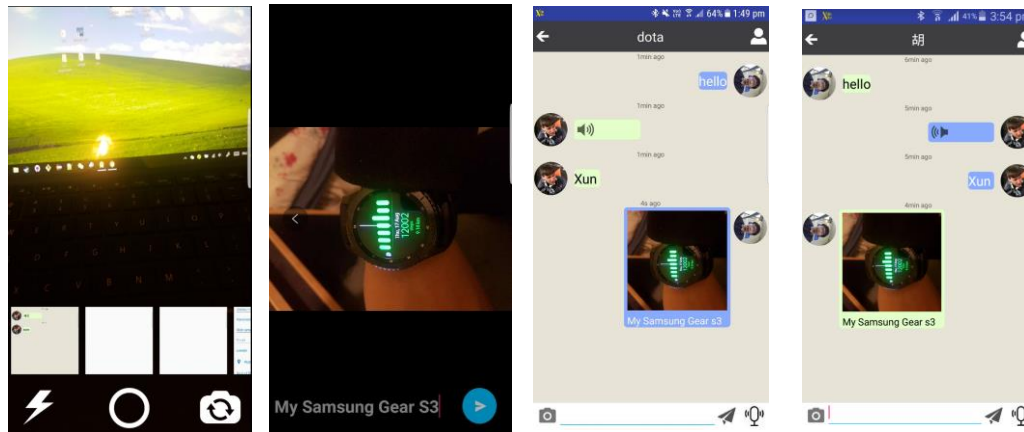
Latest Chat Message Panel
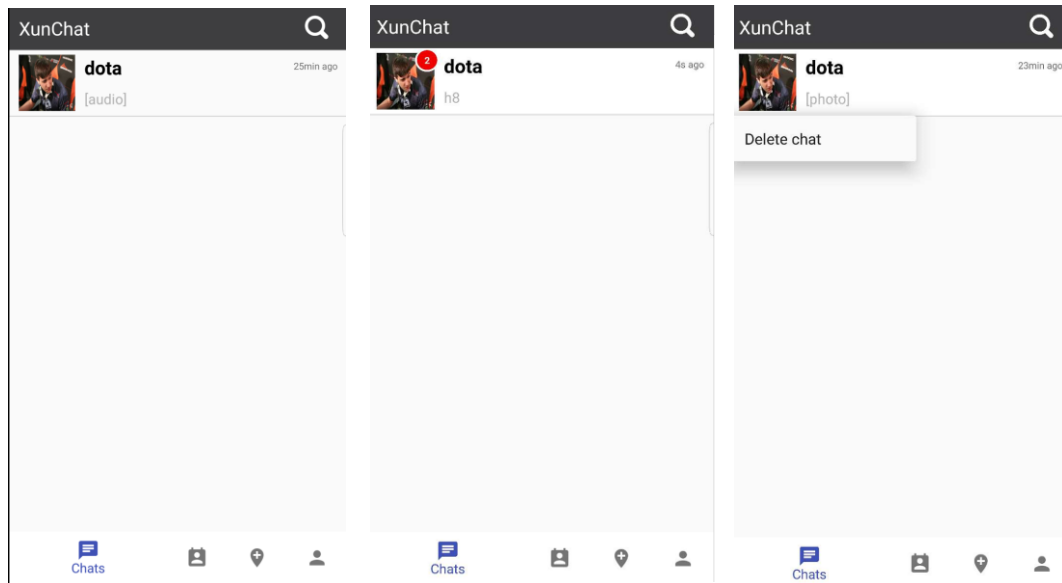
You can delete your chat message by long clicking the item as well.
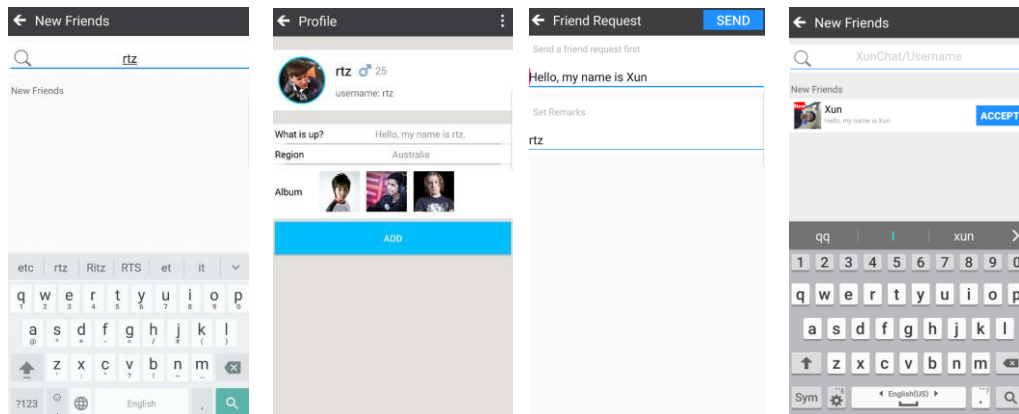
Chat Board

You can send text and audio messages, and images to your friend.

You can select an Image from your photo gallery or take a photo that you prefer to send; in addition, you can also edit the caption of the selected photo.
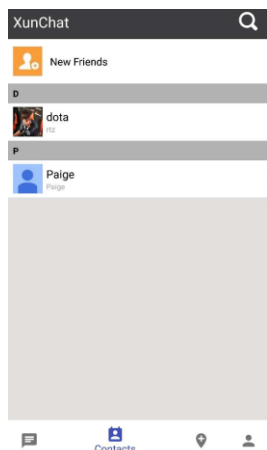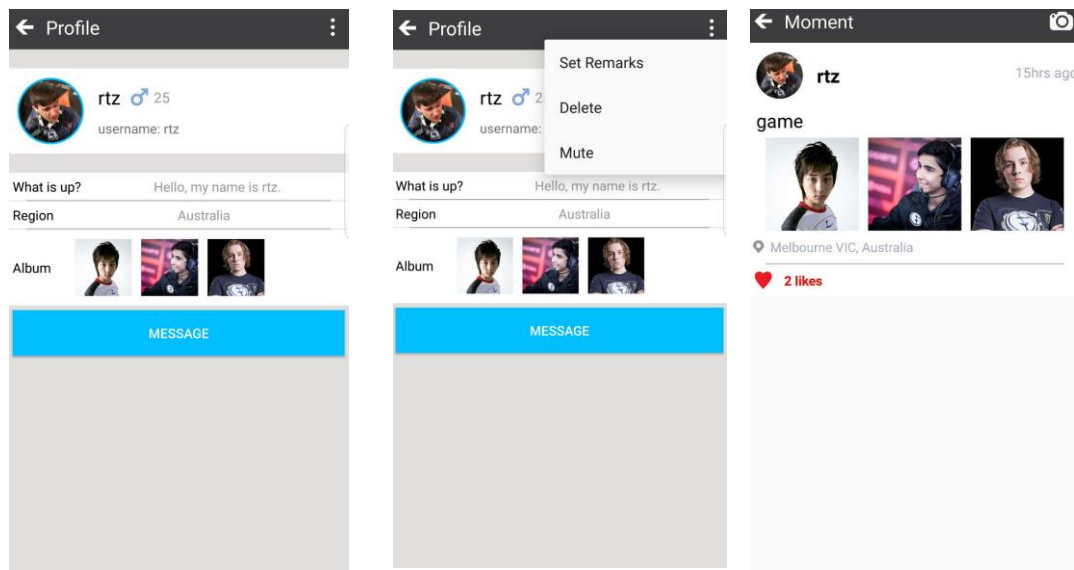

Add a new Friends

You can add a new friend by searching the username or scaning his/her QRCode.
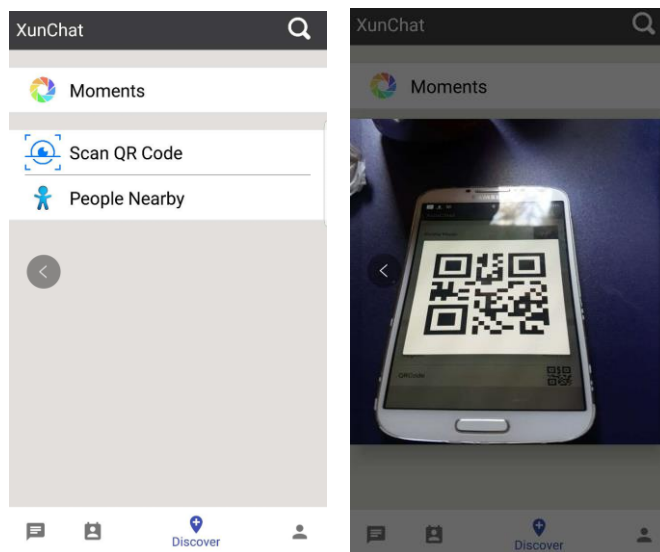
Contact(Friend) Lists

**You can see the profile of your friend by clicking the item of list.**

You can delete, mute (still working on it), and set remarks of your friend. In addition, you can see what your friend has post by clicking that Album layout.

Discover Panel

You can see the photos that you and your friends have posted by clicking the Moment; furthermore, you can scan other users' QR code. Find People Nearby has not completed yet.

Moments Panel
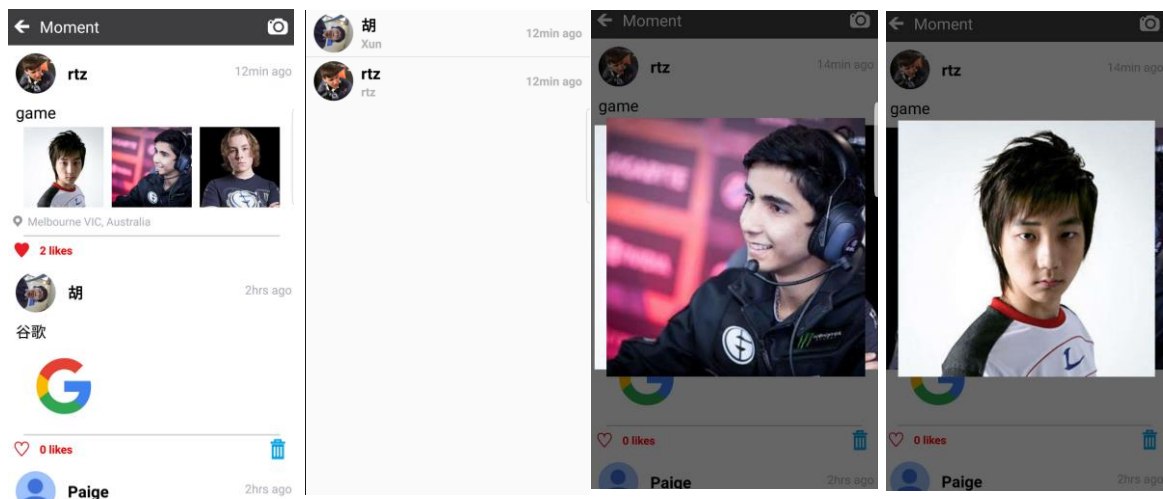
You can like your friend's post, or see other users who have liked the post by clicking the Likes TextView. If you are the poster of the post, you can delete the post by clicking the blue delete icon. Finally, you can also see the original photo by clicking the thumbnail images.

Post Photos or Text
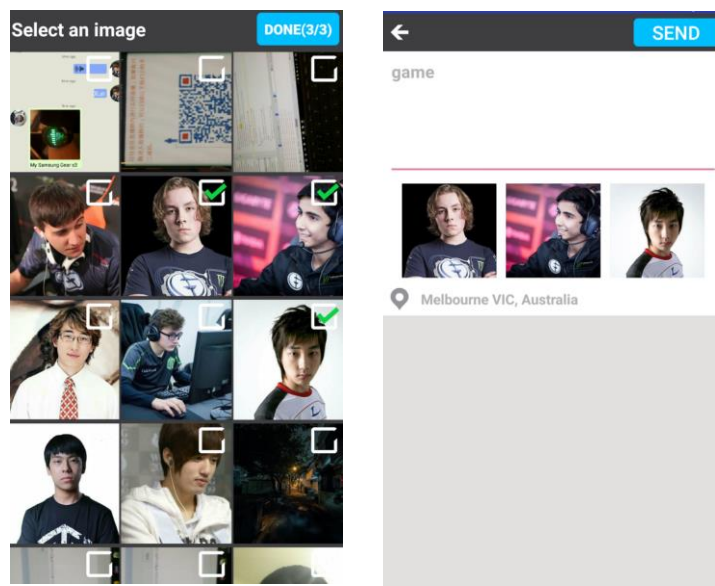
You can post maximum 3 different images, and you can also choose whether sharing your current location or not as well.

Your Profile Panel
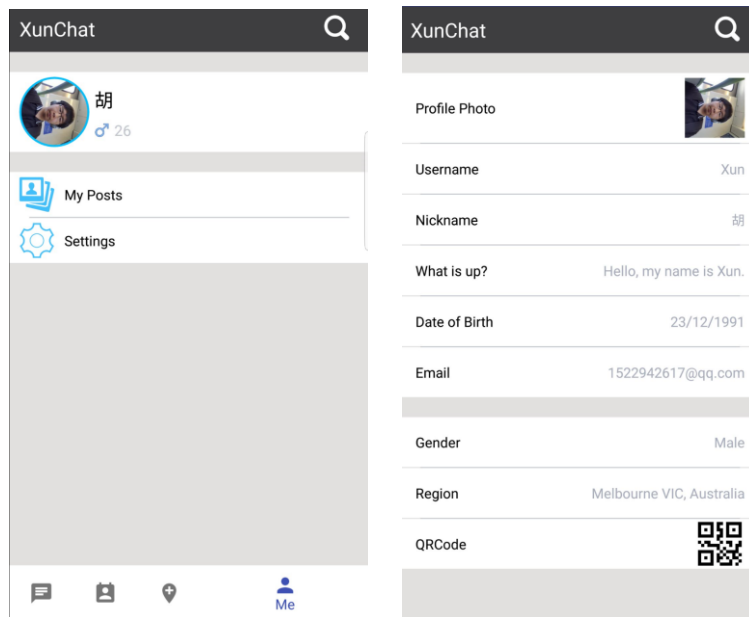
You can edit your prfoile in this panel.

Server Side

I have rent a web server from Hostinger CPanel, and the database is MySQL. The server site programming language is PHP.

Firebase Cloud Messaging

For sending messages and pushing notification, I utilize firebase cloud messaging to send and receive messages. However, there is a upper limitation on the size of each message (4K).