

Dr. Babasaheb Ambedkar Marathwada University, Aurangabad.



Project Report

on

Simple Chat System

Submitted By

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Submitted to

Department of Computer Science

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DEPARTMENT OF COMPUTER SCIENCE



CERTIFICATE

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of Class B.Sc. VI Semester, Computer Science has satisfactorily completed the Project on **Simple Chat System** in partial fulfilment of the requirement of Dr. B. A. M. University, Aurangabad during the academic year 2021-2022.

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Acknowledgement

A Project like this taken quite a lot of time to do property. As is other case, this project owes its existence a certainly its quality to a number of people, whose name does not appearance the cover.

We extend our sincere and heartfelt thanks to our Guide and Head Department of Computer Science Mr. Inamdar Ibrahim Sir deserves credit for helping me does the project and taking care of the details that most programmers really don't think about errors and confusions are my responsibility but the quality of the project is to their credit and we can only thank him.

We would like to thanks the other faculty members also, at this occasion. Last but not least, we would like thanks to classmates for their support and encouragement they have given us during the course of our work.

Thank You.

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SIMPLE

CHAT

SYSTEM

INDEX

1. Certificate
2. Acknowledgement
3. Project Title
4. Index
5. Problem definition & Specification
6. Requirement gathering & Analysis
7. Feasibility Study
 - a. Technical Feasibility
 - b. Economical Feasibility
8. Introduction to S/W tools
 - a. Database (Oracle)
 - b. Java
9. Design
 - a. DFD (Data Flow Diagram)
 - b. Database Design
 - c. Form Design
10. Report
11. Software & Hardware requirements
12. References

PROBLEM DEFINATION AND SPECIFICATION

The simple chat system is a complete java chat project. Java programming language and Eclipse IDE are its core elements for its completion. Also, this project uses the MySQL database as backend support for storing the user information.

Many of these chat application are based on server-client architecture. That is, a centralized server is used to maintain all the information necessary to authenticate the user and relay data or connection information between users. Most of the chat applications existing today require user created profiles containing personal information before being able to chat. All this information is stored on a server.

REQUIREMENT GATHERING AND ANALYSIS

Requirement gathering is an essential part of any project and project management. Understanding fully what a project will deliver is critical to its success. This may sound like common sense, but surprisingly it's an area that is often given far too little attention.

Many projects start with the barest.

The main requirements of the project. It provides:-

- A succinct requirements specification for management purpose.
- A statement of key objectives—a “cardinal point’s” specification.
- A description of the environment in which the system will work.
- Background information and references to other relevant material.
- Information on major design constraints.

Rules for Successful Requirements Gatherings:-

To be successful at requirements gathering and to give your project an increased like hood of success follows these rules.

1. Don't assume you know what the customer wants, asks.
2. Involve the users from the start.
3. Define and agree the scope of the project.
4. Ensure requirements are specific, realistic and measurable.
5. Gain clarity if there is any doubt.
6. Create a clear, Concise and trough requirements and documents and share it with the customer.
7. Confirm your understanding of the requirements with the customer (play them back).
8. Avoid taking technology or solutions until the requirements are fully understood.
9. Get the requirements agreed with the stakeholders before the project starts.
10. Create a prototype if necessary to confirm or refine the customer's requirements.

Feasibility Study

Feasibility study is made to see if the project on completion will serve the purpose of the organization for the amount of work, effort and the time that spend on it. Feasibility study lets the developer foresee the future of the project and the usefulness. A feasibility study of a system proposal is according to its workability, which is the impact on the organization, ability to meet their user needs and effective use of resources.

Thus when a new application is proposed it normally goes through a feasibility study before it is approved for development. The document provide feasibility of the project that is being designed and lists various areas that were considered very carefully during the feasibility study of this project such as Technical, Economic and Operational feasibilities. The following are its features:-

A. TECHNICAL FEASIBILITY:-

The system must be evaluated from the technical point of view first. The assessment of this feasibility must be based on an outline design of the system requirement in the terms of input, output, programs and procedures. Having identified an outline system, the investigation must go on to suggest the type of equipment, required method developing the system, of running the system once it has been designed.

Technical issues raised during the investigation are:

Does the existing technology sufficient for the suggested one?

Can the system expend if developed?

The project should be developed such that the necessary functions, and performance are achieved within the constraints. The Project is developed within latest technology. Through the technology may become obsolete

after some of time, due to the fact that never version of same software supports older versions, the system may still be used. So there are minimal constraints involved with this project. The system has been developed using java and project is technically feasible for development.

B. ECONOMIC FEASIBILITY:-

The developing system must be justified by cost and benefit. Criteria to ensure that effort is concentrated on project, which will give best, return at the earliest. One of the factors, which affect the development of a new system, is the cost it would require.

The following are some of the important developing questioned asked during preliminary investigation.

- The cost conducts a full system investigation.
- The cost of the hardware software.
- The benefits in the form of reduce costs fewer costly errors.

Since the system is developed as part of project work, there is no manual to spend for the proposed system. Also all the resources are already available, it Give an indication of the system it economically possible for development.

Introduction to Software Tools:-

Software is collection of programs to solve the tedious problems means the set of instructions.

There are two types of software:

1. System software(Database (Oracle))
2. Application software(Eclipse)

System software is the software, which required for the booting, maintaining and managing the information in the computer ex-MS DOS, Windows 97,98, NT, BIVS 4.0, and NIX etc.

Application software is these that solve the tedious U problem like arithmetic calculation financial DTP etc. Oracle.

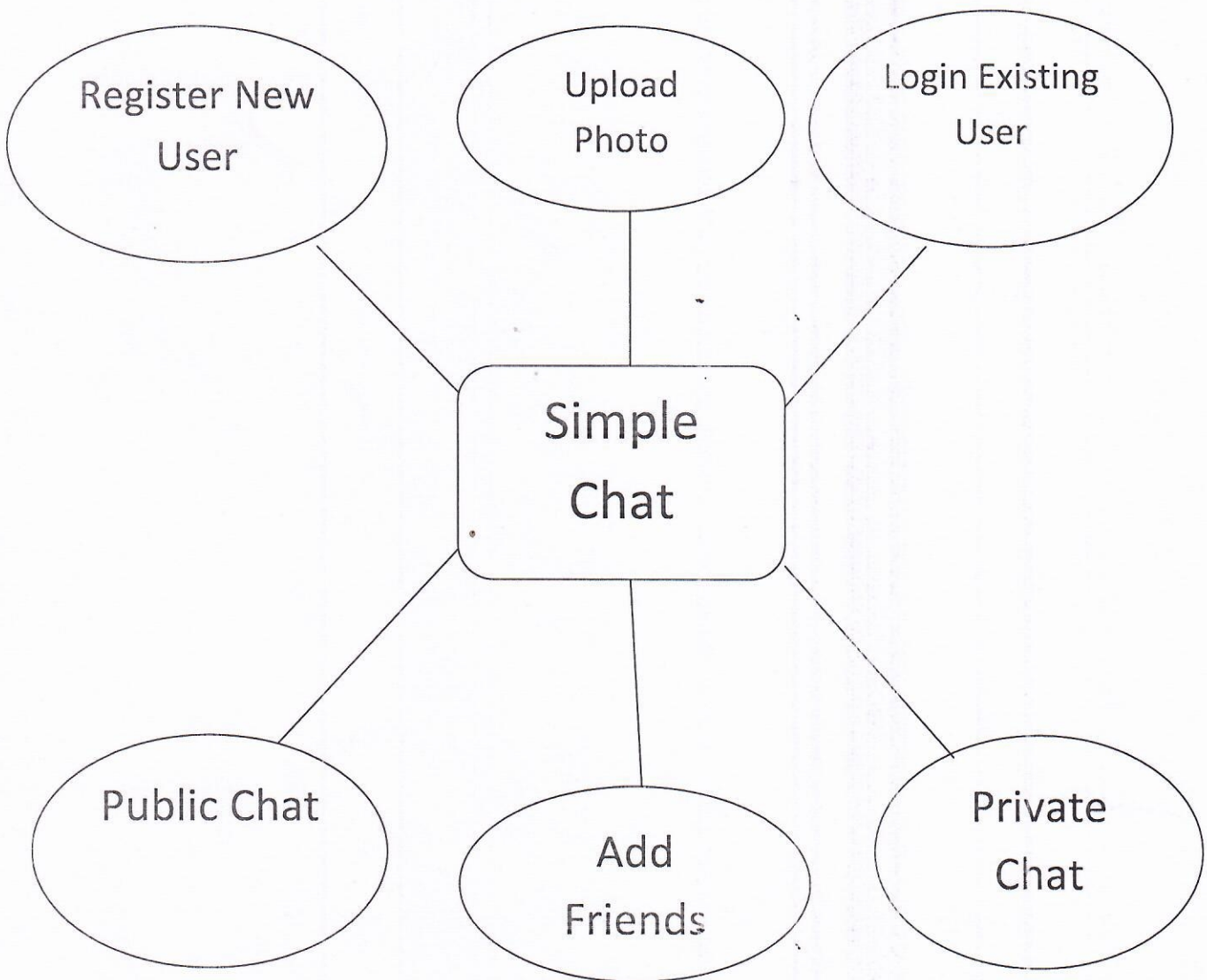
There are two types of development generic software. Their standard alone system which are produced by development and solved on the open

market to any customer who is able to buy them are the generic product.

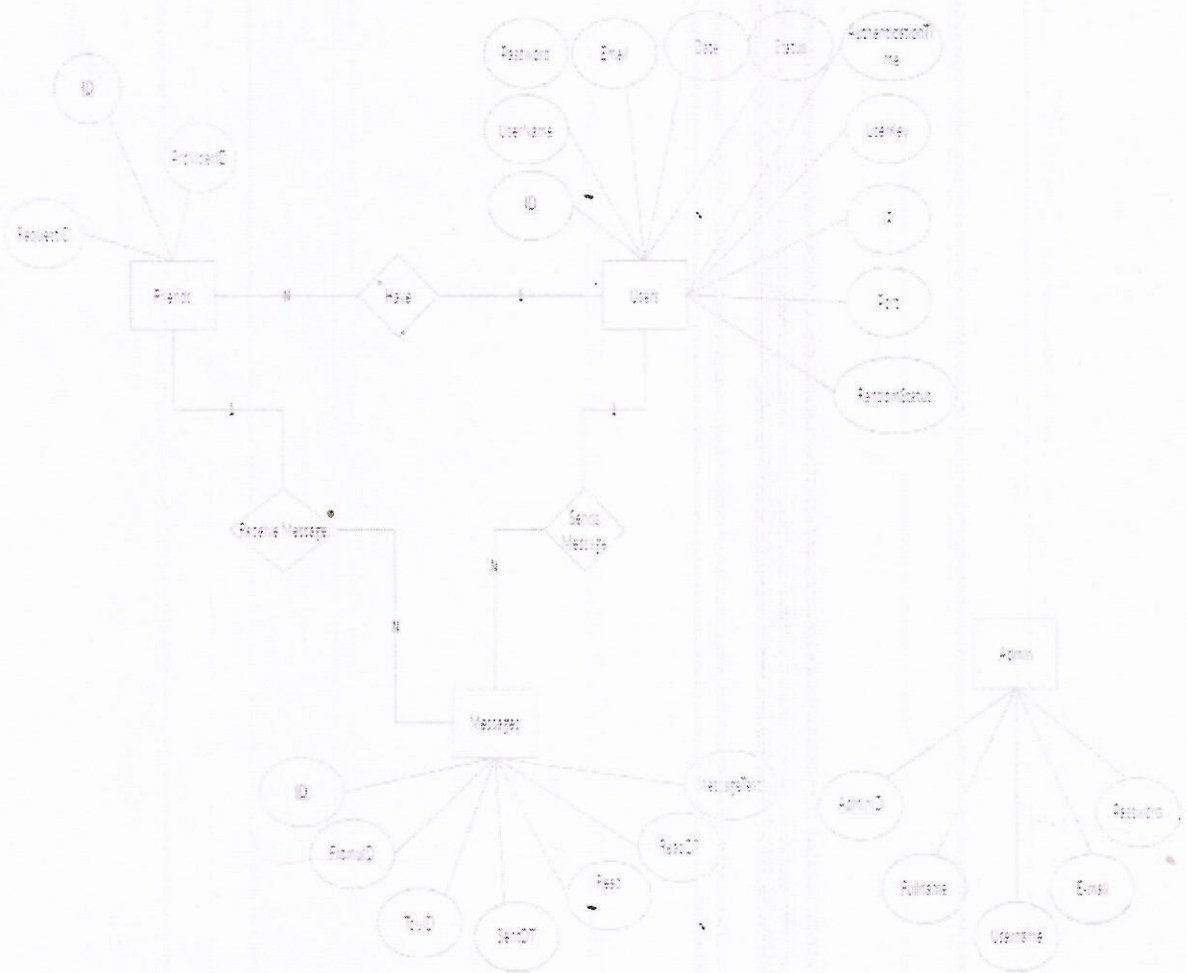
Customize product are the system which are commission by a particular customer. The software is developed specifically for the customer by some contract. Software engineering is the technology discipline concern with systematic production and maintenance of software products that are developed on time with in cost estimates. Software engineering a new technological discipline distinct from other engineering is based on computer science, management science, Economics, and communication skills & Engineering approach to problem solving. Software engineering required both technical skills. Management science provides the information for software management.

Design

A. DFD (Data Flow Diagram):-



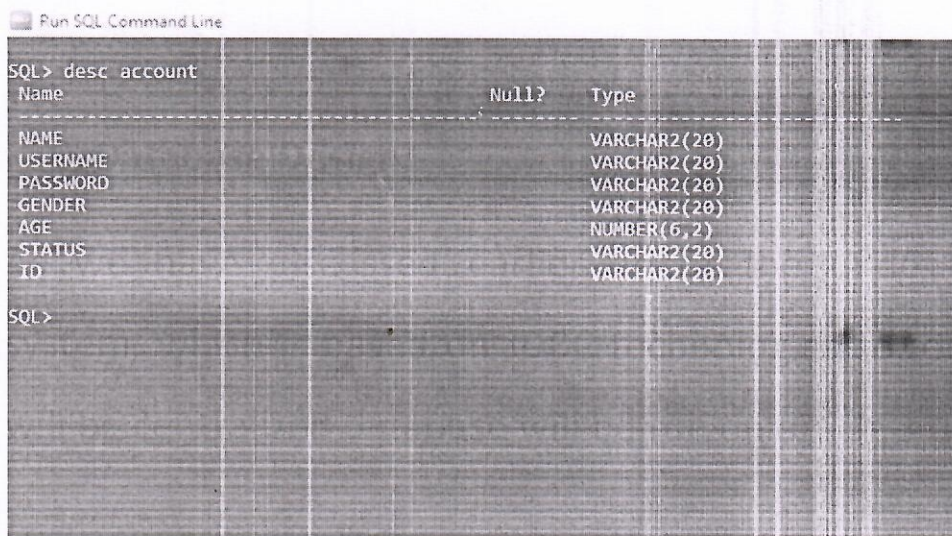
B. ER(Entity Relationship) Diagram:-



C. Database Design:-

As we have discussed earlier about the under developing system, which is based on JDBC technologies so, our database will be centralized database will be run on oracle 11g.

1. User Account/Login User Table:-



```
Run SQL Command Line
SQL> desc account
Name                               Null?    Type
-----
NAME                                VARCHA2(20)
USERNAME                             VARCHA2(20)
PASSWORD                             VARCHA2(20)
GENDER                               VARCHA2(20)
AGE                                  NUMBER(6,2)
STATUS                              VARCHA2(20)
ID                                   VARCHA2(20)
SQL>
```

2. Private Chat Table:-

```
Run SQL Command Line
SQL> desc private_chat
Name                               Null?   Type
-----
MSG_ID                             VARCHA2(20)
MESSAGE                             VARCHA2(40)
SENDER                              VARCHA2(20)
RECEPIENT                           VARCHA2(20)
STATUS                              VARCHA2(20)
SQL>
```

3. Public Chat Table:-

```
Run SQL Command Line
SQL> desc public_chat
Name                               Null?   Type
-----
MESSAGE                             VARCHA2(20)
USERNAME                             VARCHA2(20)
SQL>
```

4. Friends Table:-

```
Run SQL Command Line
SQL> desc friends
Name                               Null?   Type
-----
YOU                                 VARCHA2(20)
YOURFRIEND                         VARCHA2(20)
STATUS                             VARCHA2(20)
SQL>
```

5. Request Table:-

```
Run SQL Command Line
SQL> desc request
Name                               Null?   Type
-----
REQUEST                            VARCHA2(20)
REQUESTSENDER                      VARCHA2(20)
REQUESTRECEIVER                   VARCHA2(20)
SQL>
```

D. Form Design:-

1. Register New User:

```
254 } catch (ClassNotFoundException ex) {
255     java.util.logging.Logger.getLogger(Login.class.getName()).log(java.util.logging.Level
256 ) catch (InstantiationException ex) {
257     java.util.logging.Logger.getLogger(Login.class.getName()).log(java.util.logging.Level
258 ) catch (IllegalAccessException ex) {
259     } catch
260 }
261 }
262
263 REGISTER
264
265 java
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267
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269
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271
272
273
274
275 // Variable
276 private
277 private
278 private
279 private
280 private javax.swing.J
281 private javax.swing.J
282 private javax.swing.JButton login_btn;
283 private javax.swing.JTextField pass_tf;
284 private javax.swing.JLabel signUp_lb;
285 private javax.swing.JTextField user_tf;
286 // End of variable declaration/GEN-ENC variables
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```

The screenshot shows an IDE with a Java file named 'REGISTER.java'. The code includes logging statements, variable declarations for GUI components (JPanel, JButton, JTextField, JLabel), and the registration logic. The execution shows a 'REGISTER' dialog box with fields for Name, Username, Password, Gender, and Age, and buttons for Back and Register. A 'Message' dialog box displays 'Account Created'.

2. Login Existing User:

The screenshot displays an IDE with a Java code editor and a GUI window. The code editor shows the following Java code:

```
223 } catch (ClassNotFoundException ex) {
224     java.util.logging.Logger.getLogger(Login.class.getName()).log(java.util.logging.Level
225     ) catch (InstantiationException ex) {
226     java.util.logging.Logger.getLogger(Login.class.getName()).log(java.util.logging.Level
227     ) catch (IllegalAccessException ex) {
228     java.util.logging.Logger.getLogger(Login.class.getName()).log(java.util.logging.Level
229     ) {
230     amt().log(java.util.logging.Level
231     )
232     }
233 }
234 }
235 }
236 }
237 }
238 }
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298 }
299 }
300 }
```

The GUI window, titled "Sign Up2", contains the following elements:

- Username: amit02
- Password: salunke8
- Login button
- Sign Up2 button
- Message dialog box: Login functionality

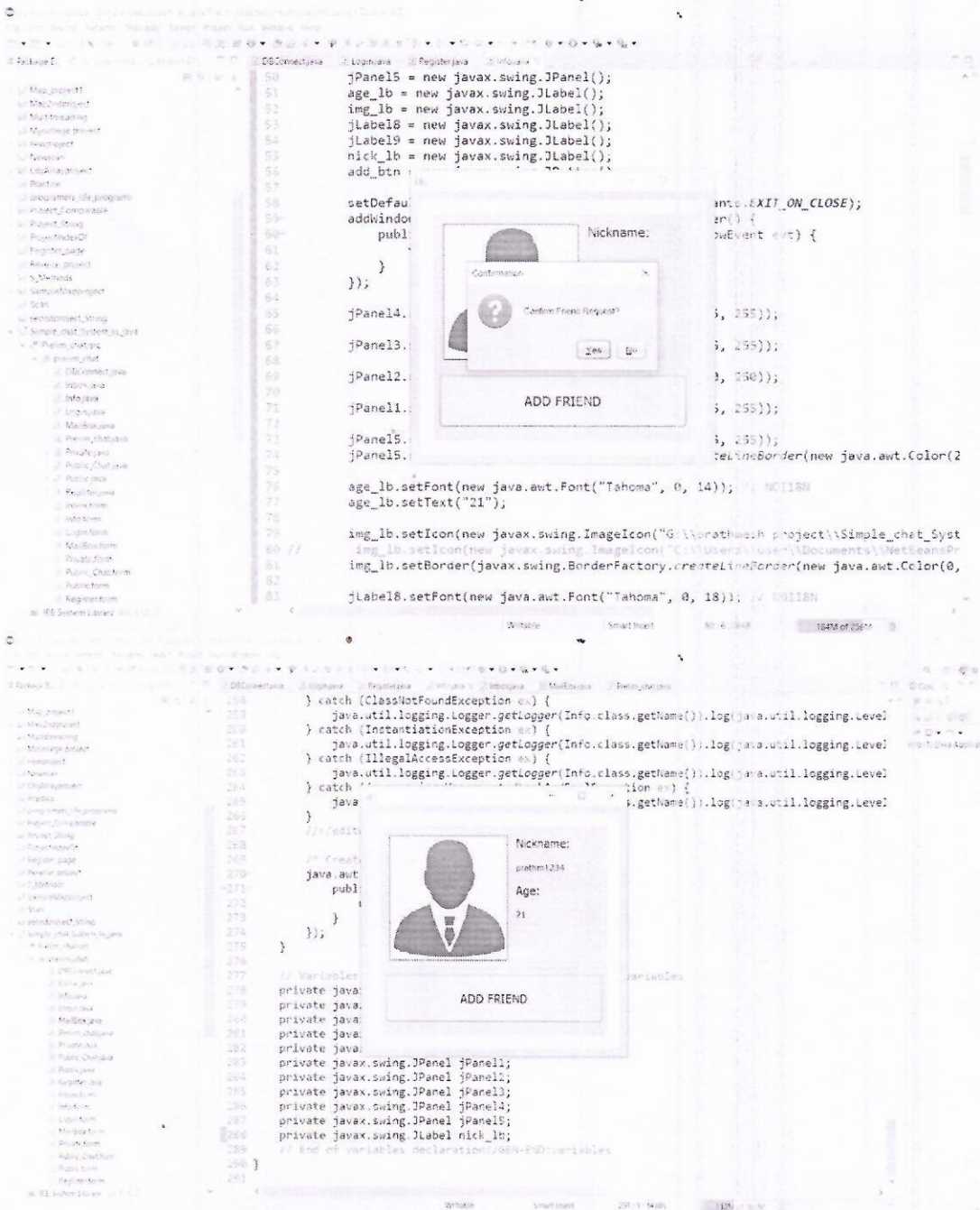
The IDE interface includes a package explorer on the left, a code editor in the center, and a console/output window at the bottom.

3. Home Page:

The screenshot displays an IDE with a Java source file on the left and a Swing window titled "Profile ID" in the center. The code includes a try-catch block for a database connection, a variable declaration for a profile ID, and a Swing window with a photo upload area, nickname and age input fields, and "PUBLIC CHAT" and "LOGOUT" buttons. The IDE interface includes a package explorer on the left, a toolbar at the top, and a status bar at the bottom.

```
273 } catch (ClassNotFoundException ex) {
274     java.
275 } catch (
276     java.
277 } catch (
278     java.
279 } catch (
280     java.
281 )
282 //edito
283
284 // Create
285 java.awt.
286 publi
287 n
288
289 }
290
291 });
292
293 }
294
295 // Variables
296 private javax
297 private javax
298 private javax
299 private javax
300 private javax
301 private javax
302 private javax
303 private javax.swing.JFrame profile;
304 private javax.swing.JLabel signUp_lb;
305 private javax.swing.JTextField user_tf;
306 // End of variables declaration//GEN-END:variables
```

4. Add Friend:



```
50 jPanel5 = new javax.swing.JPanel();
51 age_lb = new javax.swing.JLabel();
52 img_lb = new javax.swing.JLabel();
53 jLabel8 = new javax.swing.JLabel();
54 jLabel9 = new javax.swing.JLabel();
55 nick_lb = new javax.swing.JLabel();
56 add_btn = new javax.swing.JButton();
57
58
59 setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
60 addWindowListener(new WindowAdapter() {
61     public void windowClosing(WindowEvent evt) {
62         dispose();
63     }
64 });
65
66 jPanel4.setBounds(100, 100, 300, 150);
67 jPanel3.setBounds(100, 160, 300, 210);
68 jPanel2.setBounds(100, 220, 300, 270);
69 jPanel1.setBounds(100, 280, 300, 330);
70 jPanel5.setBounds(100, 340, 300, 390);
71
72 age_lb.setFont(new java.awt.Font("Tahoma", 0, 14)); // NOI18N
73 age_lb.setText("21");
74
75 img_lb.setIcon(new javax.swing.ImageIcon("G:\\orathash\\project\\Simple_chat_Syst\\img\\user1.jpg")); // NOI18N
76 img_lb.setBorder(javax.swing.BorderFactory.createLineBorder(new java.awt.Color(0, 0, 0)));
77
78 jLabel8.setFont(new java.awt.Font("Tahoma", 0, 18)); // NOI18N
79 jLabel8.setText("NickName:");
80
81 jLabel9.setFont(new java.awt.Font("Tahoma", 0, 18)); // NOI18N
82 jLabel9.setText("Age:");
83
84 nick_lb.setFont(new java.awt.Font("Tahoma", 0, 18)); // NOI18N
85 nick_lb.setText("rahim1234");
86
87 add_btn.setText("ADD FRIEND");
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```

The screenshot shows an IDE with two windows. The top window displays Java code for a chat application, specifically the 'Add Friend' functionality. The code includes UI initialization for a confirmation dialog and a friend profile view. The bottom window shows a screenshot of the application's 'Add Friend' dialog box. The dialog box has a 'Confirmation' title bar and a question mark icon. It contains a 'Confirm Friend Request?' message and 'Yes' and 'No' buttons. Below the dialog box is a preview of the friend profile view, which includes a profile picture, a 'Nickname:' label with the value 'rahim1234', an 'Age:' label with the value '21', and an 'ADD FRIEND' button.

5. Friends/Friend Requests:

The screenshot displays an IDE with a Java class named `Profile` and a corresponding GUI window. The code includes exception handling for `ClassNotFoundException` and `IOException`, and declares several private variables of type `javax.swing`. The GUI window has two tabs: "Friends" and "Friend Request".

```
254 } catch (ClassNotFoundException ex) {
255     java.
256 } catch (
257     java.
258 } catch (
259     java.
260 }
261 //edito
262
263 // Create
264 java.awt.
265     publi
266     n
267
268
269
270
271 });
272
273 }
274
275 // Variables
276 private javax
277 private javax
278 private javax
279 private javax
280 private javax
281 private javax
282 private javax
283 private javax.swing.JButton signUp_btn;
284 private javax.swing.JLabel signUp_lb;
285 private javax.swing.JTextField user_tf;
286 // End of variables declaration, add-end variables
```

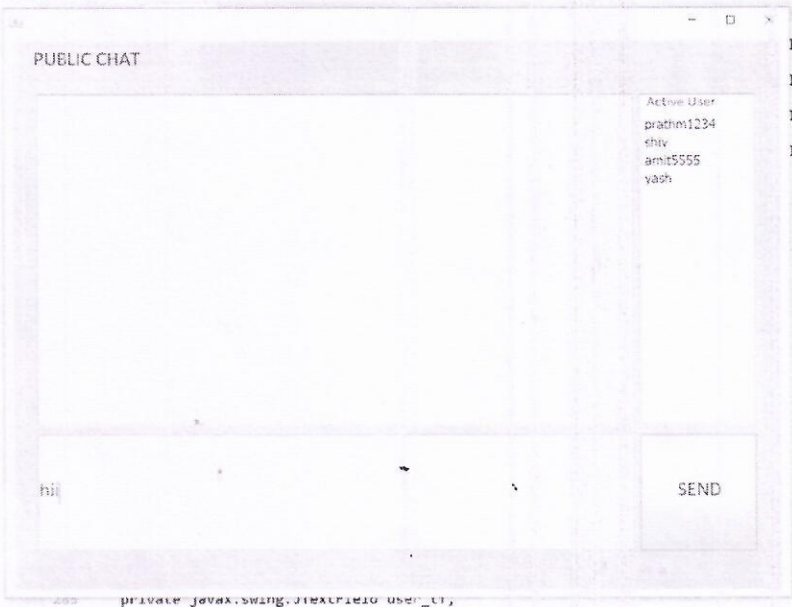
The GUI window titled "Profile" contains two tabs: "Friends" and "Friend Request". The "Friends" tab is currently selected and shows a list of names. The "Friend Request" tab is also visible but empty.

6. Inbox:

```
254     } catch (ClassNotFoundException ex) {
255         java.
256     } catch (
257         java.
258     } catch (
259         java.
260     }
261 }
262 //</edito
263
264 // Create
265 java.awt.
266     publi
267     n
268
269
270 }
271 });
272
273 }
274
275 // Variables
276 private javax
277 private javax
278 private javax
279 private javax
280 private javax
281 private javax
282 private javax
283 private javax.swing.JFrame profile;
284 private javax.swing.JLabel signUp_lb;
285 private javax.swing.JTextField user_tf;
286 // End of variables declaration//GEN-END:variables
```

The screenshot shows an IDE window with a Java file named 'Profile.java'. The code is partially visible, showing exception handling for 'ClassNotFoundException' and 'FileNotFoundException'. A 'Create' method is defined, which is currently empty. Below the method, several private variables are declared, including 'profile' (a JFrame), 'signUp_lb' (a JLabel), and 'user_tf' (a JTextField). A 'Profile' window is overlaid on the code, displaying an 'INBOX' form with two tabs: 'Details' and 'Date/Time'. The 'Details' tab is active, and the form is currently empty.

7. Public Chat:



The screenshot shows an IDE window with a project explorer on the left and a Java Swing window titled "PUBLIC CHAT" in the center. The project explorer lists various packages and classes, including "Addition", "Assignment", "Bank", "CollectionProject", "CollectionPractice", "Comparator", "DatabaseConnection", "Employee", "Emailer", "ExcerciseHandling1", "HashMap", "HotelDatabase", "LibraryManagementSystem", "LinkedList", "LoginPage", "MapProject", "MathsProject", "MatrixWala", "Multiplication", "Number", "NumberProject", "Palindrome", "QueueProject", "Queue", "ProjectManagementProgram", "ProjectCompletion", "ProjectDemo", "ProjectDemoOf", "ProjectPage", "ReverseProject", "S_Maths", "SerialMainProject", "Scan", "SendProjectUsing", "SimpleChatSystemInJava", "SimpleLibraryManagementSystem", "SimpleProgram", "StackProject", "StringMethods", "StringProject", and "StringReversi".

The "PUBLIC CHAT" window displays the following content:

```
Active User  
prathin1234  
shiv  
arnit5555  
yash
```

Below the list of active users is a text input field containing "hi" and a "SEND" button.

The source code at the bottom of the IDE shows the following snippet:

```
private javax.swing.JTextField user_tf;  
286 // End of variables declaration//GEN-END:variables
```

1. logging.Level

1. logging.Level

1. logging.Level

1. logging.Level

8. Logout:

The screenshot shows an IDE with a Java file named `ProfileID.java`. The code defines a class `ProfileID` that extends `JFrame`. It includes a `logout` button and a `logout` method that displays a `JOptionPane` dialog box asking "Are you sure you want to logout?".

```
253 } catch (ClassNotFoundException ex) {
254     java.
255 } catch (
256     java.
257 } catch (
258     java.
259 } catch (
260     java.
261 }
262 //edito
263
264 /* Create
265 java.awt.
266 publi
267 n
268
269 }
270
271
272
273 )
274
275 // Variables
276 private javax
277 private javax
278 private javax
279 private javax
280 private javax
281 private javax
282 private javax
283
284 private javax.swing.JButton signUp_btn;
285 private javax.swing.JLabel signUp_lb;
286 private javax.swing.JTextField user_tf;
287 // End of variables Declaration//GEN-END:variables
```

The dialog box titled "Logout" contains the text "Are you sure you want to logout?" and two buttons: "Yes" and "No".

Report

It has been a great pleasure for me to work on this exciting and challenging project. Our project is only a humble venture to satisfy the needs to manage their project work. Several user friendly coding have also adopted. This package shall prove to be a powerful package in satisfying all the requirements of the school. The objective of software planning is to provide a frame work that enables the manager to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses.

At the end it is concluded that we have made effort on following points...

- A description of the background and context of the project and its relation to work already done in the area.
- Made statement of the aims and objectives of the project.
- The description of Purpose, Scope, and applicability.
- We define the problem on which we are working in the project.

- We describe the requirement Specifications of the system and the actions that can be done on these things.
- We understand the problem domain and produce a model of the system, which describes operations that can be performed on the system.
- We included features and operations in detail, including screen layouts.
- We designed user interface and security issues related to system.
- Finally the system is implemented and tested according to test cases.

Software & Hardware requirements

1. Hardware Requirements:

- System with Intel Dual Core.
- 512 MB RAM or above.
- 40 GB Hard Disk or above.

2. Software Requirements:

- Operating System: Windows 7 (Or latest)
- Java.
- Back End: Oracle.

References

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2. www.JavaTpoint.com
3. www.w3schools.com
4. www.codecademy.com
5. www.freecodecamp.com