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Implementation of Chatting Application – Chatbox

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ABSTRACT

Chatting is a method of using technology to bring people and ideas together despite the geographical barriers. This is Chatbox application; this project is based on local area network(LAN). It is a client server application program developed in PHP. Here the individual can chat with one-to-one or one-to-many through LAN connection. Even they can exchange files from one computer to another. Administrator can view logs through server. This application is helpful in submitting information and to connect with workplace staff. The objective of Chatbox application is to facilitate text messaging, data transfer without size restriction which is commonly seen in most of the messaging applications.

Keywords : Client, Server, text messaging, file transfer, session, LAN.

I. INTRODUCTION

Communication is a mean for people to exchange messages. It has started since the beginning of human creation. Distant communication began as early 1800 century with the introduction of television, telegraph and many more. Telephone communication stands out as the fastest growing technology, from fixed line to wireless. Chatting is a method of using technology to bring people and ideas together. The technology has been available for years but the acceptance is quit recent. Our project is an example of offline chat. It consists of 2 applications, the client application and Server application. To start chatting client should get connected to server.

II. RELATED RESEARCH

Pooja Purohit, Sakhare Shital, Kothari Rasika and Jadhav Dipali proposed LAN messenger application which is a client-server application program developed in visual studio 2005(VB.NET). Ms. Rakshanda.V.Chate, Ms. Meghana Shivshankar, Ms. Jyothi B provides the implementation of chatting application ICHAT in which chatting over a LAN Network is done[1]. Ibrahim Muhammed Abba, Mia Torres-Dela Cruz, Umopathy Eaganathan, Janet Gabriel developed a LAN chat messenger (LCM) using rational unified process (RUP) methodology with object oriented programming[4].

III. THE PROPOSED SYSTEM

This project is to create a chat application with a server and clients to enable the clients to chat with

V. FINAL PRODUCT

many other clients in the same common chat group. It is a centralized system with centralized database server. It allows admin to fine logs of other users. Existing system requires Internet connection whereas in proposed system only intranet connection is required. This project is to simulate the multicast chatting. The main purpose of this project is to provide multiple chatting functionality through network. This project can plays an important role in organizational field where employees can connect together through LAN. This system is useful for those who can not afford to have an internet connection. This makes communication possible among number of LAN users simultaneously. Any message, files or other documents remains the same until the user deletes from the chat.

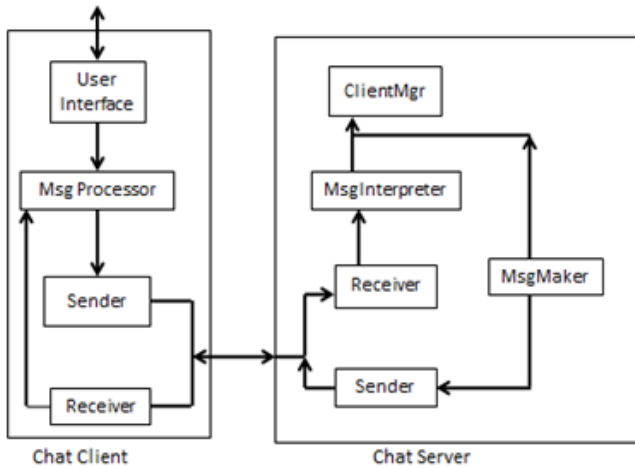


Fig 1 : Client-Server Architecture

IV. SYSTEM REQUIREMENTS

Software :

Front End: PHP 7 & 5 Language, HTML, CSS

Back End: My SQL I

Tool: XAMP

Hardware :

LAN System Connection

OperatingSystem:Windows XP

RAM :1 GB

Processor: Intel Core i3

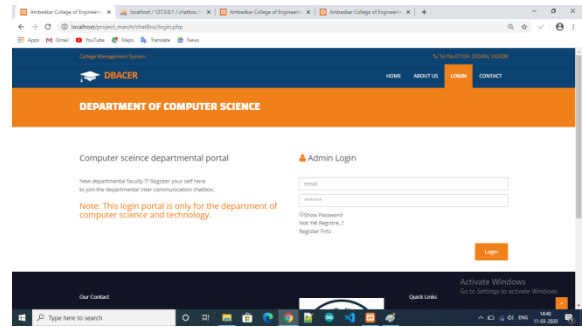


Fig 2 : Login Page

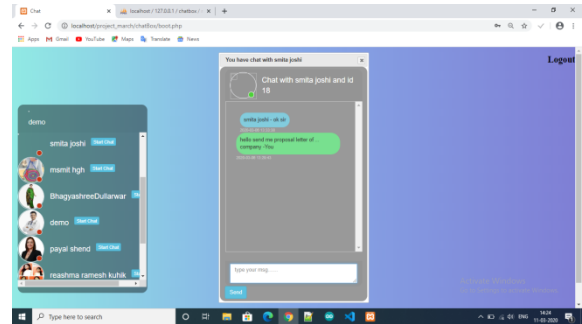


Fig 3 : Admin Chatbox

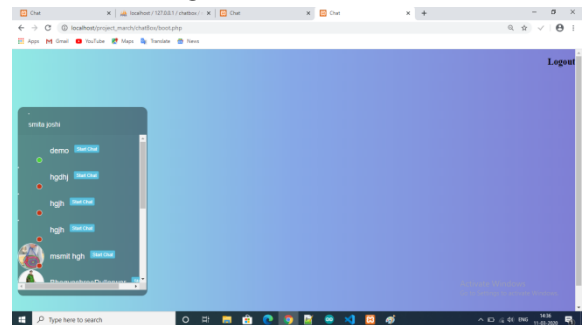


Fig 4 : Online Notifications

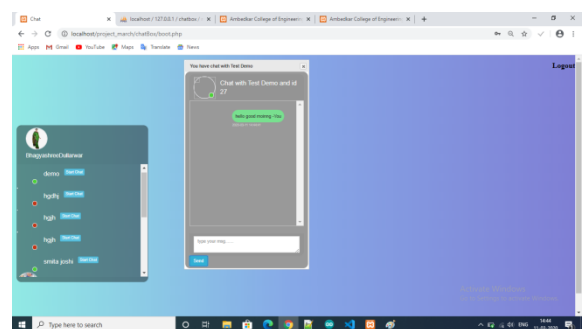


Fig 4 : Multiple User Shown Online

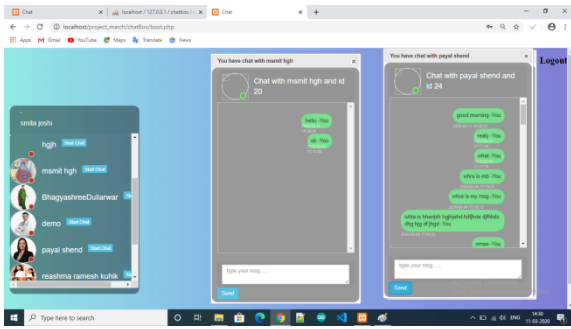


Fig 5 : Multiple Chat

VI. CONCLUSION AND FUTURE ENHANCEMENT

We have completed our project work using system analysis and design approach. We have done work with preplanned scheduling related with time constraints and result oriented progress in project development. We experienced that developing this software helped enhance our technical skills of programming.

In future, voice and video calling can be implemented in this application. If any organization having a vast LAN network then we can add encryption algorithms to provide data security.

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