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WEB CHAT STATION

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ABSTRACT

In the modern world, people are communicating more over the internet than in person and many of people have choose network chatting tools for communication. Applications such as these facilitate communication over great distances. Therefore, this application must both be real-time and multi-platform to be used by many users. The web-based real-time chatting application does not require any additional third-party program, and the visual communication could be established without difficulty. The text communication is transferred through the servers and the data transmission is facilitated through point-to-point connection between servers.

Keywords: Chatting, Real-Time, Multiplatform.

I. INTRODUCTION

With the development in information technology, communication has become easier like never before. There are applications that help in the process of communication by relaying texts, images, files, etc. from one person to the other. Several such applications do exist that serve as a means to communicate to a large population. Such applications are often aimed at the general public and serve the society as a whole. There are very few applications that facilitate communication within organizations such as institutes, industries, and companies etc. that limit the number of users and keep the content being transferred among the users of the organization private. Therefore, this project, the web chatting application, is aimed at to overcome this problem and to provide users with a much better platform that keeps the texts at bay and confined within a boundary. This Web Application is made by using React JS, this is a JavaScript library for building user interfaces React can be used as a base in the development of single-page or mobile applications. And we used an API called Chat engine which handles all the chat which we will discuss below in methodology.

II. METHODOLOGY

Here, we propose our method for the system of Chat Station with the help of React JS aligned with the API called Chat Engine which helps the system to send messages and have data security compatibility integrity with the backup of data/content shared both by the sender and receiver through our system.

In Fig.1 Proposed Architecture we can see our system where the API servers allocates the right data to the authorized client server which will receive the data with full integrity on the lowest medium available on their device. Here the API servers does the wholesome job of data maintainability of data managing all the messages /content that are to be sent to the specific client.

Our system helps the client to connect with the receiver as fast as possible where the API then sub-divide the request as per the service required the Chat Engine API here is more faster than node JS and Mongodb providing the client with at most consistency in the network connection for sharing content, messages, data, document, etc.

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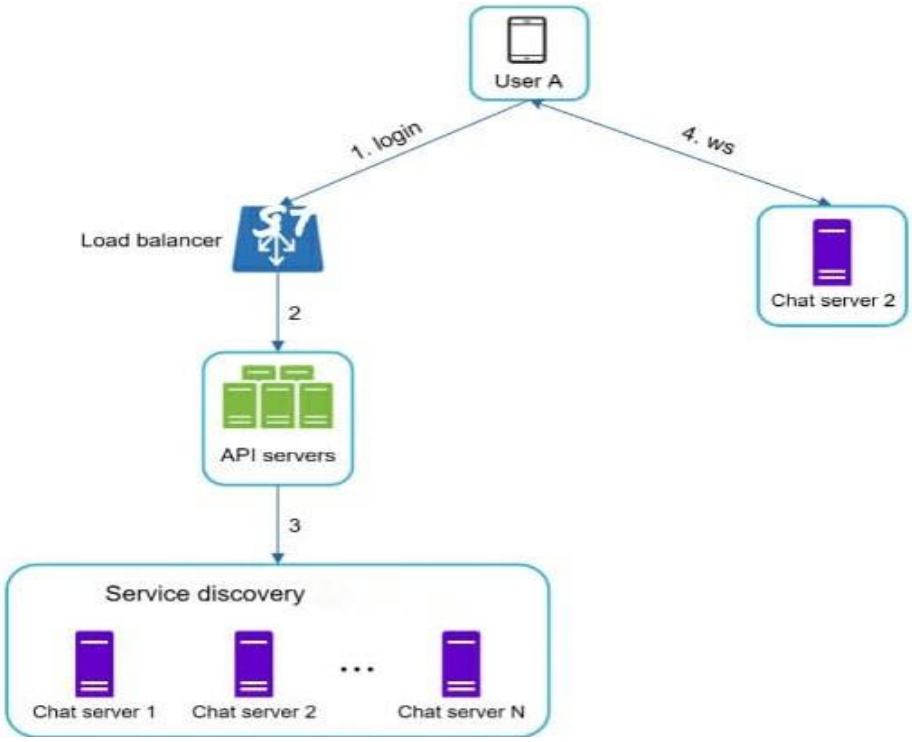

Fig 1: Proposed Architecture

III. RESULTS AND DISCUSSION

Result of our system:

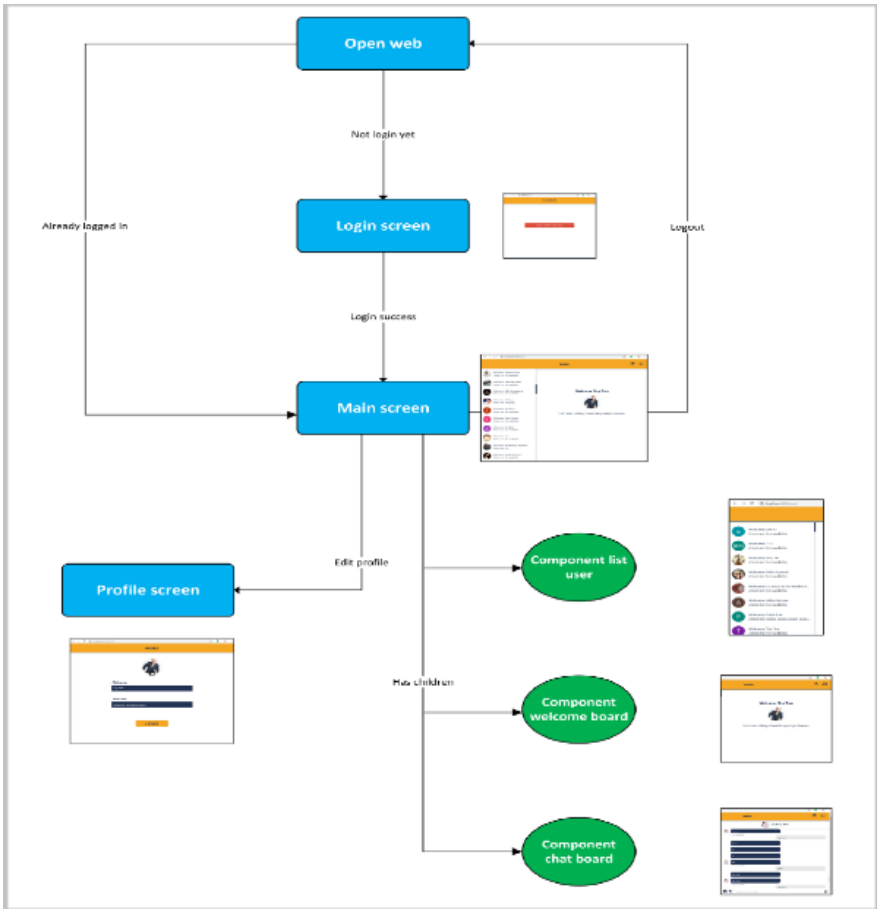

Fig 2: User interface design

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Login Page:

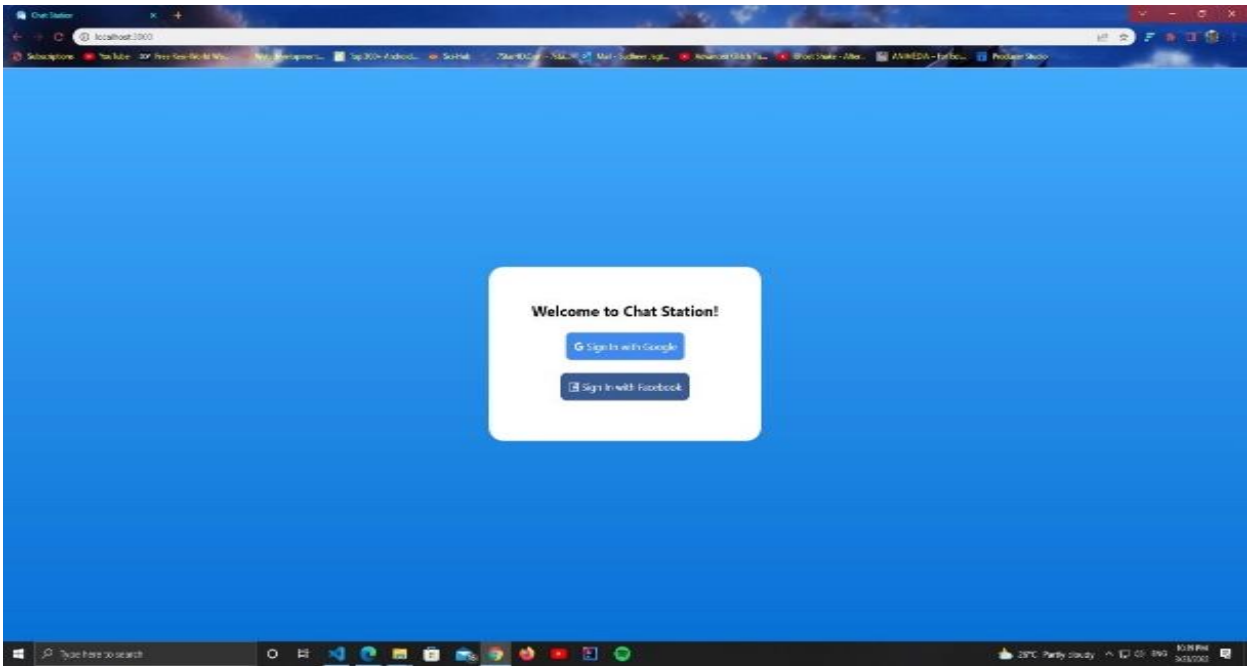

Fig 3: Login Page

Home Page:

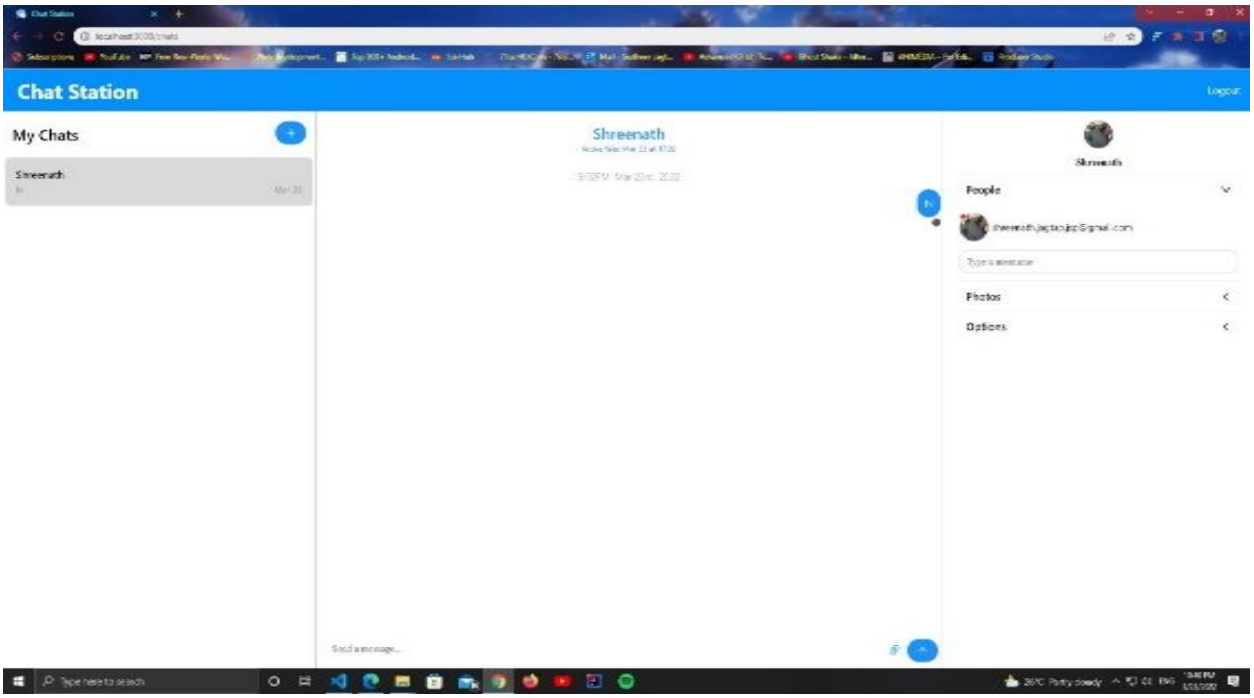

Fig 4: Home page

So, here are some results of the system we propose to you of our web-based chat application in fig.1 We can see the design of the user interface in fig.2 It symbolises the login page of our system and fig,3 Symbolizes the home page or the main interface for chatting.

IV. CONCLUSION

On running the tests, the chat application that we have developed using chat engine, React.js is faster in real-time with a speed less than a second compared to the application developed using PHP and MySQL. Node.js is

faster than PHP and is more structured than PHP in terms of RAM usage. As well as it is web based so there is no need to have more storage on your device in order to have a backup you only need is an internet connection.

ACKNOWLEDGEMENTS

PROF. MR SHINDE MANOJ

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