

Localized Chat Application

(This is a chat application where user can chat with another user based on location.)

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Submitted Date: 02.12.2018



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APPROVAL

This Report titled “Localized Chat Application”, submitted by Md. Kamruzzaman, ID No: 151-35-1087 to the Department of Software Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Software Engineering and approved as to its style and contents.

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DECLARATION

I hereby declare that I have taken this project under the supervision of Md. Fahad Bin Zamal, Senior lecturer, department of Software Engineering, and Daffodil international University. I also declare that neither this thesis nor any part of this has been submitted elsewhere for award of any degree.

.....

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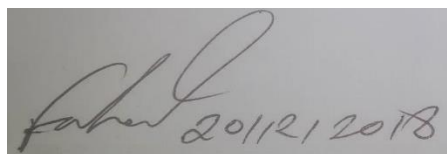
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ACKNOWLEDGEMENT

This Report titled “Localize Chat Application”, submitted by Md. Kamruzzaman, ID No: 151-35-1087 to the Department of Software Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Software Engineering and approved as to its style and contents.

At the commencement, I would like to plaudit to the almighty Allah for providing me benediction, motivation, patience and wisdom to carry out this study as crucial part of software Engineering Program. I am also gratitude to my guardians for their support and caring at me.

I would like to confess the significant support and assistance of my supervisor, Md. Fahad Bin Zamal, Senior Lecturer, Department of software Engineering, Daffodil International University, who has supervised and provided me with the necessary instructions throughout the process to make this work a success.

Once, I would like to thank those who co-operated to collected data and who participated in this study considering their invaluable time.

EXECUTIVE SUMMARY

This is a localized chat application where a user can chat with other users based on location. User can search/change location to find friends on that location. When a user changed location then he /she see friends list only for those specific location. User can send private message using this application. The user of this application can easily share their feelings with each other by sending message and create strong bond among themselves. User can find location based friend where the users are generally active.

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Chapter 1: Introduction

1.1 Project Overview

This is a localized chat application where a user can chat with other users based on location. User can search/change location to find friends on that location. When a user changed location then he/she see friends list only for those specific location. The technology has been available for years but the acceptance it was quit recent. Our project is an example of a localized chat server. It is made up of 2 application the client application, which run on the user's Pc and server application, which run on any Pc on the network. To chatting client should get connected to server where they can practice kinds of chatting, between any two users only and during the one security measures were taken.

1.2 Project Purpose

The goal of this project will focus on implementing localized chat application where user can communicate other users based on location. Communication: To develop an instant messaging solution to enable to enable to seamlessly communicate with each other. User friendliness: The project should be very easy to use enabling even a novice person to use it.

1.2.1 Background

Already many chat application exists on market but my chat application is in different concepts. There is no chat application where user can chat with friends according to their location. So I decided to implement a chat application where user can chat with friends according to their location. This application will focus on providing High quality usability experiences to users mainly following reliable commination among users.

1.2.2 Scope of the project

- Localized chat application will be a web application where user can be send message to other user based on location, it will be able to communicate users using point to point Communication.
- The limitation of this application is user can't live Chat & it does not support audio and video conversation.
- There is more chance of getting help easily in any danger.
- User can communicate based on location.

1.2.3 Benefits

- It can be used for collaboration.
- If you don't know about a place where you come in first time, then you can get help from those who are active on that location.
- It will be easy to find out where your friends are available there by this application.

1.3 Stakeholders

All human being will use this chat application. They can add location as a user. The can change location info easily. Also they add their account that happens or running on the market. By this function user can create new account that can be change. For creating account he/she have to give some info about title name, account applying.

1.4 Project Schedule

In project schedule I discuss about plan and purpose, requirement analysis, System design / prototype, Implement, Testing, Documentation. I describe start and finish time duration etc.

1.4.1 Gantt chart

Table 1.1 Gantt chart

No	Name	Start	Finish	Duration	September	October	November	December
1	Plan & purpose	16/09/2018	23/09/2018	7 days				
2	Requirement	08/10/2018	15/10/2018	8 days				
3	System design/prototype	16/10/2018	31/10/2018	16 days				
4	Implement	01/11/2018	10/11/2018	10 days				
5	Testing	13/11/2018	20/11/2018	7 days				
6	Documentation	21/11/2018	01/12/2018	10 days				

1.4.2 Milestone

This section will deal with the timeline and location of the development of the chat application. Development Due to the lack of PHP experience, while I develop the chat application, I will practice with PHP and use the chat application as workplace. I will fix a milestone to finish the project criteria according to Gantt chart. There are Practice of Graphical User Interface and practice techniques between client and server. I will use develop libraries like data structure for users online and develop a library for a chat history.

Chapter 2: Software Requirement Specification

2.1 Functional Requirement & Non Functional Requirement

2.1.1 Functional Requirement

Table 2.1 Functional Requirement User Registration

FR-01	User Registration
Description	User must be able to registration for the application through a valid email address. On the web application, user must be prompted to register their Email Address and must be upload a picture. If user skips this step, application should close. The user Email Address will be the unique identifier of his account on Chat Application.
Stakeholder	User

Table 2.2 Functional Requirement User Login

FR-02	User Login
Description	User must be able to Login for the application through a valid email address and password. User login conform form show the chat application.
Stakeholder	User

Table 2.3 Functional Requirement Send Messages

FR-03	Send Message
Description	User should be able to send instant message to any contact to any on his chat application contact list. User should be notified when message is successful delivered to the recipient by displaying a tick sign next to the message sent.
Stakeholder	User

Table 2.4 Functional Requirement Read Message

FR-04	Read Message
	User should be able to read instant message to any contact to any on his chat application contact list.
Stakeholder	User

Table 2.5 Functional Requirement Message Status

FR-05	Message Status
Description	User must be able to get information on whether the messages sent has been read by the intended recipient. If recipient reads the message, two ticks must appear next to the message read.
Stakeholder	User

2.1.2 Non Functional requirement

Table 2.6 Non Functional requirement Privacy

NFR-01	Privacy
Description	Messages shared between users should be encrypted to maintain privacy.
Stakeholder	User

Table 2.7 Non Functional requirement Robustness

NFR-02	Robustness
Description	In case user's device crashes, a backup of their chat history must be store on remote database servers to enable recoverability.
Stakeholder	User

Table 2.8 Non Functional requirement Performance

NFR-03	Performance
Description	Application must be lightweight and must send messages instantly.
Stakeholder	User

2.2 Performance Requirement

2.2.1 Speed and latency Requirements

The system is required a fair amount of speed especially while browsing account conversation

Table 2.9 Speed and latency Requirement

SLR-1	The chat application will be aggressive
Description	The message browsing system will be speedily. It also depends on users' internet connection.
Stakeholder	User
Fit Criterion	The application will monitor on the registered chat application user and how they get more flexibility to browser our website

2.2.2 Capacity Requirements

The system chat application is able to manage all the incoming information from user.

Table 2.10 Capacity Requirements

CR-1	The application will manage in information database.
Description	The information of user will be store in database.
Stakeholder	User
Fit Criterion	The user is able to observe the data in database.

2.3 Dependability Requirements

2.3.1 Reliability

In order to support localized chat application and user the system is available around the time. On the other hand others most services in localized chat application is not critical. Most important the data collecting can handle times of localization as the users interact with high availability in our system.

Table 2.11 Reliability

Localized Chat Application	The application must be available
Description	The system must be available to the user 24 our per day. Planned localization can be occur during time of application upgrade.
Stakeholder	User
Fit Criterion	The system is available 24*7 with the following exception. The system is unavailable with prior information for an unlimited time.

2.3.2 Robustness or Fault Tolerance Requirement

Our localized chat application will not crash from minor error.

Table 2.12 Robustness or Fault Tolerance Requirement

RFT-1	The system handles over access and system
Description	Some multiple user can over access to the localized chat app. The system will after 1.0 will allow multiple server to handle incoming data.
Stakeholder	Localized chat application Client server
Fit Criterion	The application is able to cover the minor errors in application and will help to user localized chat app web application smoothly.

2.4 Maintainability & Supportability Requirements

2.4.1 Supportability Requirements

In order to understand the localized chat application behavior on a technical level require by the user. The reasons for reading them might be....

Localized chat Application malfunction has occurred & the user has to find the exact point of time when this happened.

The system produces wrong information & the development must be able to reproduce the data flow through the chat application. [1]

2.4.2 Scalability or Extensibility Requirement

Localized chat application in online platform for user. In order to be able to address all possible stakeholders the localized chat application has to be able to perform at conditions that go beyond scenarios.

Search Hosting: Thus local installation is avoid if possible. The server side a part of localized chat application is expected inside the PHP server side technically be shared amongst clients. [1]

2.5 Security Requirements

2.5.1 Integrity Requirements

To protect credentials of user from being stolen, all password are stored in encrypted form. The Requirement significantly the value of stolen credentials, it's not easy to decrypt the password.

2.5.2 Privacy Requirements

The application provide a protection of the database in localized chat application. The personal data mode available on the application & the large share of people that will be access to it through localized chat app register. The user privacy will be success by the limited access that the log in process is checking the database. The privacy of user will be protected.

2.6 Usability and Human – Interaction Requirements

2.6.1 Ease of Use Requirements

Localized chat application has an easily understand design in order for user to use it. It provides essential information when user commit possible. [2]

2.6.2 Personalized and internationalization Requirements

The user's personnel message chat in choice his friend and user can be altered or configured to account. [2]

2.7 Look and Feel Requirements

2.7.1 Style Requirement

I will proved a web based user interface. This requirement does not only define to use a CSS but although requirement regarding the CSS'S content.

2.8 Operational and Environmental Requirements

2.8.1 Expected Physical Environment

Localized chat application services from any environment. It is online web based, so any user can use from any environment just need internet connection.

Table 2.13 Expected Physical Environment

EPR-1	Localized chat app services environment.
Description	Since it is online web based, user can from anywhere from any environment use this just need internet connected.
Stakeholder	User
Fit Criterion	The system is able to give location base chatting to any environment.

2.8.2 Release Requirement

There are no specific release requirements. Some additional information on how releases are planned described in deliverable of release planning phase.

Chapter 3: System Analysis

3.1 System user (Use case Diagram)

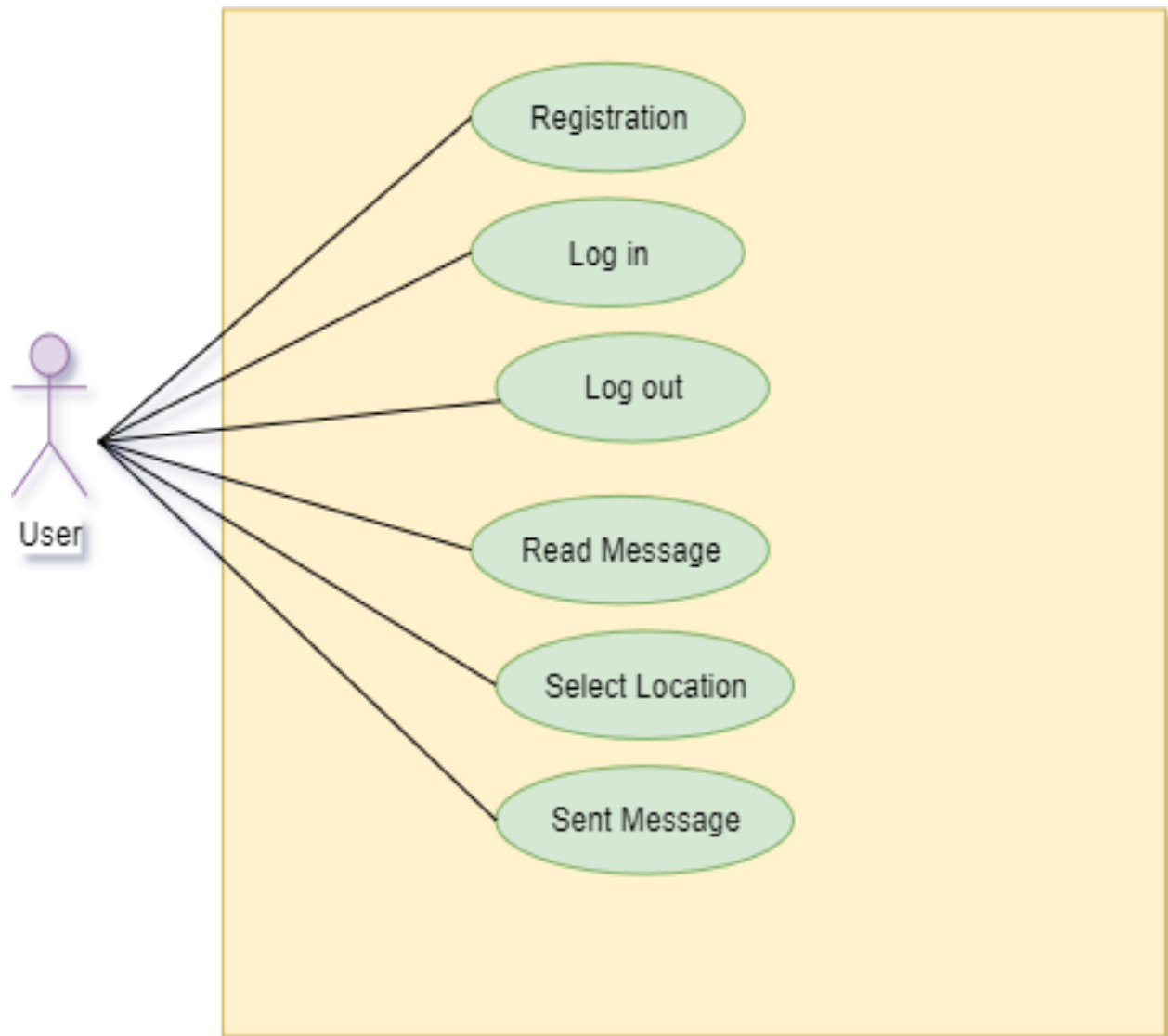


Figure 3.1 Use case Diagram

3.1.1 Registration

Table 3.1 Registration

Use Case	Registration
Actor	User
Trigger	The User to access the Localized chat application
Pre-Condition	User account must be registered
Scenario	• The user opens the registration page. • The user enter the email address. • The user enter the password. • The user enter the conform password. • The user chose the picture • The use select the location • The system validation username & password.
Alternative Path	Automatic forwarding the registration page • Accessing protected localized chat app function will automatically forwarding the user to the login page in case that they are not logged yet.

3.1.2 Login

Table 3.2 Login

Use case	Login
Actor	User
Trigger	The user wants to access the localize chat application
Pre-Condition	User account must be registration
Scenario	• The user opens the login page. • The user enter the Email address. • The user enter the password. • The user click login button • The system validation username & password & creates anew (http) session.
Alternative path	Automatic forwarding the login page: • Accessing protected localized chat app function will automatically forward the user to the login page in case that they are not yet.

3.2 Create account

Table 3.3 Create account

Use Case	Create Account
Actor	User
Trigger	The user wants to access the localize chat app
Pre-Condition	User must be registered
Scenarios	- Click on create id menu - Then click create profile
Alternative Path	Automatic forwarding the login page: Accessing protected localized chat app function will automatically forward the user to the login page in case that they are not logged yet.

3.3 Sent Message

Table 3.4 Sent Message

Use Case	Send message
Actor	User
Trigger	The user wants to access the localized chat app
Pre-Condition	Use must be registered
Scenarios	- Click on inbox - Typing the keyword - Then tap on send button
Alternative	Automatically forwarding the login page: Accessing protected chat app automatically forward the use the login page in case that they are not logged yet.

3.4 Read Message Use Case

Table 3.5 Read Message Use Case

Use Case	Read Message
Actor	User
Trigger	The user went to feedback the location chat app
Pre-Condition	User must be registered
Scenarios	- Click on inbox - Typing the keyword
Alternative	Automatically forwarding the login page Accessing protected chat app automatically forward the use the login page in case that they are not logged yet.

3.5 Select Location

Table 3.6 Select Location

Use case	Select Location
Actor	User
Trigger	The user select and change location
Pre-Condition	Search and select location
Scenarios	- The user select location - The user select district
Alternative Path	User can chose location and sent the message

3.5 Logout

Table 3.7 Logout

Use Case	Log out
Actor	User
Trigger	The user wants to end the session
Pre-Condition	The user is logged into the chat app
Scenarios	- The user clicks the “logout” button - The system closes the http session & forwards the user to the home page.
Alternative Path	User can although be logged out by a session timeout.

3.6 Activity Diagram

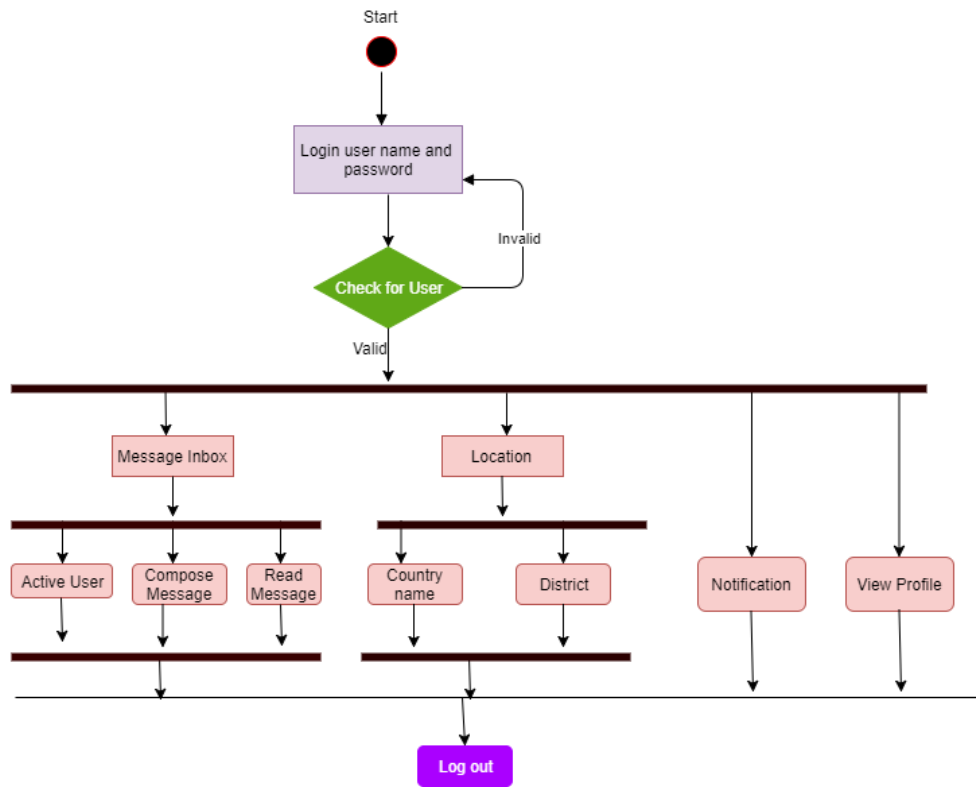


Figure 3.2 Activity Diagram

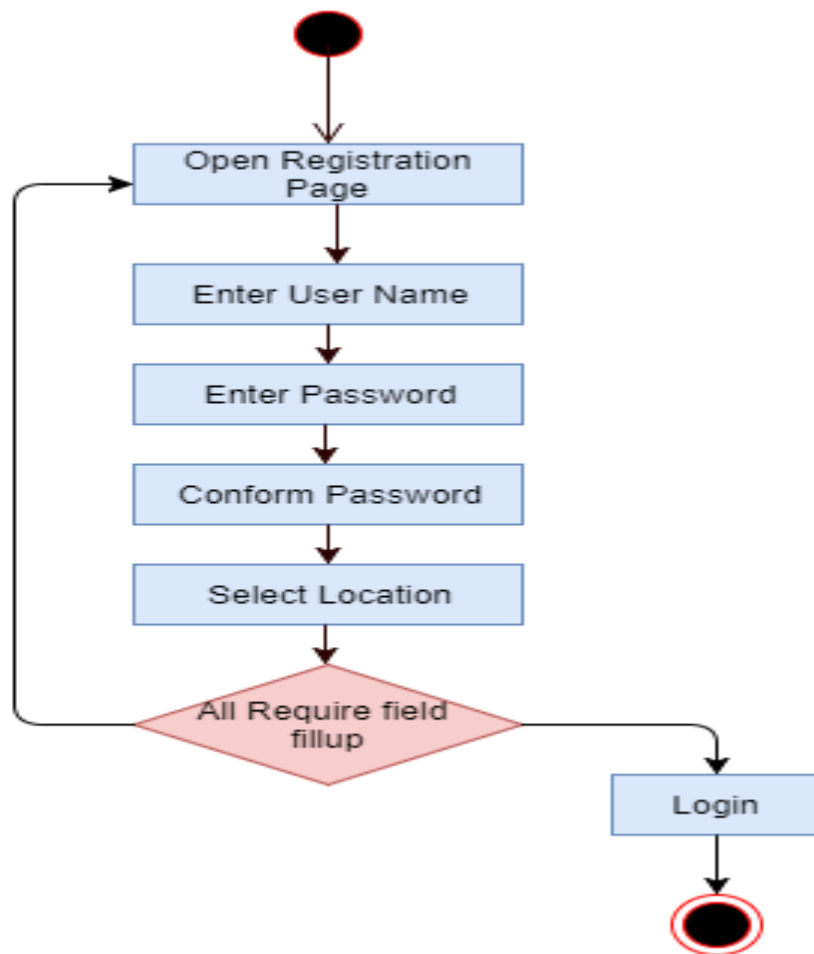


Figure 1.3 Registration Activity Diagram

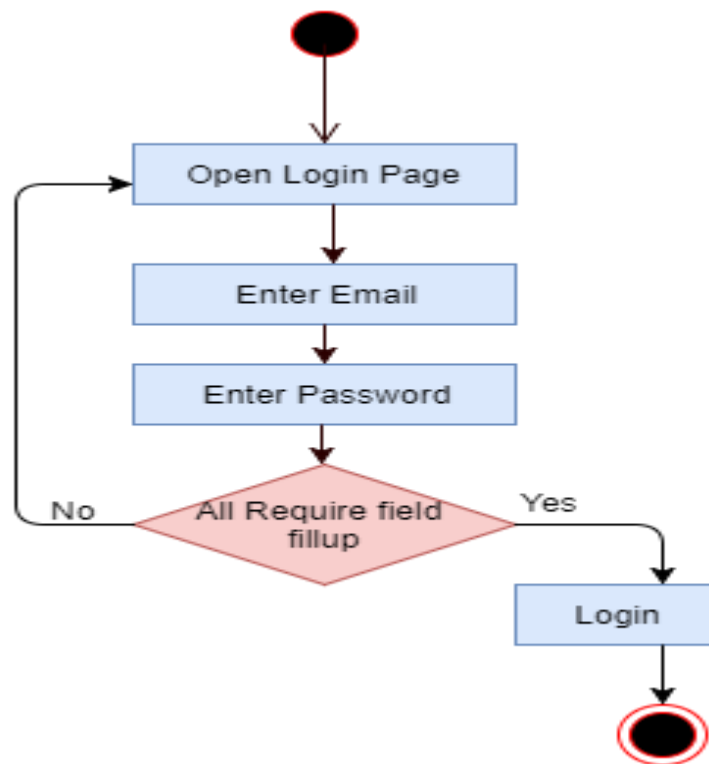


Figure 3.4 Login Activity Diagram

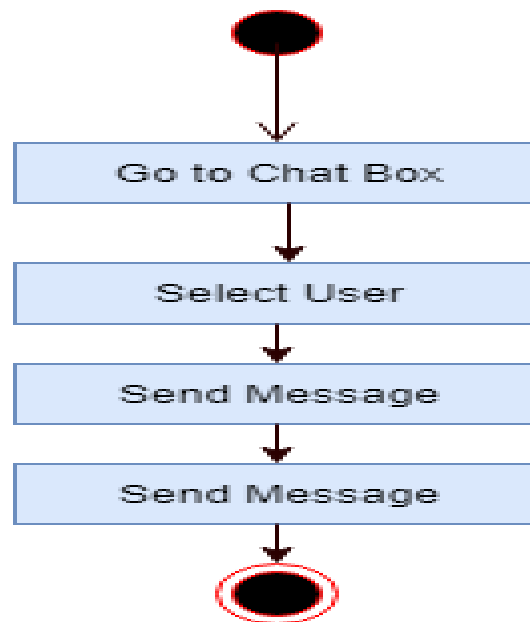


Figure 3.2 Send Message

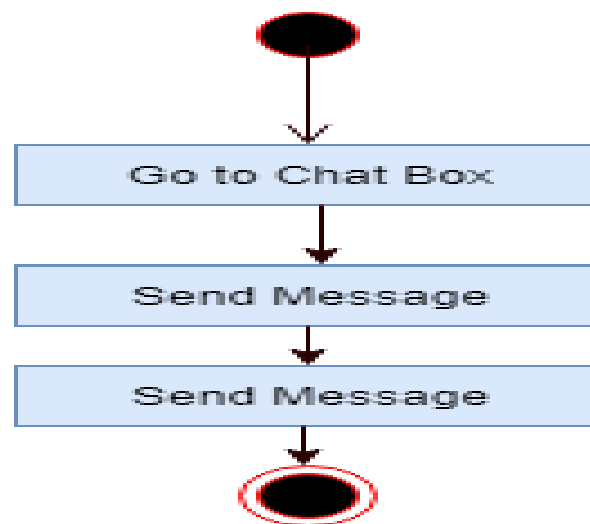


Figure 3.3 Read Message

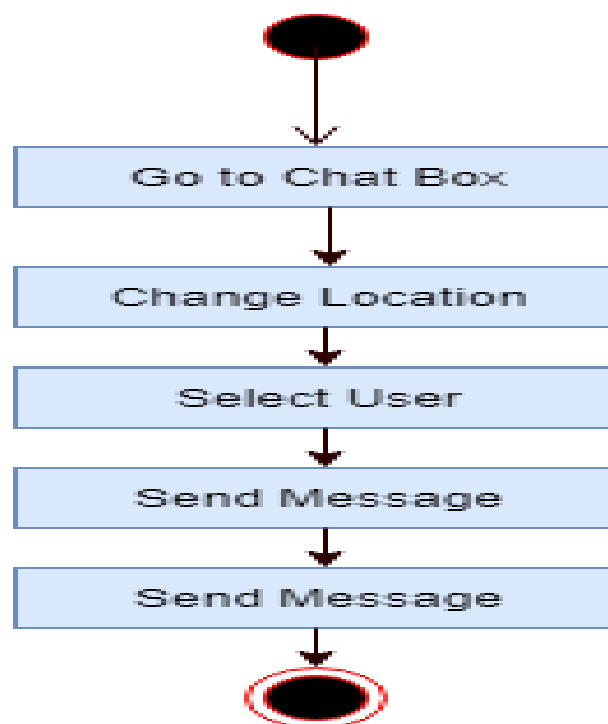


Figure 3.4 Select Location

3.7 System Sequence Diagram

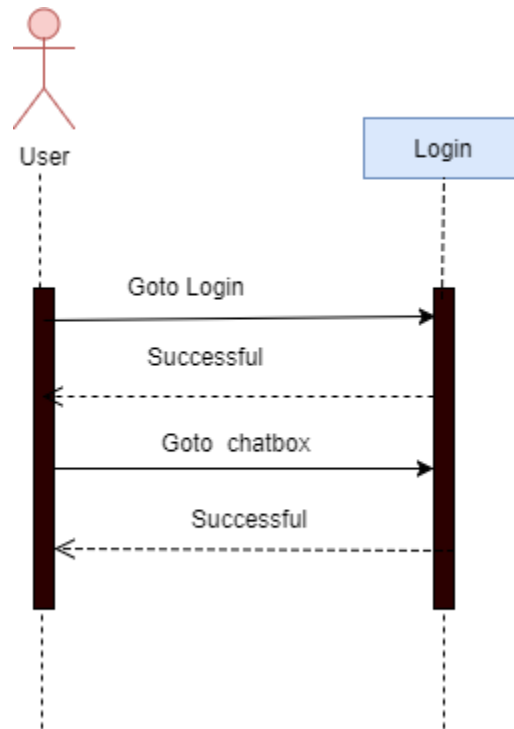


Figure 3.5 System Sequence Login Diagram

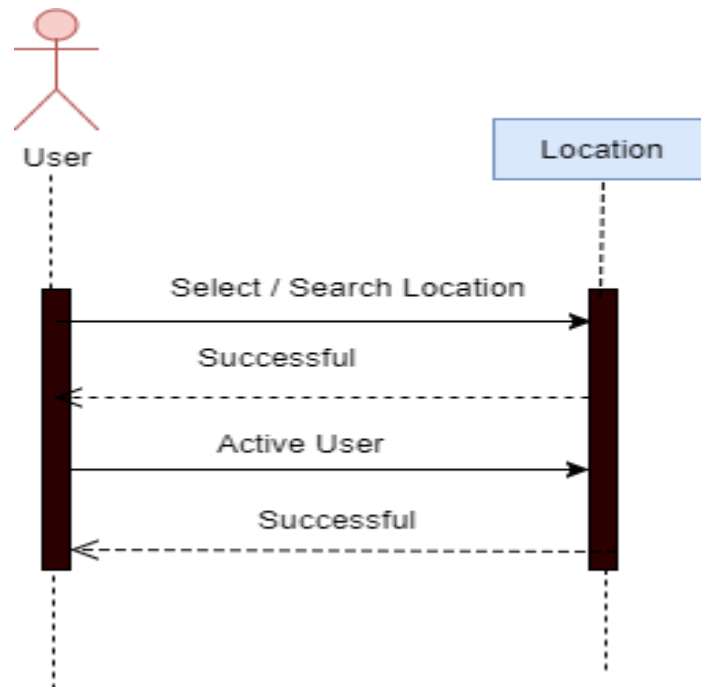


Figure 3.6 System Sequence Location Diagram

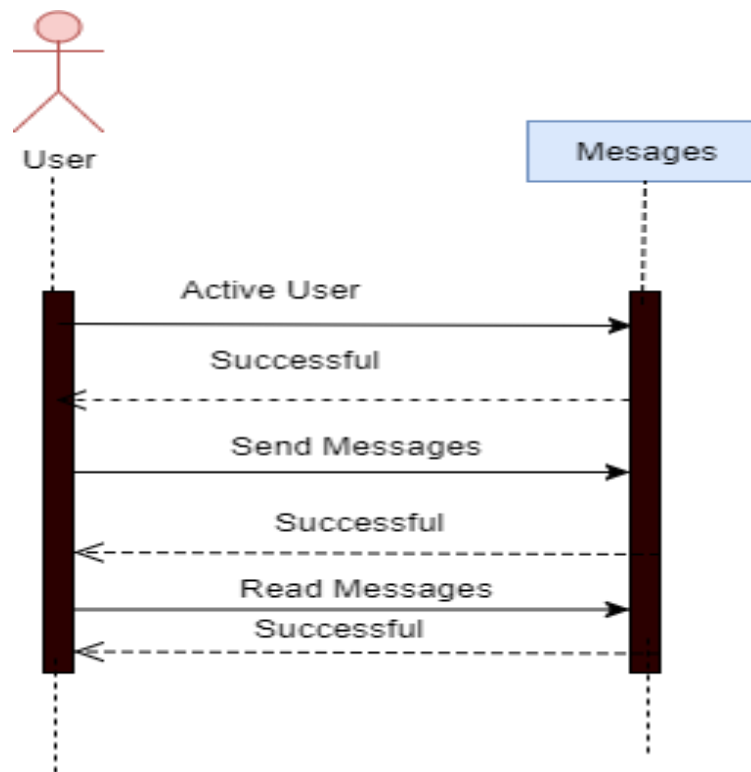


Figure 3.7 System Sequence Messages Diagram

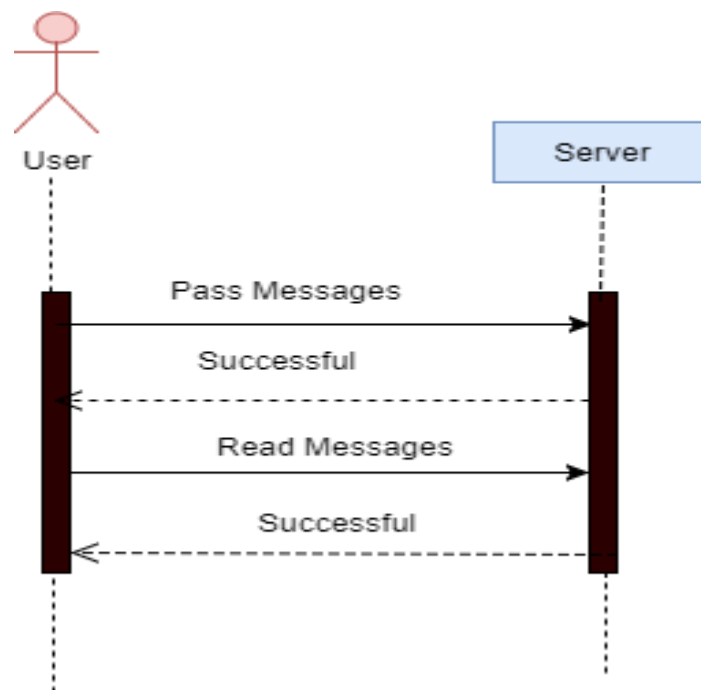


Figure 3.8 System Sequence Server Diagram

Chapter 4: System Design Specification

4.1 Sequence Diagram

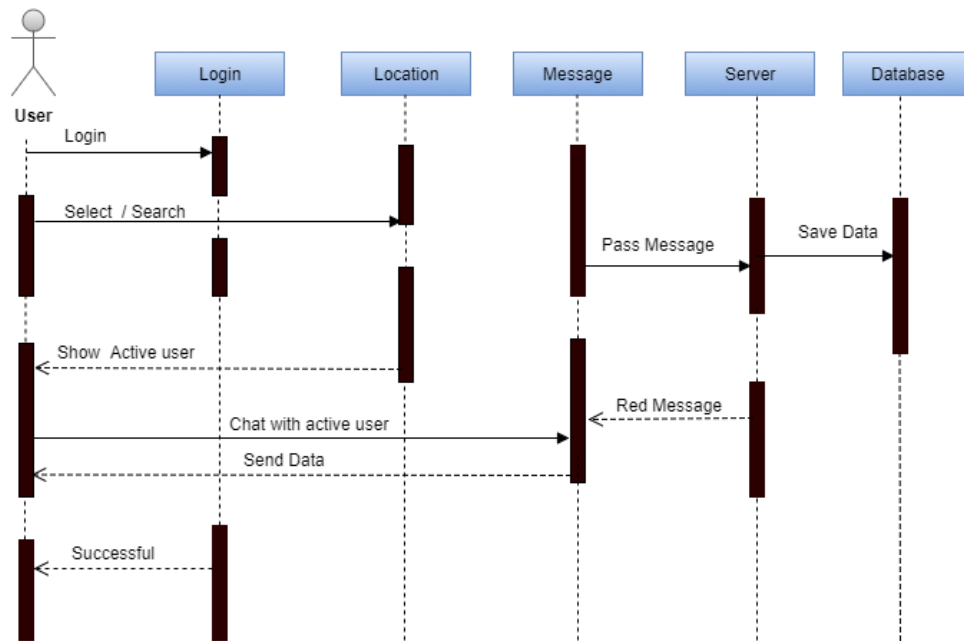


Figure 4.1 Sequence Diagram

4.2 Class Diagram

In software engineering, a class diagram in the Unified modeling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, the attributes, operation (or methods), and the relationships among object.

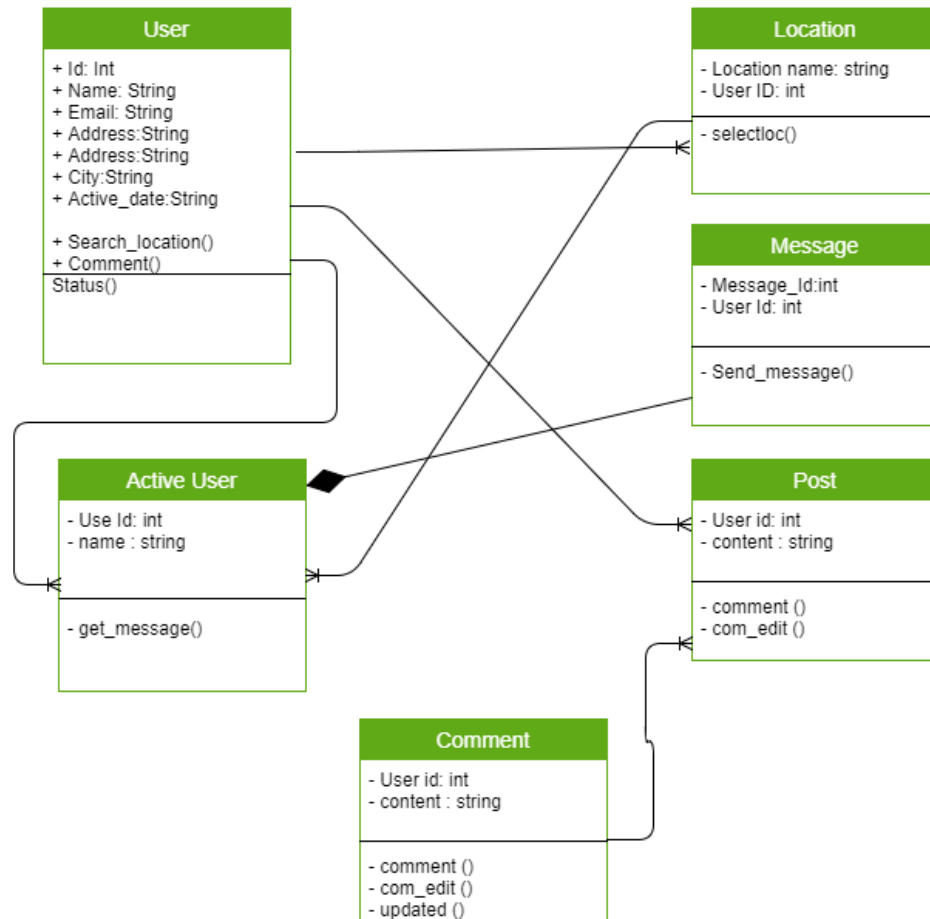


Figure 4.2 Class Diagram

4.3 Database Design

Database design is the process of producing a detailed data model of database. The data model contains all the needed conceptual design, Physical design and logical design to generate a design in a data definition language.

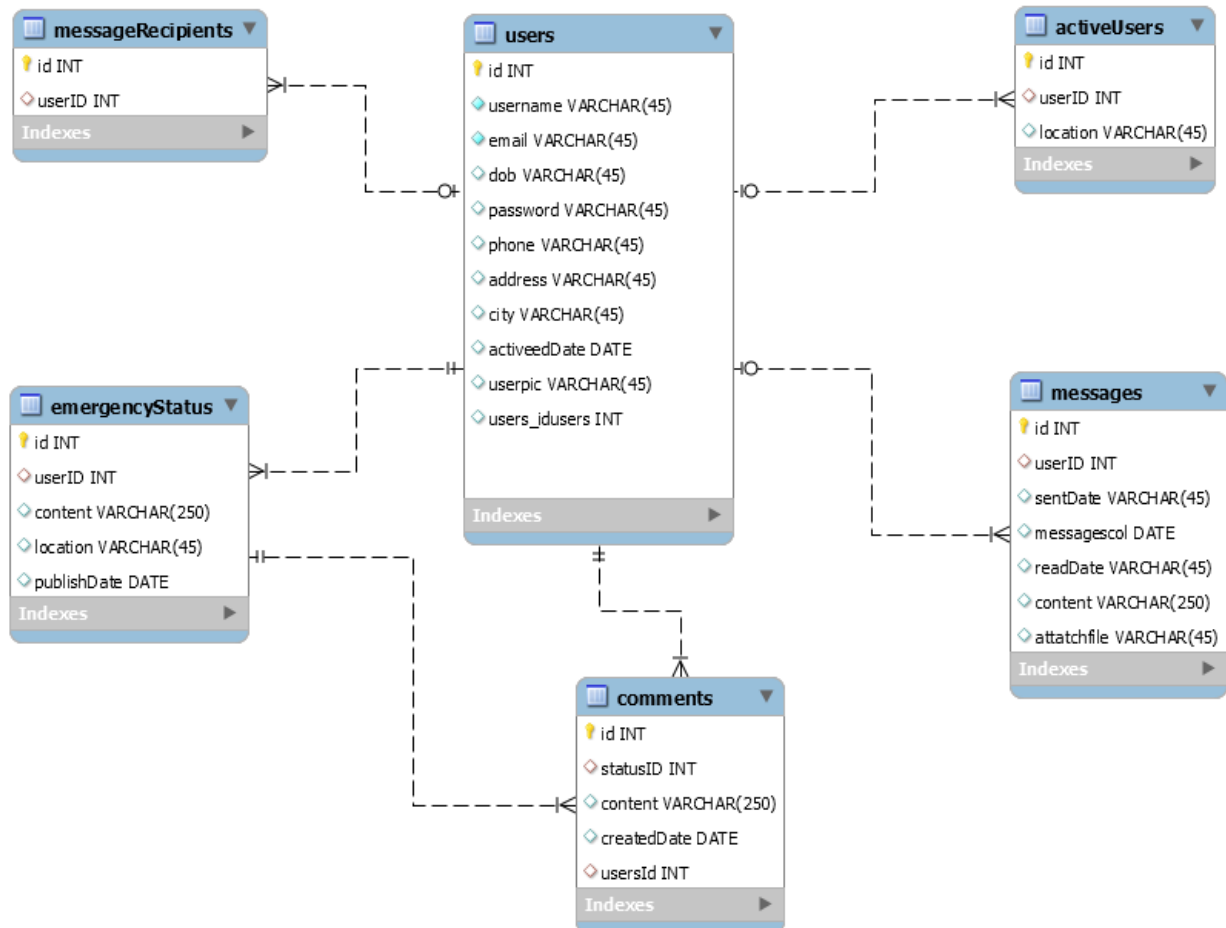


Figure 4.3 Database Design

4.4 Technology

4.4.1 User Interface Technology

4.4.1.1 Laravel Framework

Laravel is a MVC framework. MVC means Model, View and Controller.

4.4.1.2 Model

Model are the world entities. In other world, Model are the real world entities conventions in the form of data at website. For an example, the chat app website users, idea, message sending for help in system. This are associated with database tables and handles the relation & operations.

4.4.1.3 View

View refers the Content (HTML Pages) which is served to the user/visitor. For example, when user visit the chat app, they are served with all data related to his profile.

4.4.1.4 Controller

Controller is the bridge between model & view. It handles from the user with logic. In MVC, HTML content & database are not directly accessible for outer world.

4.4.1.5 CSS Framework

Bootstrap 3.3.7

Bootstrap is the most popular HTML, CSS, and JS framework for use this project.

4.4.1.6 Visual Studio Code

Visual Studio Code is a professional and intelligent PHP IDE providing developers.

4.4.1.1 JavaScript Framework

Font awesome 3.3.1

4.4.1.8 Server

Apache Server

4.4.1.9 Database

MySQL 5.4

Chapter 5: System Testing

5.1 Testing Features

The testing features included functional and non-functionalities of chat application.

5.1.1 Feature to be tested

The following is a list of the areas to be focused on during testing of the application.

Table 5.1 Feature to be tested

Features	Priority	Description
Registration	Medium	Get all service from chat app, it is require to be registration.
Created account	Low	To show the profile
Upload image	Low	Upload several profile image
Message box	Low	Type the keyword
Conform password	Low	Verification to the conform password
Location	High	User select the location
Login	Low	Login from the chat application
Logout	Medium	Logout from the chat application
Technological Features		
Database	Medium	Access to database is frequently needed operation. This is technical features should be tightly in control for management system.

5.1.2 Features not to be tested

We will try to test every features. But if we can't manage Schedule. Then we may skip those Features and attribute with low priority below.

Table 5.2 Features not to be tested

Features	Description
Network Security	Testing network security is out of our scope
Change User status	Will done automatically by system
View Friend List	It will be available at Contacts Form

5.2 Testing Strategies

5.2.1 Test Approach

The testing approach for chat application project test plan. In this project testing is done by developer, tester and user. Developer must provide unit testing data to tester. Integration testing will be done by tester. Critical de-facts are solved it will go through acceptance test which will done by end user. [3]

5.2.2 Pass/Fail Criteria

The project leader will be satisfied with the result of the test if the test process will be completed. At least 90% of tested cases should be passed, all functionalities must be covered high and medium defect must be detected and fixed. Minor defects can be ignored. [3]

5.2.3 Testing Schedule

Table 5.3 Testing Schedule

Test phase	Responsible Person	Time
Test plan creation	Project manager	1 week
Test specification creation	Test leads	2 week
Test specification team review	Project team	1 week
Unit testing	Developer	Developing
Component testing	Testing team	1 week
Test Phase	Responsible person	Time
Integration testing	Testing team	1 week
Use cases validation	Testing team	1 week
User interfaces testing	Testing team	1 week
Load testing	Testing team	1 week
Performance testing	Testing team	1 week
Release to production	Project team	

5.3 Testing Environment

Identify the technical requirement that this test case is verifying the technical requirement

Operating System

Windows

Setup of Test Server

Every test may cannot be expected on local machine. It may need establishing a test server, which can support application.

For Example: Set up for PHP

Network

Internet setup

LAN Wi-Fi setup

Private network setup

Test setup

Visual studio installation

5.3.1 Technical Requirement in the test case

Table 5.4 Technical Requirement in the test case

Test Case #	Test Case	Test Data	Expected Result
1	1)Verify Login 2)Click “Registration” button 3) Complete to from chat app	Email: faysal1997@gmail.com	Registration successful
2	1)Create Account	Username : Faysal Email: faysal1997@gmail.com Password validation	

5.4 Test Cases

Table 5.5 Test Cases Registration

Test Case #: 1.1	Test Cases Name: Registration
System: Localized chat app	Subsystem: N/A
Designed by: Kamruzzaman	Design Date: 27/10/2018

Short Description: The user wants to get service from localized chat application. The application will help user to fill up the registration.

Pre-Condition: 1) The user needs to browser our website localized.test.com

Step	Username	Password	Email	Expected Response	Pass/Fail	Comment
1.	Faysal	111111	faysal862@gmail.com	Username is available” ” and email	Fail	
2	Faysal	111111	faysal862@gmail.com	Password must be six character.	Fail	
3	Faysal	111111	faysal862@gmail.com	Email is available. Please insert unique email id	Fail	
4	Faysal	111111	faysal862@gmail.com	Successfully registers	pass	

Table 5.6 Test Cases Login

Test Case # 1.2	Test Cases Name : Login
System: Localized chat app	Subsystem: N/A
Designed by: Kamruzzaman	Design Date: 27/10/2018

Step	Username	Password	Email	Expected Response	Pass / Fail	Comment
1	Faysal	111111	faysal862@gmail.com	Password must be six character	Fail	
2	Faysal	111111	faysal862@gmail.com	Email and password unique	Fail	
3	Faysal	111111	faysal862@gmail.com	Successfully login	pass	

Table 5.7 Test Cases Send Messages

Test Case #1.3	Test Cases Name: Send Message
System: Localized chat app	Subsystem: N/A
Designed by: Kamruzzaman	Design Date: 27/10/2018

Step	Username	Tex box	Expected response	Pass / Fail	Comment
1	Faysal	“How are you?”	Messages not sent to other user	Fail	
2	Faysal	“How are you?”	Message sent to other user successfully	Pass	

Table 5.8 Test Cases Read Messages

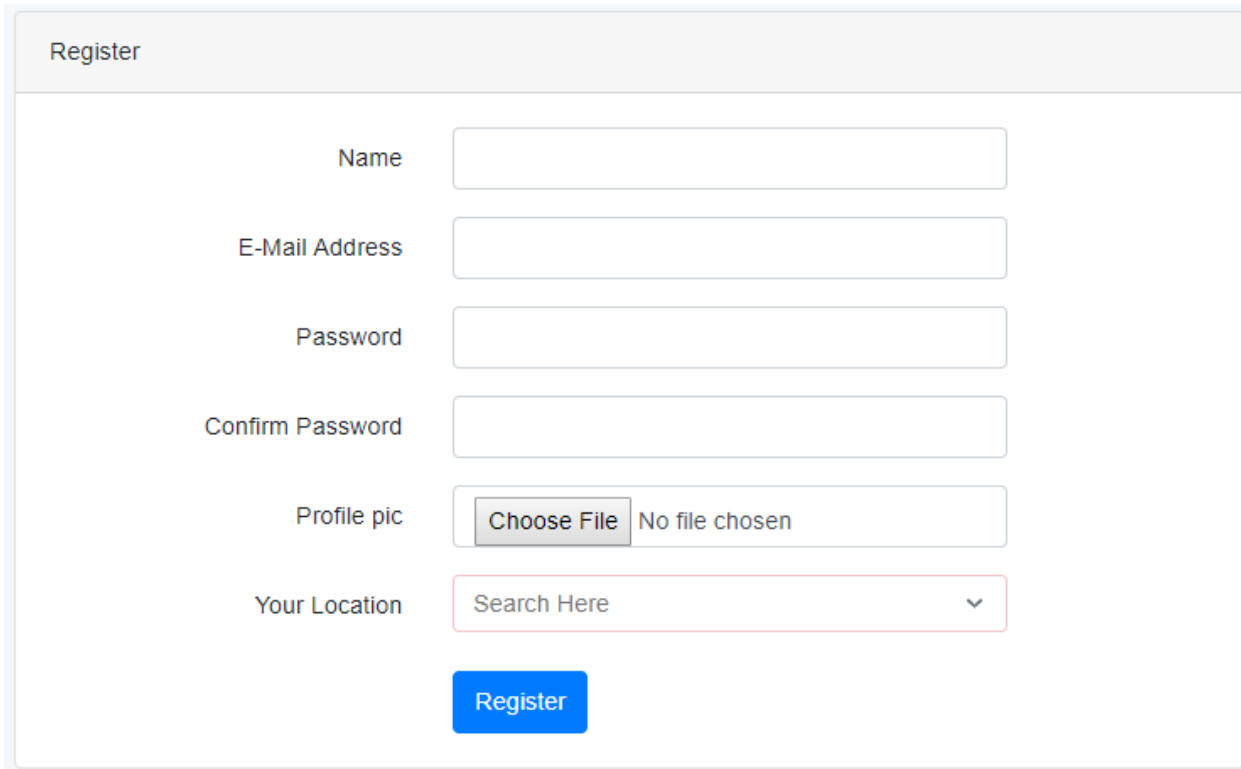
Test Case #1.4	Test Cases Name: Read Message
System: Localized chat app	Subsystem: N/A
Designed by: Kamruzzaman	Design Date: 27/10/2018

Step	Username	Text box	Expected response	Pass/ Fail	Comment
1	Faysal	“Hello, what about you”	Message received other user	Fail	
2	Faysal	“Hello, what about you”	Message sent other user and feedback other user	Pass	

Chapter 6: User Manual

6.1 Registration

Open chat application & Click on Sign Up. Then you have to submit valid info to successfully register.



The image shows a registration form titled "Register" in a light gray header. The form contains several input fields: "Name", "E-Mail Address", "Password", and "Confirm Password", each with a corresponding text input box. Below these is a "Profile pic" section with a "Choose File" button and the text "No file chosen". The "Your Location" field is a dropdown menu with "Search Here" and a downward arrow. At the bottom is a blue "Register" button.

Register	
Name	
E-Mail Address	
Password	
Confirm Password	
Profile pic	Choose File No file chosen
Your Location	Search Here ▼
Register	

Figure 6.1 Registration User

6.2 Login

Open Chat app then click on In Button. The submit Valid Info to access your account.

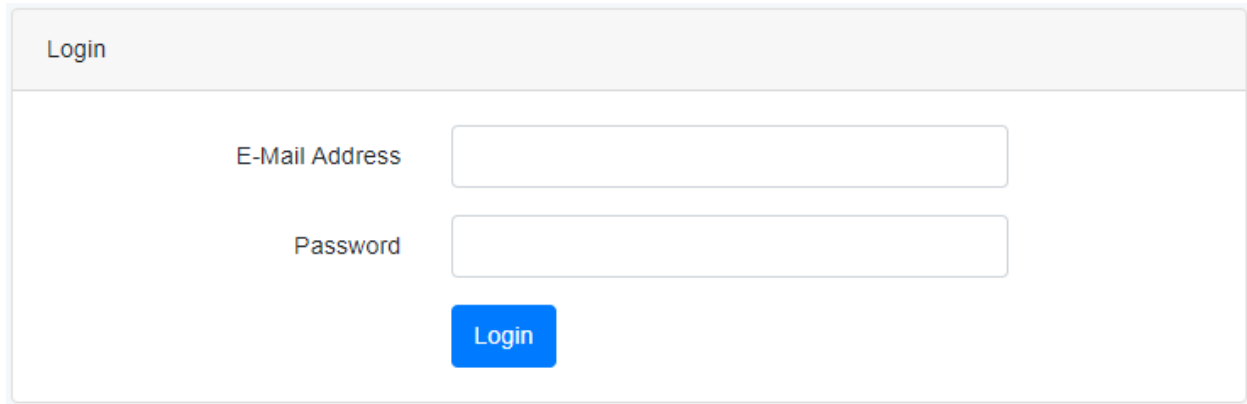
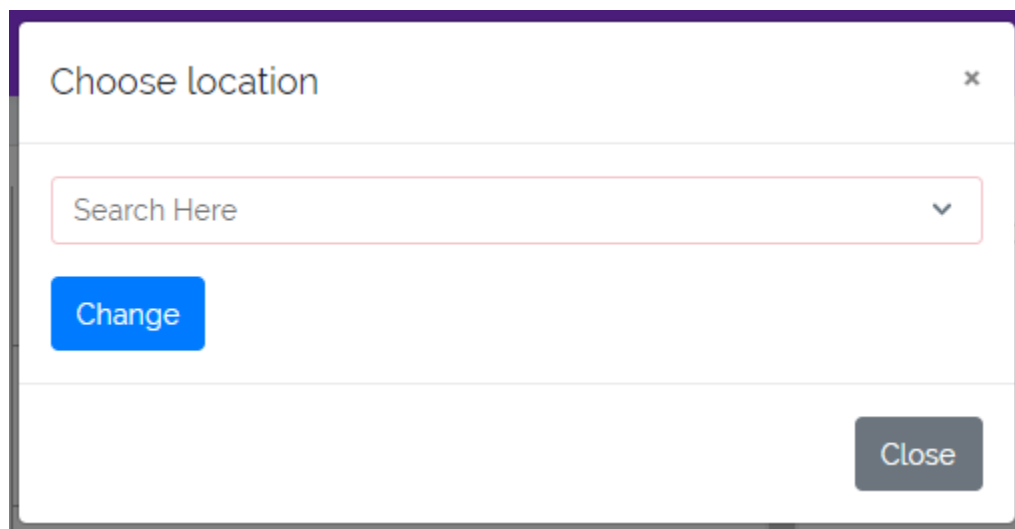
A login form with a light gray header bar containing the word "Login". Below the header, there are two input fields: "E-Mail Address" and "Password". The "E-Mail Address" field is a simple white rectangle with a thin gray border. The "Password" field is a white rectangle with a thin gray border and a small eye icon on the right side. Below the "Password" field is a blue button with the word "Login" in white text.

Figure 6.2 Login User

6.3 Choose location

A dialog box titled "Choose location" with a close button (X) in the top right corner. Inside the dialog, there is a search bar with the placeholder text "Search Here" and a dropdown arrow on the right. Below the search bar is a blue button with the word "Change" in white text. At the bottom right of the dialog is a gray button with the word "Close" in white text.

6.4 Private Chatting

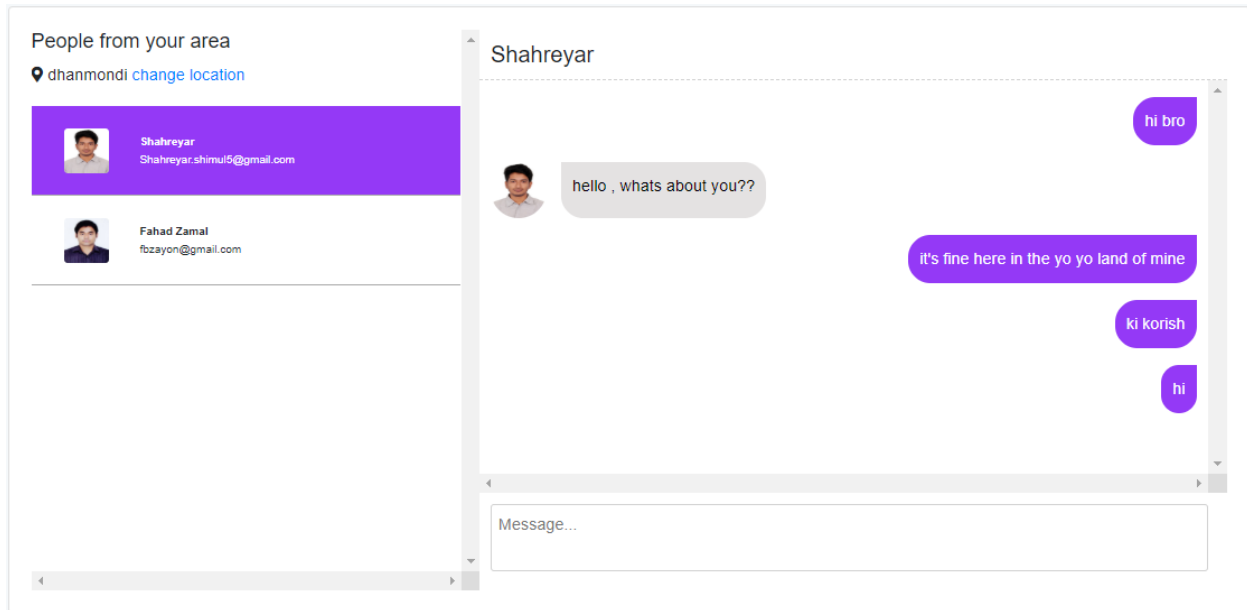


Figure 6.3 Private Chatting

Chapter 7: Project Summary

This is a chat application where user can chat with another user based on location. When user goes from one place to another place, the chat list will change according to its location. Users can chat only those person who will surroundings them on that location. There is always a right now we are just dealing with text communication. The server web application similar purpose as the project, by this apps provide confusing as this interfaces. A positive first impression is essential in human relationship as well as in human computer interaction. In future we may be extended to included feature such as:

1. Select location
2. Send message
3. Read message

7.1 Achievement

Identify the strength and needs of these natural supports, including the knowledge and resources that would benefit their practice.

To strengthen local, natural support to embrace the participation of individuals with disabilities through education and training.

Created, develop and deliver training to natural support, identifying a range of inclusive practices and strategies.

7.2 Future Scope

The following section discusses the work that will be implemented in future. Android version: now I have online based system, in future we will make android apps and IOS also.

Chapter 8: Reference

[1] Maintainability&SupportabilityRequirements, <https://link.springer.com/chapter>, [Accessed: 17 - December-2018].

[2] Human-computer Intreaction.com, Usability and Human – Interaction Requirements, <https://www.interaction-design.org/literature/topics/human-computer-interaction> [Accessed: 17 - December-2018].

[3] Testing Strategies, <https://www.guru99.com/how-to-create-test-strategy-document.html> [Accessed: 17 - December-2018].