

SHARE MEDIA

BY

**NURE ALAM
ID: 142-15-4167**

**SHABNAM MOSTARY
ID: 142-15-3504**

AND

**FARJANA RAHMAN OYSHI
ID: 142-15-4126**

This Report is presented in Partial Fulfilment of the Requirements for the
Degree of Bachelor of Science in Computer Science and Engineering

Supervised By

Mr. Raja Tariqul Hasan Tusher
Lecturer
Department of CSE
Daffodil International University

Co-Supervised By

Saiful Islam
Lecturer
Department of CSE
Daffodil International University



**DAFFODIL INTERNATIONAL UNIVERSITY
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APPROVAL

This Project titled “**ShareMedia**”, submitted by Nure Alam ID: 142-15-4167, Shabnam Mostary ID: 142-15-3504 and Farjana Rahman Oyshi ID: 142-15-4126 to the Department of Computer Science and Engineering, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering (BSc) and approved as to its style and contents. The presentation has been held in April 2018.

BOARD OF EXAMINERS

Dr. Syed Akhter Hossain
Professor and Head

Department of Computer Science and Engineering
Faculty of Science & Information Technology
Daffodil International University

Chairman

Dr. Sheak Rashed Haider Noori

Associate Professor and Associate Head
Department of Computer Science and Engineering
Faculty of Science & Information Technology
Daffodil International University

Internal Examiner

Dr. Mohammad Shorif Uddin
Professor

Department of Computer Science and Engineering
Jahangirnagar University

External Examiner

DECLARATION

We hereby declare that this project has been done by us under the supervision of **Mr. Raja Tariqul Hasan Tusher**, Lecturer, Department of CSE, and Daffodil International University in Partial of the requirements for the Degree of Bachelor of Computer Science. We also declare that neither this project report nor any part of this project report has been submitted elsewhere of any Degree or Diploma. We also declare that we collect information from our project work experience and Internet.

Supervised by:

Co-Supervised by:

Mr. Raja Tariqul Hagan Tusher

Lecturer

Department of CSE

Daffodil International University

Saiful Islam

Lecturer

Department of CSE

Daffodil International University

Submitted by:

Nure Alam

ID: 142-15-4167

Department of CSE

Daffodil International University

Shabnam Mostary

ID: 142-15-3504

Department of CSE

Daffodil International University

Farjana Rahman Oyshi

ID: 142-15-4126

Department of CSE

Daffodil International University

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ABSTRACT

Share media is used to communicate to others. The era of mobile opens the technology windows to the android apps. The aim of the application is to help the owners and users. We will use this application anywhere using the internet. Share media allows message exchanges without having to pay for SMS. The users can create groups, send each other unlimited images, audios, current locations, voice messages, video, contact number, and file transfer. The platform of the developed online application is online platform and Mobile application is Android operating system. This application works in online mode which means internet connection must be provided. It allows some responsive and co-operative features that will help friend to friend, family, Business, teacher and students to interact easily whether they are very far from each other. One of the main project goals is to provide the effective conversation and share location can be reduced. Moreover, this makes some analysis and discussion about the testing and effective of Share Media.

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CHAPTER 1

INTRODUCTION

1.1 Introduction

Android has become very popular in the market for two mainstream reasons. First, the source code is completely free moreover, there are no royalty fees for JVM (Java Virtual Machine).second deriving from the first, Android is highly compatible with expansion as interactive android base mobile application “Share Media” can be defined as an online given taken portal like the environment of physical conversation . Here is the word interactive and define face to face communication which is commonly seen in the physical conversation .Most of the developer counties are using virtual conduct to provide online education to the student .As the world is being developed with the new technologies, discovering and manipulating new ideas and concepts is bot stopped. There have been many researches is the area of virtual share to provide online education to the students.

As the world is being developed with the new technologies, discovering and manipulating new ideas and concepts is not stopped. There have been many researches in the area of virtual conduct many of them have been successful to implement.

Share Media will be a great platform for the user. User can easily open their account, update their account and also can delete their account. User can update their many to one user. They can easily give announcement about their account problem reviews. They can easily share their files of their own UserId.

1.2 Objectives

This project provides multimedia communication with text messaging, hold to talk voice messaging, broadcast messaging, photo or video sharing, location sharing and contact information exchange. The explosion of the knowledge age has changed the context of what is learnt and how it is join to Share Media.

The Objectives are:

- To maintain simplicity.
- To maintain accessibility.
- To maintain the compatible platform.
- To maintain instant messaging.
- To maintain picture messaging.
- To maintain group chat.
- To maintain allow videos, voice notes.
- To maintain advanced technology.
- To maintain modernization of people.
- To increased demand for smartphones.

1.3 Motivation

Today's world is the digital world. Digital world means online-based services. Here people want everything in their hand. There is nothing which isn't in online. All information's are going to online. In online all information's are stored in an individual database, which is maintained by a website, that is a system. In our country, smartphone or tablet had to become a necessity in our life as well as to communicate and even for entertainment. So Android apps are apparently needed to make peoples life easy. And they want to communicate with others, share about life or many things in effortless. This think is motivating us, to prepare this application. For this, we have done our project on Share Media.

1.4 Expected Result

Nowadays there are too many mobile applications in our country. At this circumstance, a user faces great difficulties to choose the suitable application. The user has to face difficulty to pick up which application. This application will be helpful to overcome all these difficulties of the users. The user allows message exchanges without having to pay for SMS. The users can create groups, send each other unlimited images, audios, current locations sharing, voice messages, videos, contact number, and file transfer. The output for this project is the maintained records, share details & conduct through any android device. The reports will be generated with the help of the data.

1.5 Methodology

We have undertaken several parts to make this project successfully. We researched existing manual process. The methodology of the functioning of the existing system gives the Idea for the design of the new system.

1. Log in to User Id.
2. Start chatting.
3. Next to the Initiate Chat with the user.
4. From the more menu, select Hosted Domains.
5. Click START.
6. Enter the File Button Or Recording Button.
7. Depending on how you want to configure the domain name, do one of the following: **File Button** — Enter a file button and show Location, Camera, File, Audio, Video, Contact **Alias** leave the folder field blank.
8. Message okay.

1.6 Report Layout

To complete this report, we add the layout. Layout is the process of add something in a short form or in a table to show the whole process in short time. We use layout because we want to show the all of my work in a short form, so that viewer can understand it clearly.

Chapter 1 is describing the introduction, objective, motivation, expected result, methodology of this project.

Chapter 2 is about the project background and the project overview. This chapter gives the information about related work, comparative studies, scope of the problem and project challenges.

Chapter 3 is shown the system design of this project. Also described use case description, uses case model for login with register.

Chapter 4 described the project implementation, Installation & Configuration, Functional Requirements or Feature, Non Functional Requirements, Mobile operating system, android application, the project database, upload database, UI design and Functionality.

Chapter 5 described about the project validation and testing, like Functional Testing of database, Unit test, System Testing, Compatibility test.

Chapter 6 is about Conclusion and Future Scope of this project.

CHAPTER 2

BACKGROUND

2.1 Introduction

At present about **131.956** million (2016) Bangladeshi use a mobile phone for quick conversation. 8.2 million (2015) of them use a smartphone and this number is increasing day by day. 6.5 percent (2013) of total population use internet. It has become possible as a result of taking some groundbreaking measures in ICT sector by the government. The user has to face difficulty to pick up which application. This application will be helpful to overcome all these difficulties of the users. This application will provide the smartphone users with the solutions to this problem. The Utmost same mobile operating system android used by modern smart phone include google Android & Apple's iOS. Such operating systems can be installed on hugs several mobile phone models, operating Systems.

2.2 Some Other Projects Works

In Google Play Store, there are some similar type applications. Some of this are Shareit, Messenger, Talkie, and WhatsApp. The first smart phone combined the session and function of an individual digital assistant (PDP) with a mobile phone. Like as file transfer, image transfer, recoding, chatting. Many too many, many to one, one too many, one to one. The team culture is not so easy to define in one world in short life share to connect "Share Media". They work in different section but their intention is same to support the helpless people. Modern smart phone also includes high to resolution touch screens and android application that provided by Wi-Fi and mobile broadband. The most same mobile phone operating system android application used by modern smart.

Phone connect can be install on google play store application apps different phone moderns and typically mobile phone models. Using smart mobile phone is not a show off it is a demand this modern time. The people think in world it is more popular than another countries of world base.

Chat: We join another UserID and share text. Group chatting and id base chatting. It's user easier application. How to use in this message step conduct list or User ID dependency known. Text show text view bar and have to mobile show of notification. This is chatting side like as messenger application, WhatsApp, viber, Nimbuzz, Skype and so long application catting mode are same but application category diffident.

Location: We are ratting about location share anywhere send to location. Base on google map. We take to GPS API library then take screenshots and share to another user it's helping hand. Show Block, Road and so long. The team place is not so easy to define in world. In short life search as behavior language music away of working and playing of society to connection all us person. The easy away google maps web site or google maps application [1].

Audio: Simple Voice Recorder does what the name recommends. It gives a simple strategy to record things with your telephone. You open the application, hit the mic catch, record, share as required, and after that nearby the application. It likewise has a couple of extra highlights, similar to the capacity to change what sort of document compose you record to. It likewise has gadget bolster. The expert form additionally incorporates bolster for stereo account, Bluetooth receiver support, and the sky is the limit from there. The star form additionally expels the promoting from the free form.

Video: Have you at any point paused for a minute to surmise that we are experiencing the future that science fiction films anticipated to a degree? Beyond any doubt we don't have Time Travel or Teleportation yet. In any case, the innovative achievements over the most recent two centuries have pushed our human progress to this Space Age that our predecessors wouldn't have even longed for. Fast video calling is a fitting demonstration of the degree innovation has touched our lives. Only video calling was generally logy, with dropped outlines and endless sound. Video calling applications that utilization proficient pressure calculations, together with fast web availability, have changed the situation now. These days, we can immediately collaborate with any individual up close and personal with only a couple of taps on our telephone.

Data Share: User need to share from application image, file, image with message, audio, video and so long. The application helpful like as Share it, WhatsApp, Viber, Skype, Messenger, Nimbuzz and so long application. There are total communication application transformation data bus.

2.3 Comparative Studies

This application is multi-dimensional compared to others. It displays various types of information free of cost which is not frequently occurred in some others. The user allows message exchanges without having to pay for SMS. The users can create groups, send each other unlimited images, audios, current locations sharing, voice messages, videos, contact number, and file transfer. In the context our country, health care can be provided through public and private providers. There is considerable ideological debate around whether low- and middle-income countries should strengthen public versus private healthcare services, but in reality. Recent initiatives based on international cooperation and goodwill promise a brighter next layer for those in need of living in the developing world class project. In this context, designing and implementing a developer information system is a real challenge.

Most share service will reached at every home by this android application. And every user will be comfortable use this application for better service or information in future. This is big challenge for us upcoming session.

2.4 Scope of the Problem

As we mention previously that at present there is no automated system to manage application system, therefore there is a huge scope to implement this system both in the IT and non-IT software and many others places. Many types of Android application has present .They are not accepted this types free Social media and Share transfer application. So this issue can be big problem after long time. And, in our apps share option can be debugging. Because always need internet connection. But few this problem can be solve.

2.5 Challenges

The proposed application should have the following challenges to overcome the better service:

- To maintain simplicity.
- To maintain accessibility.
- To maintain the compatible platform.
- To maintain instant messaging.
- To maintain picture messaging.
- To maintain group chat.
- To maintain allow videos.
- To maintain allow voice recording.
- To maintain advanced technology.
- To maintain modernization of people.
- To increased demand for smartphones.
- To support a smart phone.
- To share GPS/Location.
- To share conduct number from conduct list.
- To maintain login and userId validation.
- To upload group photos.
- To update from internet connection.

CHAPTER 3

REQUIREMENT SPECIFICATION

3.1 Communication Process Model

In its fundamental shape, the message is any jolt that can bring out a reaction. Most correspondence ordinarily happens in one of three ways: composed, oral and visual. The initial two are utilized routinely by administrators, they either talk or write to subordinates.

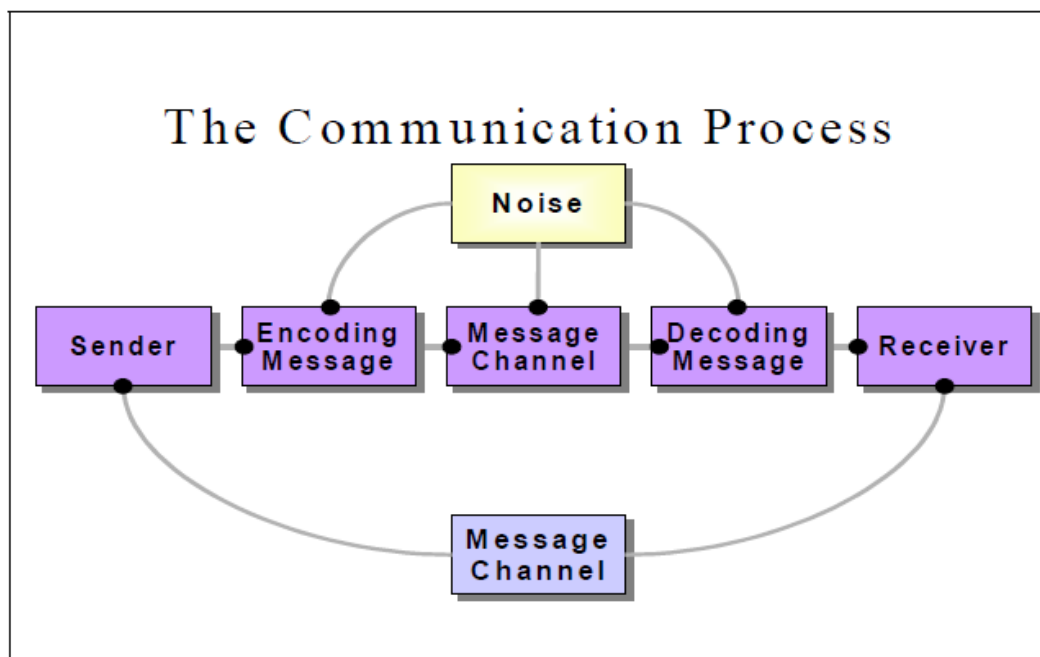


Figure 3.1: Communication Process Model

Encoding and sending: a message includes the plan of substance and the choice of a successful medium from its transmission. A message, at that point, has these two unique parts: substance and medium, they should supplement each other. In the event that either is unseemly, viable correspondence will be troublesome, if certainly feasible. Laborers need to pick what they need to impart and should choose how to convey. This is a critical choice. On the off chance that the path imparted is improper for the message, there will be a damaging obstruction between the channel of correspondence and the substance of the message.

Filtering: This is a procedure that happens inside both the sender and the beneficiary of a message. It is both a mental procedure and is a typical ordeal. Consider the discussion directed between two individuals at an uproarious gathering. They can chat despite the fact that there is much foundation commotion. They wind up mindful of the separating procedure on the off chance that somebody somewhere else in the room notices one of their names, nobody sift through their own particular name. The way toward sifting is likewise a mental nature, the supervisor who is one-sided against ladies in the work environment may speak with his female subordinates in a disparaging way and not know that his inclination is affecting the idea of his correspondence.

Noise: An administrator is addressing the female subordinate. Out of sight is a development specialist working a noisy jackhammer. The female subordinate can't hear each word plainly in light of the jackhammer. The jackhammer sound is a commotion, and it twists the message (which for this situation is for the best in light of the fact that, as we have seen, the female subordinate won't care for what the director is stating). Clamor, at that point, is anything not some portion of either the sender or the recipient that has the energy of twisting the message. It is a commitment of the sender to limit clamor to guarantee correspondence adequacy.

Decoding:

Is the comprehension of the message by the collector. Recognize that the message may have been changed three times previously being decoded.

- Changed by the sifting of the sender.
- Changed by clamor
- Changed by the sifting of the beneficiary

Translating the message isn't just the way toward tolerating and comprehension the sifted message. Nonetheless, as beforehand noticed, a message can be any boost that evokes a reaction and since in excess of one sense can be empowered in the meantime, the beneficiary can get in excess of one message at the same time.

Feedback: Criticism is vital to the message sender. By looking at and assessing the criticism, the sender can increase important knowledge into the manner by which the message is being gotten. In the event that a supervisor sends a positive message to a worker yet finds amid input that the representative has gotten a negative message, the administrator can presume that the first plan of the message has turned out to be twisted. Numerous administrators assemble a formal input ask for into a message by requesting affirmation.

3.2 Use Case Description

The Use Case Model describes the proposed functionality of the new system. A Use Case represents a discrete unit of interaction between a user (human or machine) and the system. A Use Case is a single unit of meaningful work; for example, log in to a system. Each Use Case has a description which describes the functionality that will be built in the proposed system. A Use Case may 'include' another Use Case's functionality or 'extend' another Use Case with its own behavior.

Use Cases are typically related to 'actors'. An actor is a human or machine entity that interacts with the system to perform meaningful work. In our Project, there is one actor.

- User Login
- User Registration
- Display Name

Actor: User Login

Primary Path:

User Id, Email, Phone Number, Password, Display Name [4].

3.2. Use Case Modeling

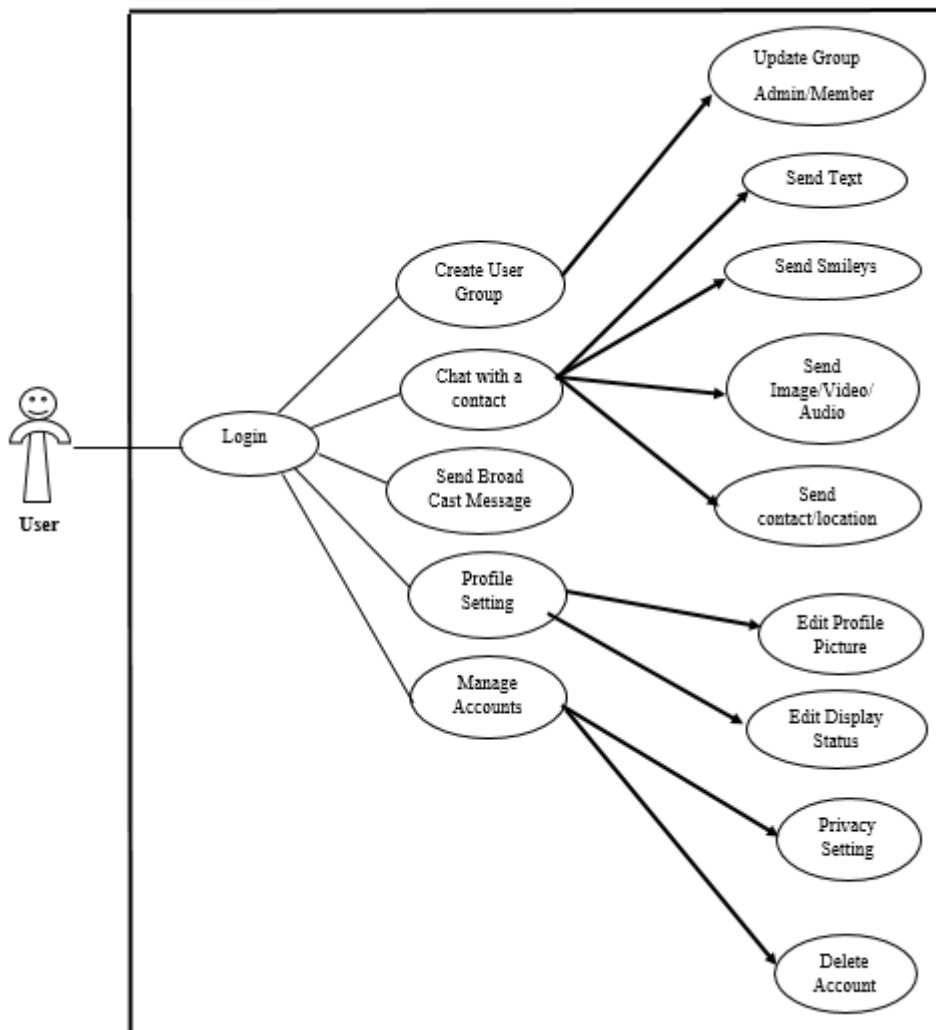


Figure 3.2: Use Case

Table 3.2.1 Use Case Analysis

<p>Use Case: Sign Up</p> <p>Actors: User</p> <p>Type: Primary</p> <p>Description: User want to access this application. They must provide pertinent information to sign up.</p> <p>Uses: Log in</p> <p>Extended by: None</p>
--

Extends: None
<p>Use Case: Log In</p> <p>Actors: User</p> <p>Type: Primary</p> <p>Description: User want to log in this application. They must enter valid email, password and profession to log in.</p> <p>Uses: Profile</p> <p>Extended by: None</p> <p>Extends: None</p>
<p>Use Case: Profile</p> <p>Actors: UserId</p> <p>Type: Primary</p> <p>Description: Every User have their own profile. They can update and delete Their profile.</p> <p>Uses: UserId</p> <p>Extended by: None</p> <p>Extends: Update, Delete and Log out</p>
<p>Use Case: User</p> <p>Actors: UserId</p> <p>Type: Primary</p>
<p>Description: If a user create a Group then he/she is admin.</p> <p>Uses: Admin can be change admin, member, update, delete.</p> <p>Extended by: None</p> <p>Extends: None</p>
<p>Use Case: Group</p> <p>Actors: All user share text, image, file, video, location, conduct number, recoding.</p> <p>Type: Primary</p> <p>Description: All user participate</p> <p>Uses: User gets everything.</p> <p>Extended by: None</p> <p>Extends: Update group</p>

3.3 DATA FLOW DIAGRAM

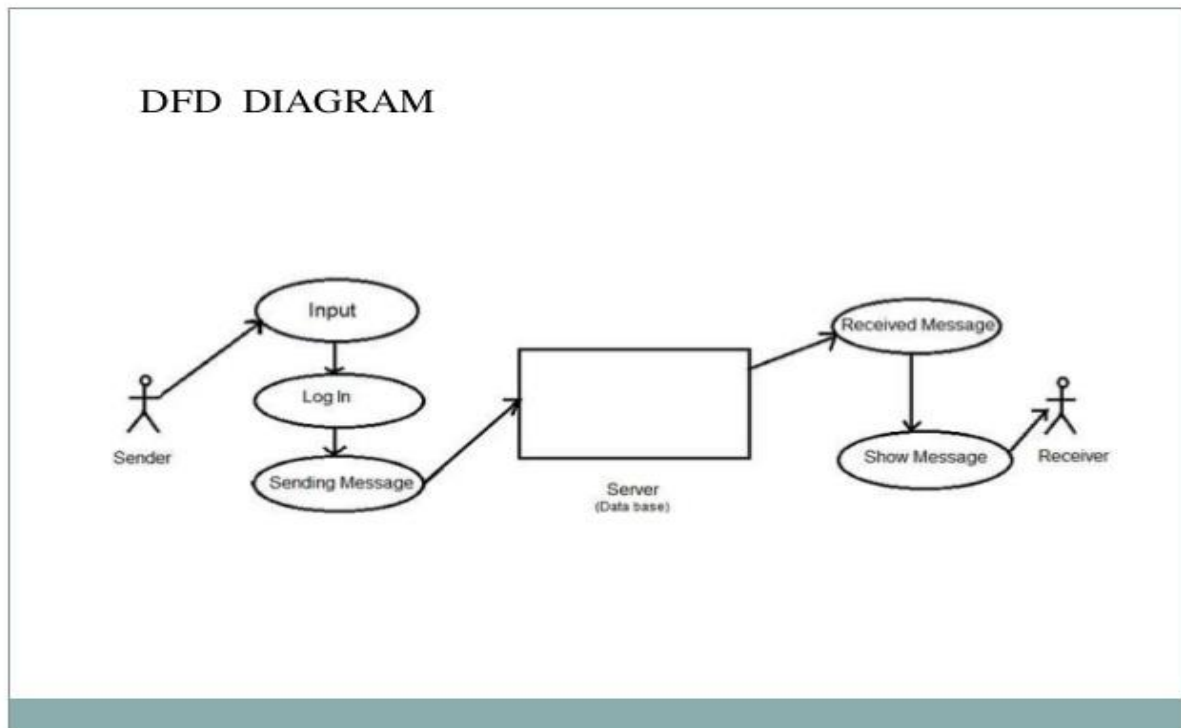


Figure: 3.2 DFD Diagram

This is the zero level DFD of Online conversation application, where have the high class process of share. Its basic renew of the whole online share application point being analyzed or modeled. It's designed to be Chat user. Chat group and Chat delete showing the system as a single high-level process, with its relation to external entities.

- Managing all the messenger.
- Managing all the messenger history.
- Managing all the group Profile.
- Managing all the group share.
- Managing all the list delete.

3.4 E-R Diagram

The most class online share shown how the system is divided into sub-system (processes), each of which deals with one or more of the data flows two or more an external agent, and which together provide all of the system of the as a whole .

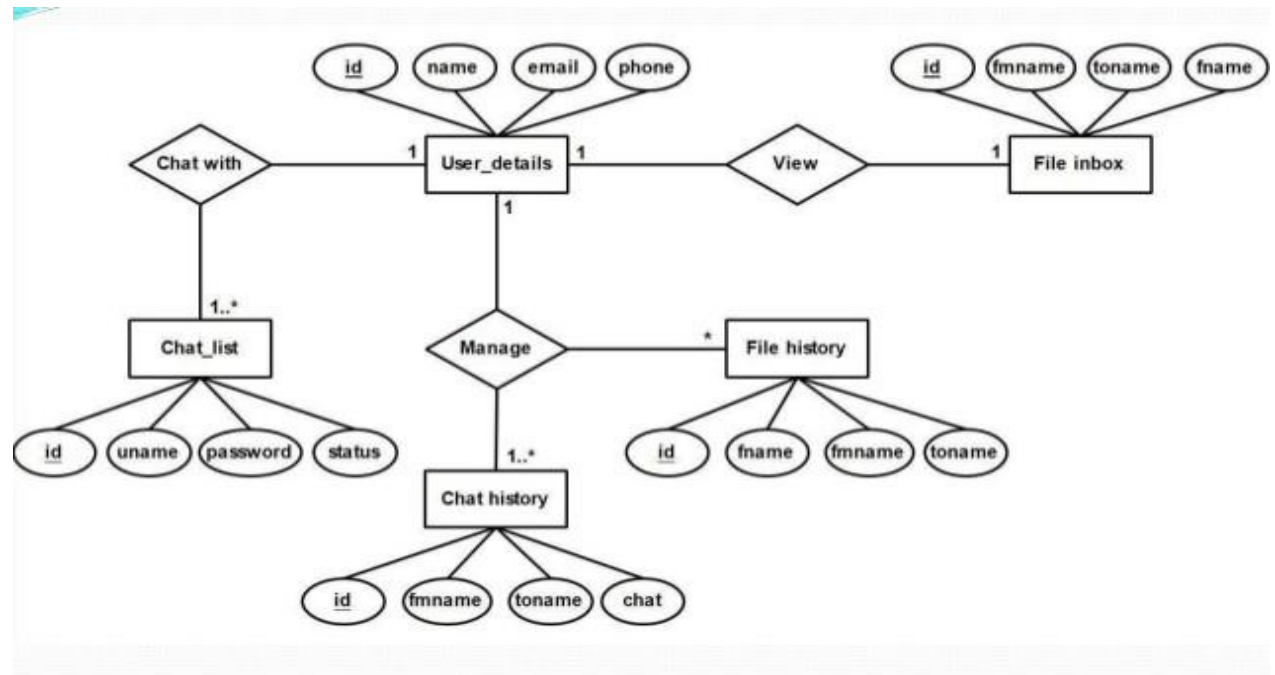


Figure 3.2.3: of E-R Diagram

- Processing messenger recording and generate report all message.
- Processing conversation list records and generate report of all message list.
- Processing conversation profile list.
- Admin login to the system and manage all the system of online message application.
- Admin can add, edit, delete, and view the list of message, user profile, user list, conversation delete.

3.5 Entity Relationship Diagram:

An entity relationship diagram (ERD) look the relationship of entity sets database in a database. An entity in this list is a value of data. In other words, ER diagram illustrate the structure of logical databases.

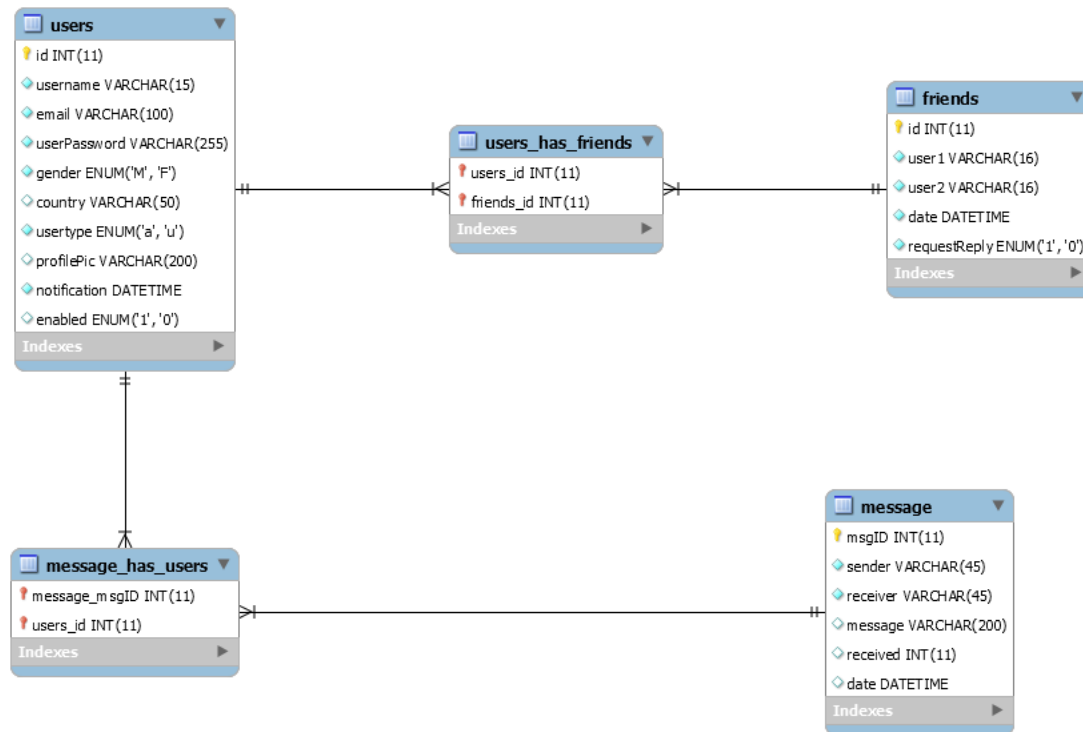


Figure 3.5: Entity Relationship Diagram

- **Identify relationships:** Look at two entities, are they related? If so draw a solid line connecting the two entities.
- **Describe the relationship:** Draw an action model between the two entities of the flow you just plus. In the diamond write a brief summary of how they are related.
- **Add attributes:** Any key attributes of entities should be added using oval-shaped symbols.
- **Complete the diagram:** Running to connect the entities with lines, and adding diamonds to describe each relationship until many joint have been summary. Most of the point may not have any relationships, some of relationships may have too many

CHAPTER 4

DESIGN SPECIFICATION

4.1 Front-end Design: The screenshots below show the main project view. Capture an image of what you see on your mobile screen and how use it

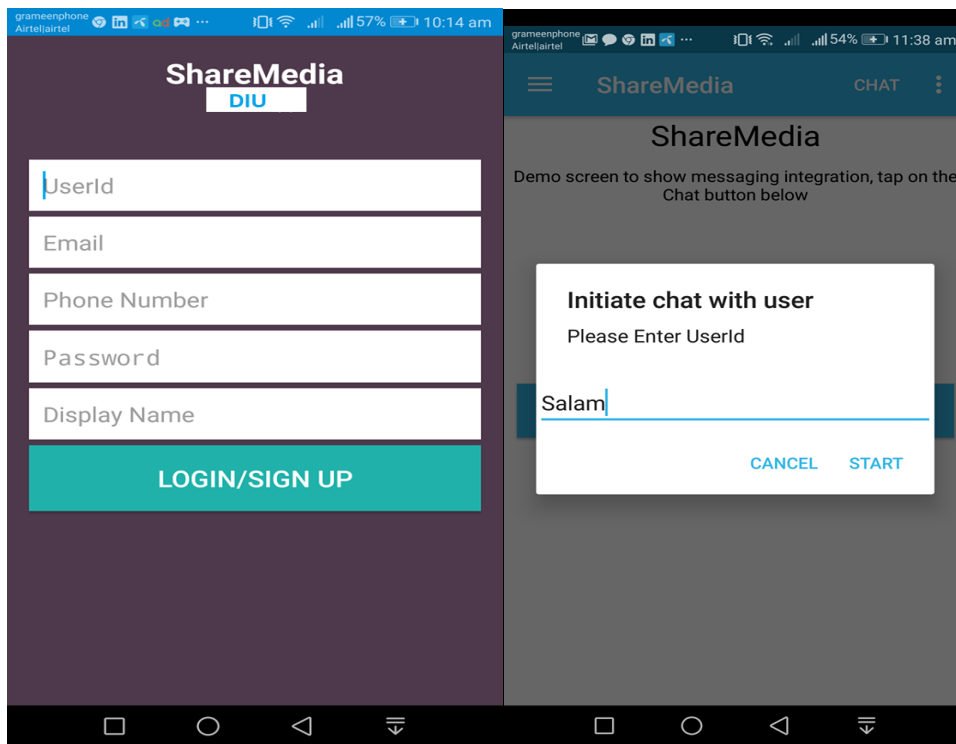


Figure 4.1: front-end Design

This application Starting sign up then another user conduct with us by the userId and password from Sign page .Be careful don't forgot userId and password. If you forget your userId and password then use forget password or another userId. The high tech skill required to architect, develop, and maintain your app on front end platforms. You'll want a team that explores all real, and leaves no stone unturned for your business and development needs; a team that helps to investigates total our business needs and future aspirations to enable your app to bloom into its fullest potential.

4.2: XML Design and Functionality

The following logging Form page. Home pages create design demo TextView, Button and so long.

4.2.1 XML Demo Home page

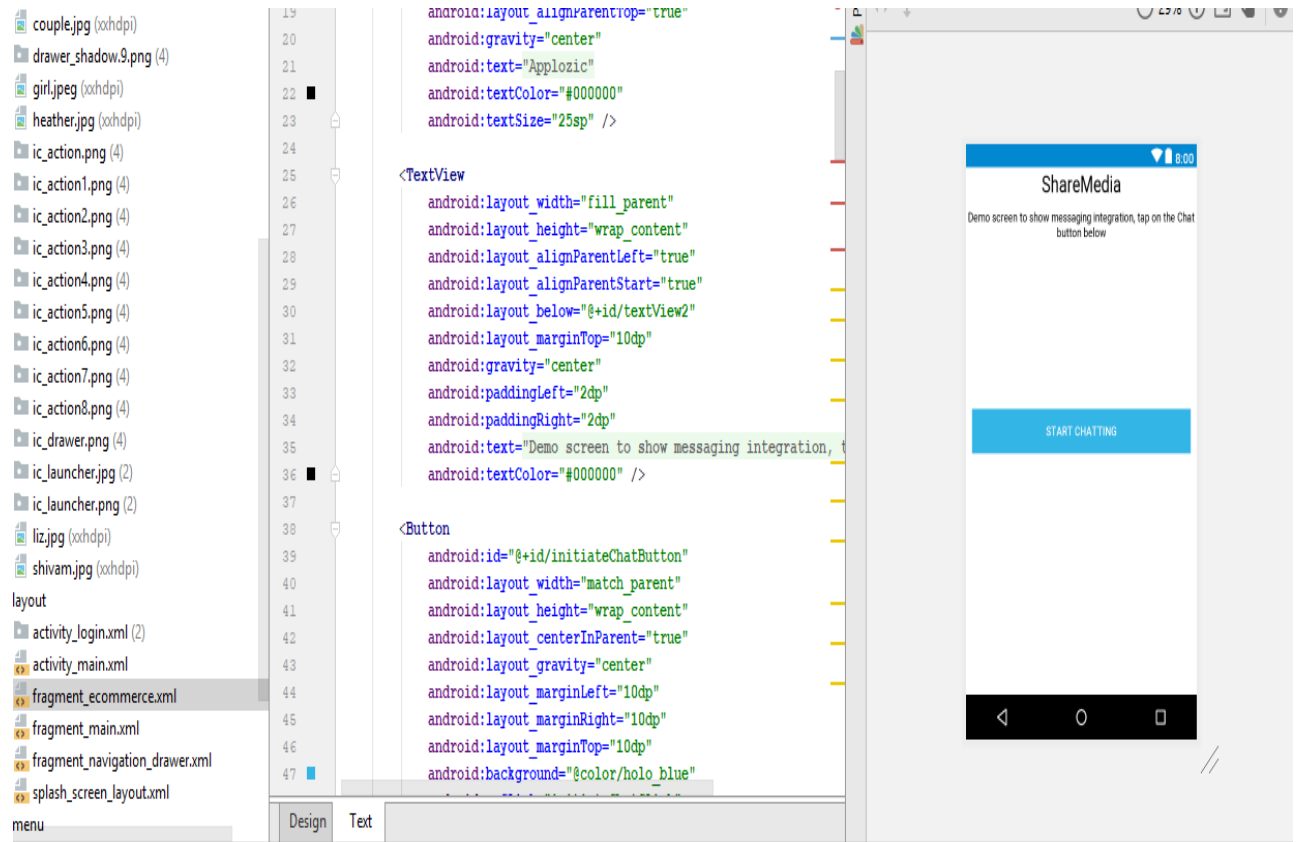


Figure 4.2.1: XML from home page.

The Layout Editor is particularly intense when assembling another format with ConstraintLayout—a design director gave in a help library that is good with Android 2.3 (API level 9) and higher.

4.2 Back-end Design:

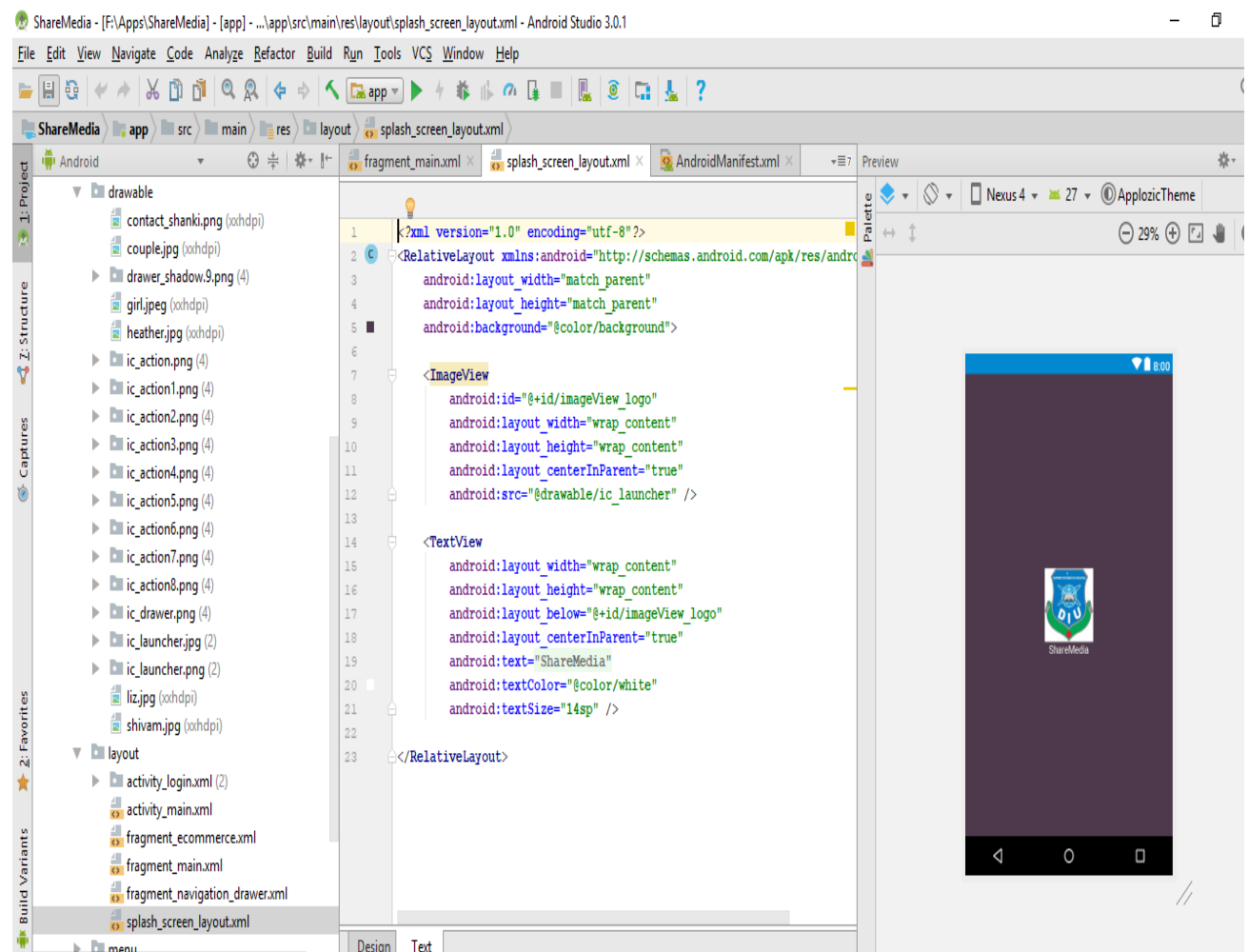


Figure 4.2.2: Application demo set logo

In the Layout Editor, you can rapidly construct formats by dragging UI components into a visual plan proofreader as opposed to composing the design XML by hand. The outline proofreader can review your format on various Android gadgets and variants, and you can progressively resize the design to make certain it functions admirably on various screen sizes.

4.2.3 Menu Bar set:

The following accounts menu page. Create by xml helping source android developer web page [3].

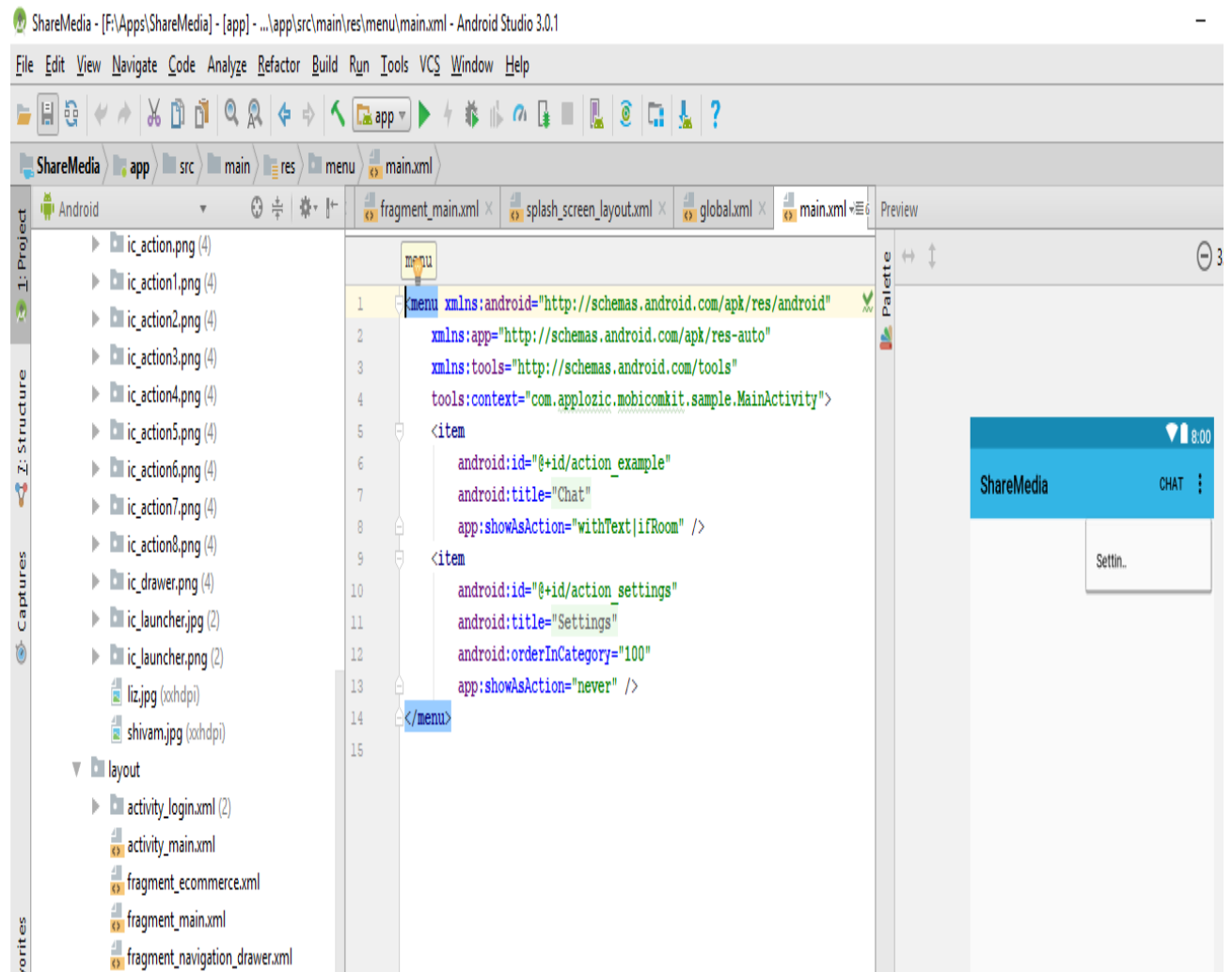


Figure: 4.2.3 Menu Bar set.

The Layout Editor is particularly intense when assembling another format with ConstraintLayout—a design director gave in a help library that is good with Android 2.3 (API level 9) and higher.

4.3 UI Design and Functionality

The following Login and home page. Layout and activity connect find by id. Then calculation valid email matching password. UserId user admin page permission.

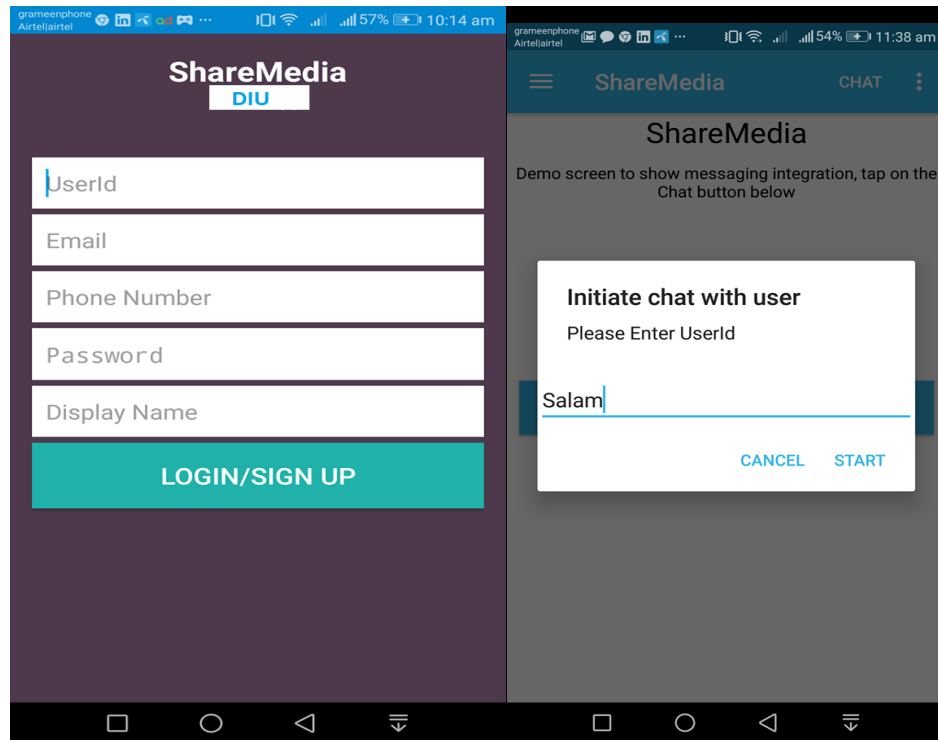


Figure 4.3: application login/sign up and Home page

This application Starting sign up then another user conduct with us by the userId and password from Sign page .Be careful don't forgot userId and password. If you forget your userId and password then use forget password or another userId. If valid email and password sign in or sign up then access the application for this account [5].

4.3 XML Design and Functionality

4.3.1 UserID Demo:

Here is demo of UserID below the show icon of location, camera, file, audio, video, and so long. User can share another know user id or conduct list person. It's depending on user base.

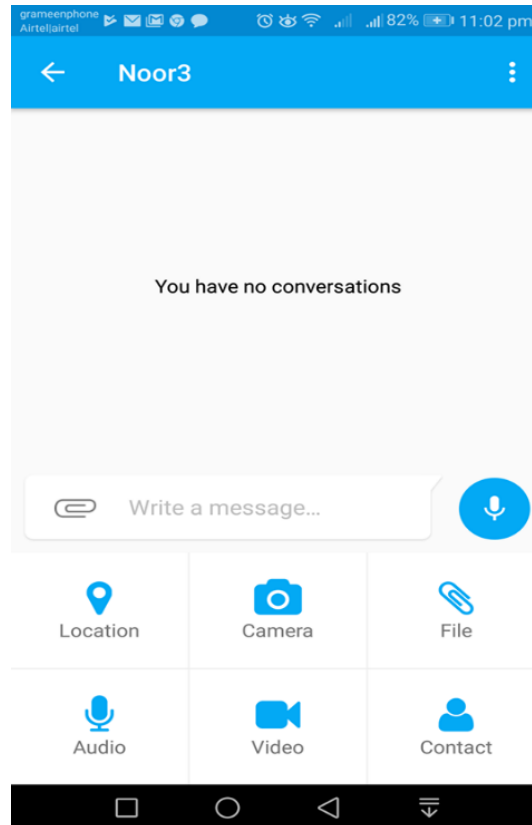


Figure 4.3.1: UserID Demo

Now show the demo list Location, Camera, File, Audio, Video, Conduct number recording, and chatting one to one, one to many, many to many, many to one share the above list.

4.3.2: Share Location and Conduct

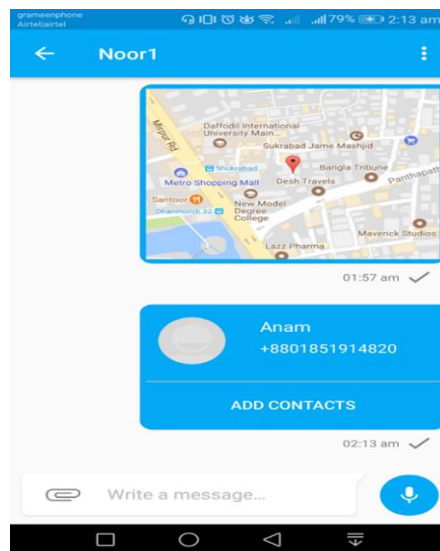


Figure 4.3.2: Categories update map with contact.

Show the demo of share location and contacts from contacts list it is demand on another user. It uses of one to one or one to many like as group chat conduct. It's easily conversation other user. Front-end is a most important section for the application development. It is worked on presentation layer and user can directly interact with this. It is very important to develop a simple and easily understanding front-end.

4.3.3 The following figure categories recoding and default Maps.

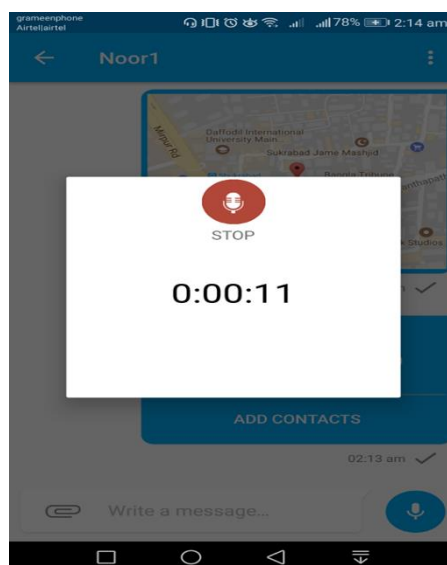


Figure 4.3.3: Categories recording and default maps.

Show of list recording share and default maps .We can recording clear talking use. Need internet connection so faster transformation. Its helps for us.

4.3.4 The Chat list:

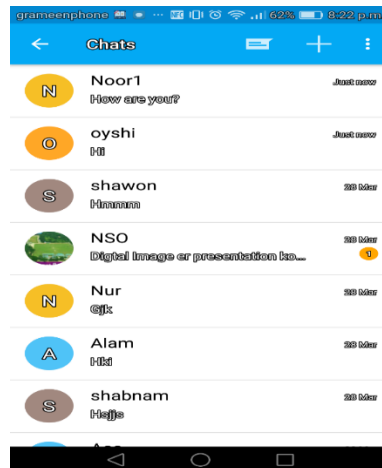


Figure 4.8.5: Chats list

When we check conduct list and find result here conduct and group list same column ways time varies step by step. From the point of view of designing.

4.3.5 Recording

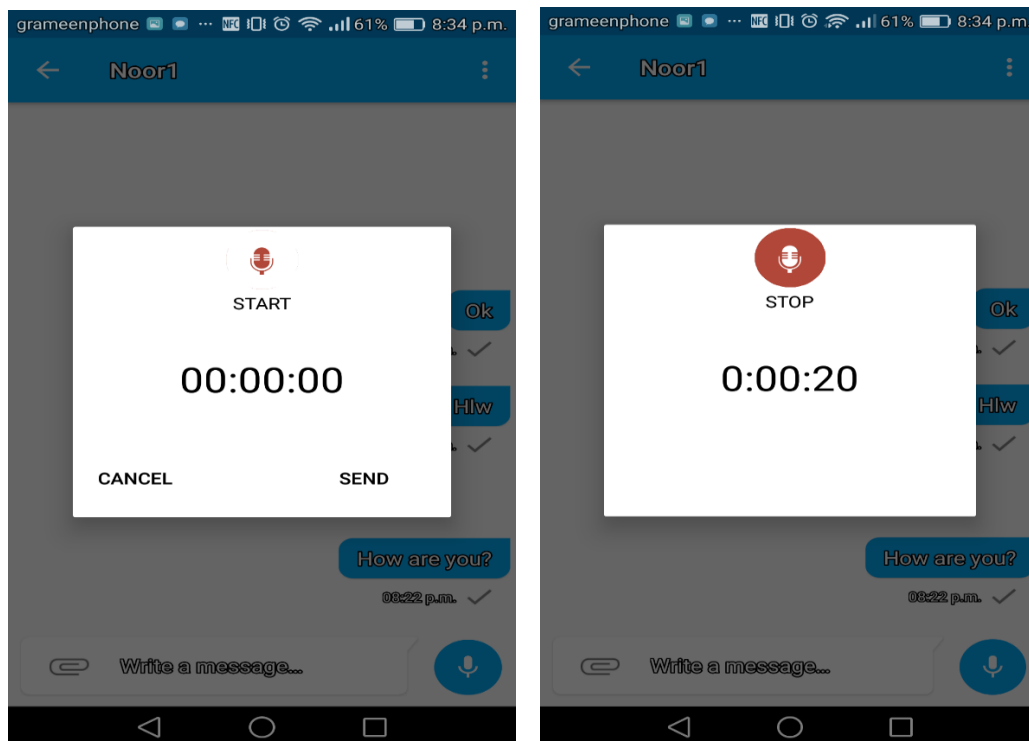


Figure 4.3.5: Recording

Here is demo recording start and up to send. When first show start icon secondly shows stop icon and sending button. GUI for the user of the application. So we tried to keep our design as simple as possible and easily accessible for the user.

4.3.6 Create New Group:

The user create group then he/she is admin. Admin can be modify like update, delete, add user member, admin and so long.

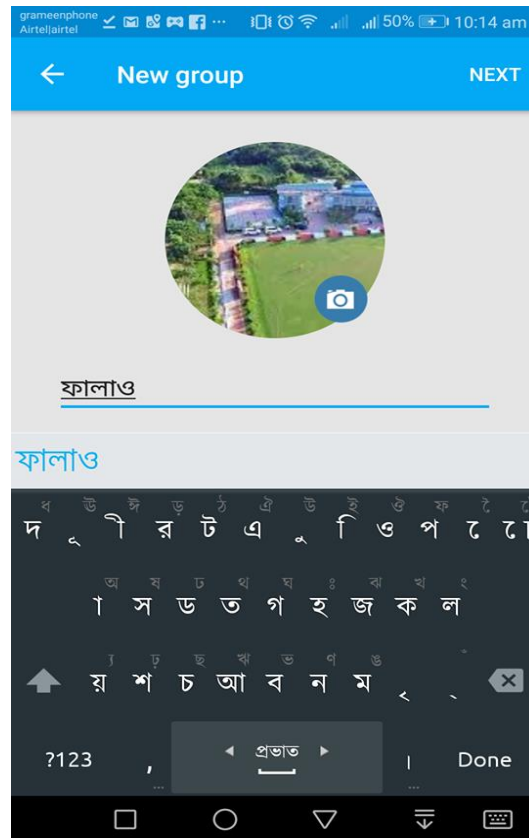


Figure 4.3.6: New Group

Group conversation demo list upload profile picture daffodil permanent campus gate view. This group maker or admin invite the group then join step by step share is everything. GUI for the user of the application. So we tried to keep our design as simple as possible and easily accessible for the user, but the development task wasn't so easy. We attach our application front-end design in bellow.

4.3.7 Search Option and Contact information's

Here is search option when I have more conduct person then I will provided search option.

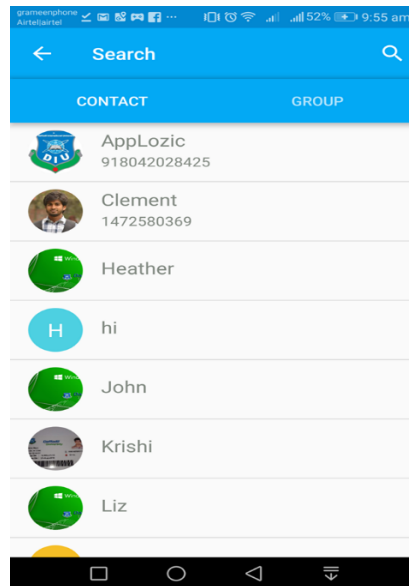


Figure 4.3.7: Search Option and Contact List

Developer take user facility thinking give conduct list use the droop down base click on contact add to user chatting.

4.3.8 The following dashboard page.

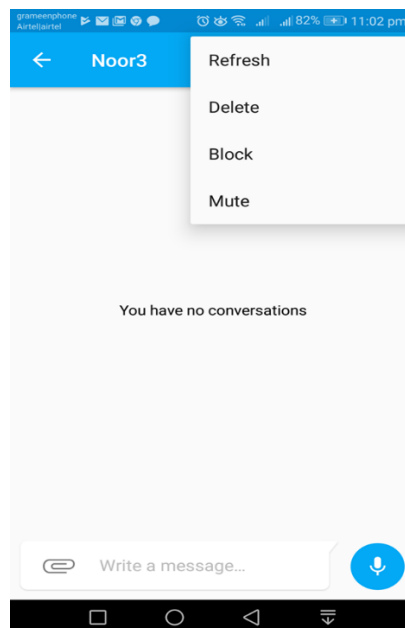


Figure 4.3.8: Dashboard page.

Application user use Refresh, delete, block, mute it's help for user.

4.4 UI Design and Functionality

Our applications require a wide assortment of symbols, from a launcher symbol to symbols in menus, discs, tabs, the status bar, and records. The Icon Guidelines depict every sort of symbol in detail, with determinations for the size, shading, shading, and different points of interest for making every one of your symbols fit in the Android framework.

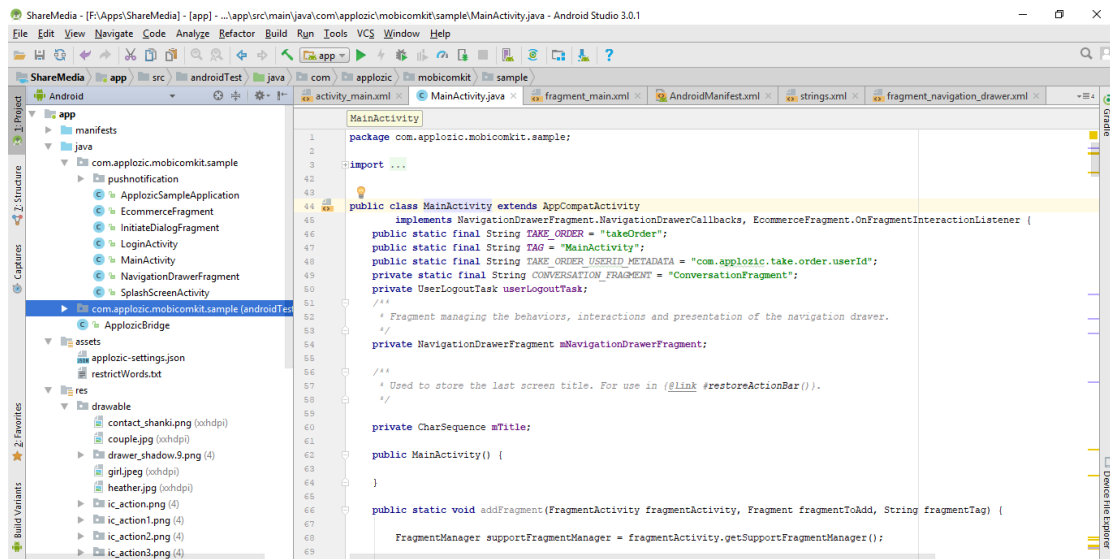


Figure 4.4: Layout Page

The Icon Templates Pack is a file of Photoshop and Illustrator layouts and channels that make it considerably less difficult to make accommodating symbols.

CHAPTER 5

IMPLEMENTATION & TESTING

5.1 Android Studio

Android Studio is the official integrated development environment (IDE) for Google's Android working framework, built on JetBrains IntelliJ IDEA software and designed specifically for Android development. It is accessible for download on Windows, macOS and Linux based working frameworks. It is a substitution for the Eclipse Android Development Tools (ADT) as essential IDE for local Android application advancement. Android Studio was declared on May 16, 2013 at the Google I/O conference. It was in early access see organize beginning from variant 0.1 in May 2013, at that point entered beta stage beginning from adaptation 0.8 which was discharged in June 2014. The principal stable form was discharged in December 2014, beginning from rendition 1.0. The present stable rendition is 3.0 discharged in October 2017.

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Android software development is the procedure by which new applications are made for the Android working framework. Applications are typically created in the Java programming dialect utilizing the Android Software Development Kit. ADT (Android Development Tools) is the product used to create android applications. It fundamentally encases Eclipse IDE, which is a multi-dialect Integrated advancement condition (IDE) containing a base workspace and an extensible module framework for tweaking the earth.

The most recent rendition accompanies ADT module preinstalled and packaged to the IDE. This is the manner by which the IDE looks like with the essential components checked.

Application programming interface (API) determines how some product segments ought to communicate with each other. In most of the cases an API is a library that as a rule incorporates particular for schedules, information structures, question classes, and factors. An API detail can take numerous structures, including an International Standard such as POSIX, seller documentation, the Microsoft Windows API, the libraries of a programming dialect, Standard Template Library in C++ or Java API.

Google APIs can be downloaded from Google Code, Google's website for engineer instruments, APIs and specialized assets. The Google Data API enable software engineers to make applications that read and compose information from Google administrations. Right now, these incorporate APIs for Google Apps, Google Analytics, Blogger, Google Base, Google Book Search, Google Calendar, Google Code, Search, Google Earth, Google Spreadsheets, Google Notebook, and Picasa Web Albums.

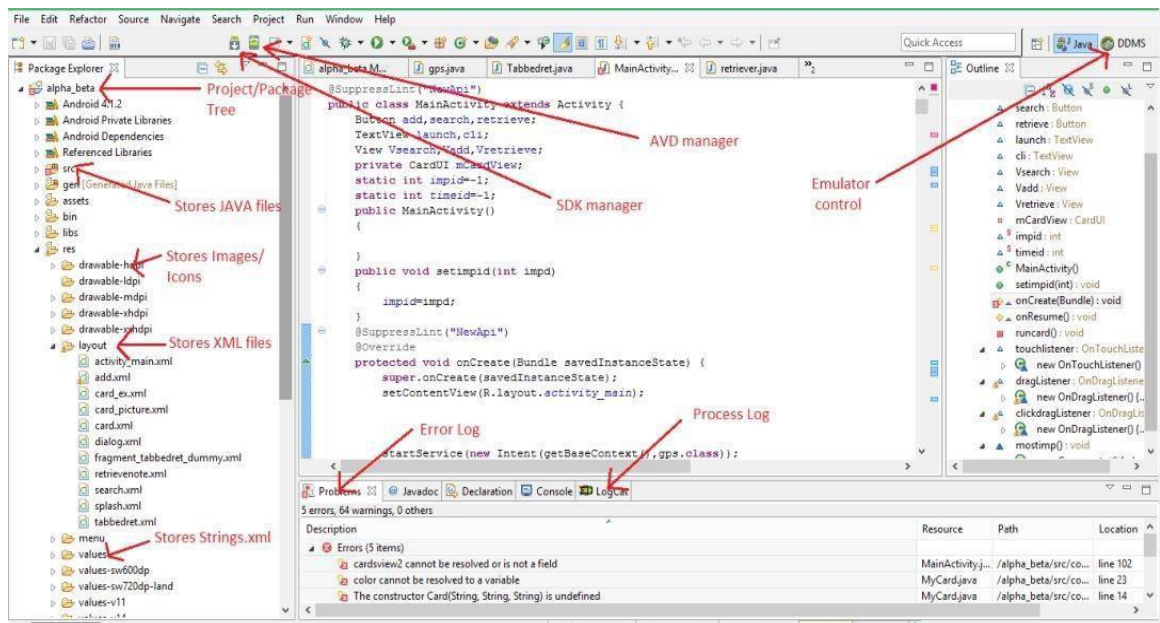


Figure 3.1: Interface of Android Studio

SDK (Software Development Kit or "Devkit") is normally an arrangement of programming improvement apparatuses that takes into account the production of uses for a specific programming bundle, programming structure, equipment stage, PC framework, computer game comfort, working framework, or comparable advancement stage.

It might be something as straight forward as an application programming interface (API) as a few records to interface to a specific programming dialect or incorporate modern equipment to speak with a specific inserted framework. Basic instruments incorporate investigating helps and different utilities frequently displayed in a coordinated advancement condition (IDE).

In the most recent variant of ADT, the android SDK includes to the IDE consequently when you unfasten and stack the IDE [2].

SDK Manager empowers us to download Google APIs and utilize them in our code.

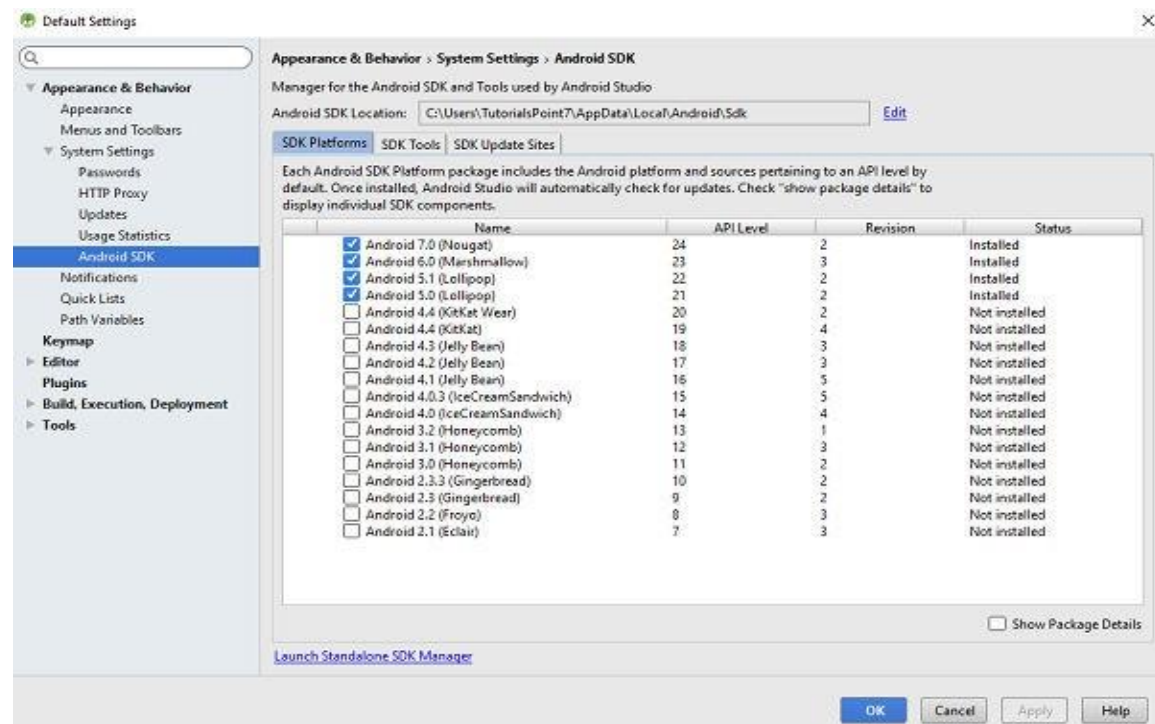


Figure 3.2: Android Studio SDK Manager

5.2 Functional Requirement or Feature

In programming building (and frameworks designing), an utilitarian prerequisite characterizes an element of a framework and its segments. A capacity is depicted as an arrangement of sources of info, the conduct, and yields (see likewise programming).

Practical necessities might be figuring, specialized points of interest, information control and handling and other particular usefulness that characterize what a framework should achieve. Behavioral prerequisites depicting every one of the situations where the framework utilizes the useful necessities are caught being used cases. Useful prerequisites are upheld by non-practical necessities (otherwise called quality necessities), which force imperatives on the plan or execution, (for example, execution necessities, security, or dependability). For the most part, useful necessities are communicated in the frame "framework must do <requirement>", while non-practical prerequisites are "framework should be <requirement>". The arrangement for executing utilitarian prerequisites is definite in the framework plan. The arrangement for actualizing nonfunctional prerequisites is point by point in the framework design.

As characterized in pre designing, utilitarian necessities indicate specific consequences of a framework. This ought to be diverged from non-utilitarian necessities which indicate general attributes, for example, cost and dependability. Utilitarian prerequisites drive the application engineering of a framework, while nonfunctional necessities drive the specialized of a framework.

At times, a necessities expert produces utilize cases in the wake of social event and approving an arrangement of useful prerequisites. The order of practical necessities is client/partner ask for → highlight → utilize case. Each utilization case delineates behavioral situations through at least one utilitarian necessities. Regularly, however, an examiner will start by evoking an arrangement of utilization cases, from which the investigator can infer the useful prerequisites that must be actualized to enable a client to play out each utilization case.

In our venture, there are such sorts of things will be incorporated and that is:

An ordinary useful necessity will contain a one of a kind name and number, a concise rundown, and a reason. This data is utilized to enable the perused to get it

Why the prerequisite is required, and to track the necessity through the improvement of the framework.

5.3 Non-Functional Requirements

- In frameworks designing and prerequisites building, a non-practical necessity is a necessity that determines criteria that can be utilized to judge the activity of a framework, as opposed to particular practices. This ought to be appeared differently in relation to utilitarian prerequisites that characterize particular conduct or capacities. The arrangement for actualizing utilitarian prerequisites is point by point in the framework plan. The arrangement for executing nonfunctional prerequisites is point by point in the framework engineering.
- Comprehensively, utilitarian necessities characterize what a framework should do and nonfunctional prerequisites characterize how a framework should be. Useful prerequisites are as a rule as "framework should do <requirement>", an individual activity of the piece of the framework,

maybe expressly in the feeling of a scientific capacity, a discovery depiction input, yield, process, and control utilitarian model or IPO Model. Conversely, non-practical prerequisites are as "framework should be <requirement>", a general property of the framework in general or of a specific viewpoint and not a particular capacity. The frameworks' general properties regularly check the distinction between whether the advancement venture has succeeded or fizzled.

5.4 Mobile Operating System

A portable working framework (versatile OS) is particularly intended to keep running on helpful gadgets, for example, cell phones, PDAs, tablets and other handheld gadgets. To run the gadgets there are few surely understood OS are accessible overall, for example, Android OS (Google Inc.),

- iPhone OS /iOS (Apple)
- BadaOS (Samsung Electronics)
- BlackBerry OS (Research in Motion)
- MeeGoOS (Nokia and Intel)
- PalmOS (Garnet OS)
- Symbian OS (Nokia)
- Web OS (Palm/HP)
- Some OS are utilized enormously as far as its ease of use, outline adaptabilities; cost contrasting different telephones and the accessibility of utilizations. For our venture, we have picked Android stage because of its accessibility and ease of use. Android is produced by Google, in light of the Linux part and outlined principally for touchscreen cell phones, for example, cell phones and tablets.

5.5 Database

A database is an integrated collection of logically related records or files consolidated into a common pool that provides data for one or more multiple uses. The Firebase, MySQL database stores logically in the form of table spaces and physically in the form of data files.

3.2 Firebase Database

Store and adjust information with our NoSQL cloud database. Information is synchronized over all customers in real-time, and stays accessible when your application goes disconnected. The Firebase Real-time Database is a cloud-facilitated database. Information is put away as JSON and synchronized in real-time to each associated customer. When you manufacture cross-stage applications with our iOS, Android, and JavaScript SDKs, the majority of your customers share one real-time Database occasion and consequently get refreshes with the most current information.

To create databases

1. Log in to UserId.
2. Click To Start.
3. Next, to the Create account group, you want to use, click **Manage**.
4. In the **Databases** section of the Hosting Control Panel, click the icon corresponding to the database you want to create.
5. Click **Add**.
6. Complete the fields. To allow direct access, click **Additional Options**.
7. Verify the settings and click **OK**.

It takes up to 1 hour to create a database.

Once the database is created, you can click **Actions**, and then **Details** to find more information, such as its hostname.

5.7 Upload project

Upload Files

Your hosting account has a built-in file manager you can use to upload the files to your hosting account.

1. Log in to your Account Manager.
Enter the UserId.
2. Next connect to the same user account you want to use, click **Manage**.
3. In the **Tools** section, click **File Manager**.
4. Use the directory tree to select the folder you want to upload the file to.
5. Click **Upload**.
6. Select to **add file** or **add folder**. You can upload up to 250MB at a time.
7. Select the file or folder to upload.

5.7 Testing

When all is said in done, programming testing is utilized to discover framework blunders. A product test can be done by analyzing codes, outline, and execution of the entire framework. Testing is unavoidable to enhance the nature of the framework. Surveying and testing code is another essential of programming designing that is regularly neglected in venture improvement. Testing is a fundamental piece of the framework advancement process. The fundamental Standard for programming Testing is contained in the ANSI/IEEE standard 829/1983-Standard for programming testing Documentation. Some product testing may likewise be performed by CAST (Computer Aided Software Testing)

Alpha testing:

In house virtual user environment can be created for this type of testing. Testing is done at the end of development. Still minor design changes may be made because of such testing.

Beta testing:

Testing typically done by end-users or others. Final testing before releasing application for commercial purpose.

5.1.1 Functional Testing

In functional testing, a tester has to validate the application to see that all specified requirements of the client whatever we have said in SRS have been incorporated or not.

There are two categories of functional testing:

- Positive functional testing: testing the application's functions with valid input and also verifying that the outputs are correct.
- Negative functional testing: IT involves exercising application functionality using a combination of invalid inputs some unexpected operating conditions and by some other "out-of-bounds" scenarios.

5.10 Unit Test

Unit testing is generally used in a detailed designing and implementing the phase of a project. The rationale of a unit test was to find out the defects in this project. Software testing is a method of assessing the functionality there are many different types of software testing but the two main categories. Testing is a fundamental piece of the

5.10 System Testing

System Testing: Every service related software should have the ability to perform properly. In order to do this, the software should have the following criteria:

- Performance tests: In this project, performance was a great concern for software evaluation. This type of test was required to ensure that the application was capable of satisfying the performance criteria set on the system.
- User tests: This test was done to check the accuracy and usability of the system.
- Dynamic testing is an assessment that is conducted while the program static testing, on the other hand, is an examination of the program's associated Dynamic and static methods are often used together.

5.12 Compatibility Test

Compatibility Testing, part of software non-functional tests, is testing conducted on the application to evaluate the applications with the computing Environment.

Software compatibility testing can be more appropriately referred to as user experience Environment. In house virtual user environment can be created for this type of testing. Testing is done at the end of development. Still minor design changes may be made because of such testing.

This project is tested on different browsers, to ensure the following:

Table .1: Comparability Testing

Android Device name	Screen Size	Test	Result
Huawei Nova 2i	5.9 inch(1080p)	Yes	OK
Huawei P9 Lite	5.2 inch	Yes	OK
Samsung A5	5 inch (720p)	Yes	OK
Huawei GR3	5 inch	Yes	OK
	4.5inch (720p)	Yes	OK
Samsung Galaxy core prime	4 .5 inch (480p)	Yes	OK
Walton Primo GM	5 inch (480p)	Yes	OK

CHAPTER 6

CONCLUSION & FUTURE SCOPE

6.1 Conclusion

Correspondence and trade of data is the most critical factor to keep pace with the cutting edge world. In present day occupied life, a man needs to speak with an enormous number of individuals. So it ought to be quick and cell phone has taken care of up this demand. Clearly, a cell phone has opened another measurement in the correspondence part. A lion offer of the cell phone is worked by Android. So it is important to influence something which to can lessen a cost of calls. Remembering such kind of thought we have manufactured an android application in where individuals can get legitimate data. We have attempted to acquaint a savvy route with decrease call cost for general individuals. We expect all the Bangladeshi individuals will get help utilizing this application.

6.2 Future Scope

Everything in this world is changing and it is more genuine for data and correspondence innovation. In future, it should be possible to incorporate a few Features created in our venture.

This Application can be founded on com reason in our Country or around the world. We have some arrangement for what's to come. We can make the framework more powerful and secured.

This Application is extremely brilliant and expecting will be more intelligent sooner rather than later by enhancing its different highlights and it can be appeared on different cell phone stages.

Scope for further developments

- To make the system less time consuming.
- This project is not effective in remote areas with limitation of internet.
- Application user demand
- Internet update version.
- Currently have to facility to play store apps.

6.3 Limitation

There are main two limitations of this project.

- This project is totally internet based.
- The app is still version oriented. Needed to test for different versions.

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Appendix A.

There are files that were used throughout this report. This create can be taken to help <https://developer.android.com/guide/index.html> website important part for android application. Our apps containing single user to multi with share and transfer connecting to multiple ShareMedia firebase and recording video to the user with another user. The application exported from XML format.

ShareMedia create UserId login/sign XML format. The application that was generated from previous XML file using our tool. Our project report, plagiarism check, type discursion with our group member. The containing flow of ShareMedia messages exchanged between ShareMedia apps Messenger.

Plagiarism Check:

