INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN COMPUTER & COMMUNICATION ENGINEERING

INTERNATIONAL STANDARD SERIAL NUMBER
INDIA

Impact Factor: 8.165

GIBBER: All-In-One Website

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ABSTRACT: The purpose of Gibber is to automate the existing manual system by the help of computerized equipment's and full-fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work with.

Gibber, as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus, it will help organization in better utilization of resources. The organization can maintain computerized records without redundant entries. That means that one need not be distracted by information that is not relevant, while being able to reach the information.
Basically, the project describes how to manage for good performance and better services for the clients.

KEYWORDS: All-In-One Website, End-To-End Encryption, Privacy, Security.

I. INTRODUCTION

In today's life, we use various applications which plays a vital part in our daily life activities. There are various online platforms to perform different task. To store the data online we use Google Drive, One Drive, etc. To chat with others we use WhatsApp, Telegram, etc. To post blogs with photos and videos we use Instagram, Facebook, Twitter and to watch / read current affairs all over the world we have application like Times of India, Daily Hunt, Google News, etc. Even for video calling and voice calling we have Google Duo, Skype, Zoom, Google Meet, FaceTime, WeChat, etc. We have developed a common platform for all the developers, working professions and Students to store their data online, to have real time chatting. Our project provides all these features and its name is "Gibber".

"Gibber" itself means chat. Gibber provides group as well as private chatting. Gibber allows the users to make their own server and add the participants. To maintain privacy all the chatting data / user credentials are been encrypted and stored online. Gibber can lead to error free, secure, reliable and fast management system.

Gibber provides various functions like text messaging, voice messaging, video call, voice calls, file transfer, emojis, top news headlines, posting pictures and writing blogs.

Gibber is basically an all-in-one website as it provides all above features.

II. LITERATURE REVIEW

Technology trends in both hardware and software have driven the hardware industry towards smaller, faster and more capable mobile hand-held devices that can support a wider-range of functionality and open-source operating systems. Mobile hand-held devices are popularly called smart gadgets. Adding text messaging functionality to mobile devices began to gain traction in the mobile communication services community in the early 1980s.

The first action plan of the Group GSM was approved in December 1982, requesting "The services and facilities offered in the public switched telephone networks and public data networks should be available in the mobile system". This plan included the exchange of text messages either directly between mobile stations, or transmitted via Message Handling Systems widely in use at that time. The first proposal which initiated the development of exchanging information or sent message to the user was made by a contribution of Germany and France into the GSM group meeting in February 1985 in Oslo. Initial growth was slow, with customers in 1995 sending on average only 0.4 messages per GSM customer per month. In 2013, 6.1 trillion text messages were sent. This translates into 193000 SMS per second. While SMS reached its popularity as a person to-person messaging, another type of SMS is growing fast: application-to-person (A2P) messaging. A2P is a type of SMS sent from a subscriber to an application or sent from an application to a subscriber. It is commonly used by financial institutions, airlines, hotel booking sites, social networks, and other organizations sending SMS from their systems to their customers.

A lot of portals are available which provide messengers free of charge. Since they are free of charge, they are the preferred services by millions of people around the world. Some of the Mobile Messaging Applications those are generally used are:

i. Hike
ii. Chat On
iii. WhatsApp
iv. E-buddy messenger
v. Facebook Messenger
vi. G Talk
vii. Go SMS Pro
viii. We-chat

III. METHODOLOGY

The aim of proposed system is to develop a system of improved facilities. The proposed system can overcome all the limitations of the existing system. The system provides proper security and reduces the manual work.

1. Security of data.
2. Ensure data accuracies.
3. Proper control of the higher officials.
4. Minimize manual data entry.
5. Minimum time needed for the various processing.
6. Greater efficiency.
7. Better service.
8. User friendliness and interactive.
9. Minimum time required.

IV. RESULT AND DISCUSSION

The final aim of our project is to provide all services like chatting, video / voice calling, posting blogs, pictures, videos, top headlines, file transfer, emojis, etc. Gibber also allows the users to create their own server. As there is a high demand of privacy now-a-days gibber provides that too, which is best for users. We also provide end-to-end encryption to all users. We store the data on Google firebase so that we access it anywhere, all over the globe.
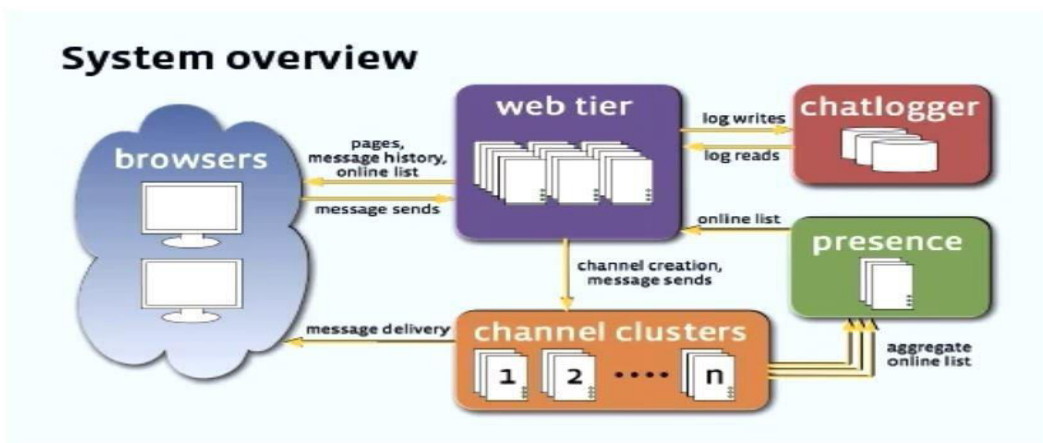
V. SIMULATION RESULTS

Figure 1 System Overview

1. Browser

Browser is a platform where user can use Gibber application and can-do various tasks.

2. **Backend Web Tier Module**

In this module simply deals with the vanilla web requests. Takes care of user authentication, friend's privacy settings, chat history, updates made by friends & other platform features business logic.

3. **User Presence Module**

This module provides online availability information of the connections/friends of a user. It's written in JavaScript & is the most heavily pinged module of the system.

The module aggregates the online info of the users in-memory & sends the information to the client when requested.

4. **Channel Cluster Module**

Channel Cluster take care of message query and delivery. The main function of this module to deliver the message to user in the form of response.

5. **Chat Logger Module**

Logging of chat meta & other information is done via the chat logging module. It's written in java & logs information between UI page loads.
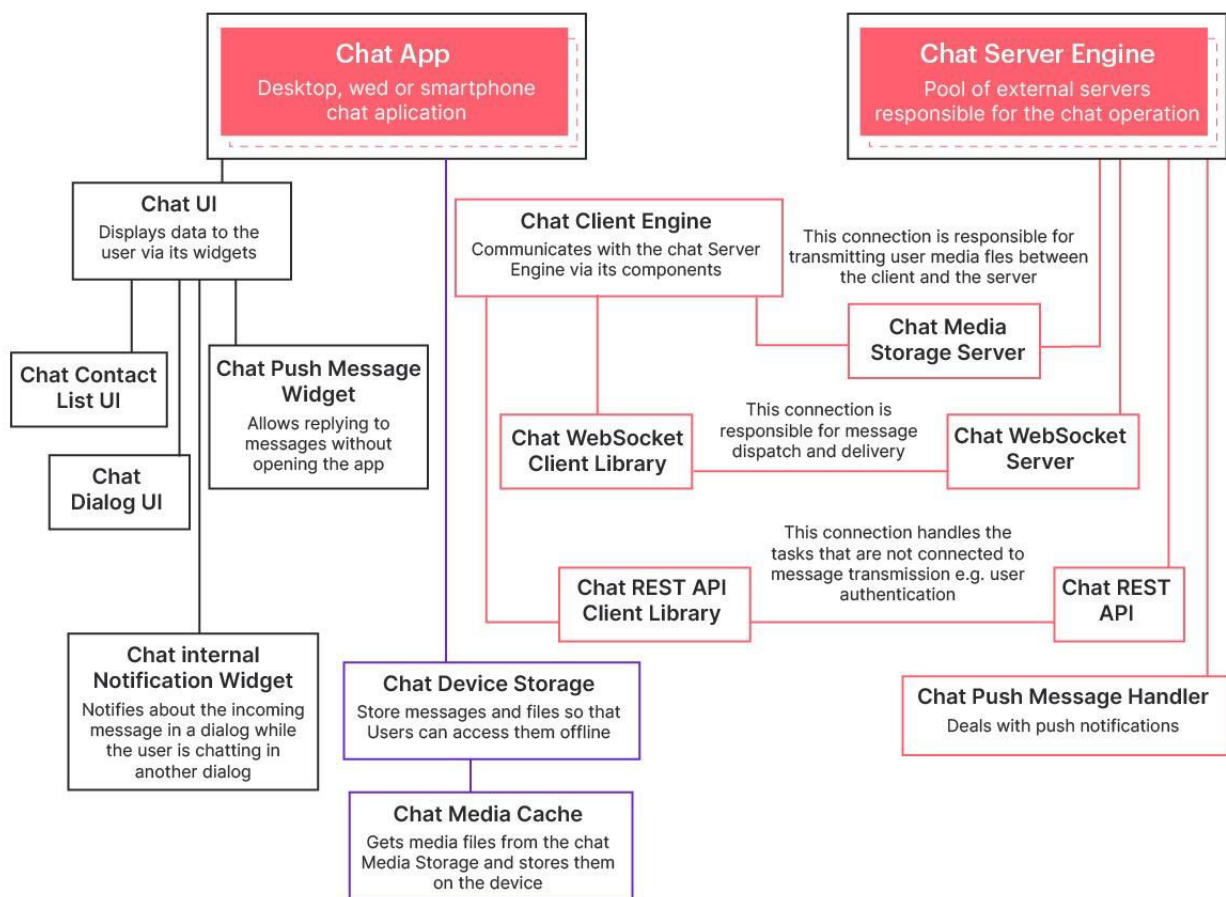

FIGURE 2 SYSTEM ARCHITECTURE

VI. CONCLUSION AND FUTURE WORK

1. Broadcasting Chat Server Application is going to be a text communication software, it will be able to communicate between two computers using point to point communication.
2. The limitation of live Chat is it does not support audio conversations. To overcome this limitation, we are concurrently working on developing better technologies.
3. Companies would like to have a communication software wherein they can communicate instantly within their organization.
4. The fact that the software uses an internal network setup within the organization makes it very secure from outside attacks.

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