



CORPORATE INTRANET CHAT AND COMMUNICATION SYSTEM

PROJECT REPORT

Submitted By

M.PARTHASARATHI

Register No.: 0720300027

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of*

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in

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COIMBATORE – 641 006.

Department of Computer Applications

PROJECT WORK

MAY 2010

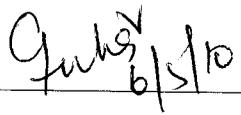
This is to certify that the project entitled
**CORPORATE INTRANET CHAT AND
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is the bonafide record of project work done by

M.PARTHASARATHI

Register No: 0720300027

of MCA (Computer Applications) during the year 2009-2010.

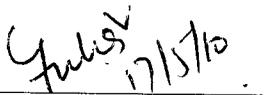

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Project Guide

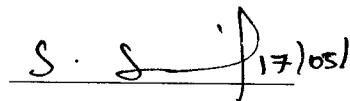


Head of the Department

Submitted for the Project Viva-Voce examination held on 17.05.10


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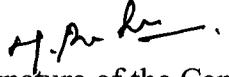
Internal Examiner


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External Examiner

DECLARATION

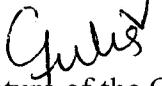
I affirm that the project work titled **CORPORATE INTRANET CHAT AND COMMUNICATION SYSTEM** being submitted in partial fulfilment for the award of **MASTER OF COMPUTER APPLICATIONS** is the original work carried out by me. It has not formed the part of any other project work submitted for award of any degree or diploma, either in this or any other University.


(Signature of the Candidate)

M.Parathasarathi

0720300027

I certify that the declaration made above by the candidate is true


Signature of the Guide,

V. Geetha
AP/MCA
With Name & Designation

May 3, 2010

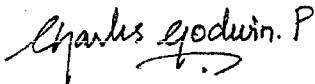
TO WHOMSOEVER IT MAY CONCERN

This is to certify that Mr. Parthasarathi M (Enrollment No. 0720300027), Final Year, MCA student of Kumaraguru College of Technology has successfully completed his Project on "Corporate Intranet Chat and Communication System" in our organization, for the period December 01, 2009 to April 30, 2010 on Non-Stipendiary basis under the guidance of Mr. Mr.Sathyarayanan.VS.

During the above tenure, he has demonstrated a high caliber of professionalism.

We wish him all the very best in his future endeavors.

for Polaris Software Lab Ltd



Charles Godwin P
Human Resources

ABSTRACT

This Project Entitled as “**Corporate Intranet Chat and Communication System**” is used basically for chatting purpose with the users on Internet or local networks. It is an application with an objective for faster and effective communication among employees in the company from their desk itself.

The users of the system are the employees and the administrator in a particular organization. Modules such as E-mail, Chat and Forums perform various operations to maintain and access the data in the system

The administrator maintains the overall system, can also add new forum category and manage the forums.

The employees are the users who can send E-mail and chat requests. Only the registered employees can access features of this system. The users can post their question and can send reply to any question posted in the forum. The system can be accessed by all the employees in the organization irrespective of their department location.

The system is intranet or internet enabled and is implemented in Microsoft Visual Studio 2005 and MS SQL Server 2005.

ACKNOELEDGEMENT

I wish to express my deep unfathomable feeling of gratitude and indebtedness to **Dr.J.Shanmugam, Director**, Kumaraguru College of Technology, Coimbatore for the successful completion of the project work.

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Introduction

CHAPTER 1

INTRODUCTION

1.1 ORGANIZATION PROFILE

Polaris Software is the world's most sophisticated banking and insurance software company. Polaris is the chosen outsourcing partner for 10 of the top 15 global banks and 6 of the 10 top global insurance companies. Polaris offers state-of-the-art, comprehensive solutions for core banking, corporate banking, wealth & asset management and insurance.

Over the last two decades, they have implemented its solutions and services among 200 of the world's largest financial institutions. Polaris Software is also recognized by the world's top analysts (Forrester and Gartner) as global leaders in banking and insurance software.

In 2003, Polaris acquired Citibank's banking IT arm and transformed it into the world's leading Financial Technology Corporation. Today, Polaris has been rated among the top 8 in IT services in banking globally.

They built expertise around Banking, Financial Services and Insurance (BFSI) specializing on industry segments such as Investment Banking, Retail Banking, Credit Cards, Corporate Banking, and Insurance. Polaris organized itself into 7 Business Solution Centers (BSC's). Each BSC houses expertise in one domain area.

1.2 PROJECT OVERVIEW

This project entitled as “Corporate Intranet Chat and Communication System” is used basically for chatting purpose with the users on Internet or local networks. It is an application with an objective for faster and effective communication among employees in the company from their desk itself.

The users of the system are employees and the administrator in a particular organization. Modules such as e-mail, chat and forums perform various operations to maintain and accessing the data in the system.

The administrator maintains the overall system, can also add new forum category and manage the forums.

The employees are the users can able to send E-mail and chat requests. The registered employees only can access features of this system. The users can post their question and can send reply answers to any question into the forums.

In the e-mail module users can send the mail with any format of attachments. The recipient of mail can view the attachments in the browser itself if the file is text or image or else any other formats file are recipient can only download the file. The users can send a new mail, forward and reply the mail.

The chat module has two types public and private. In public chat module users can send a message to any users available in the public chat room and every one will be able to view those messages. In the private chat module, users can send chat with another user and will not be visible to other users. The users can set status such as busy and available.

Forums are classified by categories. Namely arts & education, science, entertainment and etc. Users can post the question under the corresponding category and other users can post answers to that question.

System Study and Analysis

CHAPTER 2

SYSTEM STUDY AND ANALYSIS

System analysis is the process of understanding a problem domain and the user requirements for the purpose of developing an application to serve the users. This chapter deals with the drawbacks of existing system and advantages of the proposed system.

2.1 EXISTING SYSTEM

In the existing web application, the employee has to communicate through internet or paper format. Data may not kept confidential any can hack the profile. In chat any website may not post any question as like forum. Just at the click of a button you can communicate and share information between different users who are present on their terminals at the time you logged in.

2.1.1 The drawbacks of the existing system are:

- Unreliable and unsecured because organization's data and conversations can easily accessed by irrelevant persons.
- Cost factor is high in internet communication.
- More time to be processed and complexity.

2.2 PROPOSED SYSTEM

The main objective of the proposed system is that an employee has to communicate without internet connection. Communications between employees within the organization will be made easy. The proposed system has the following advantages.

- Mails and chat messages are kept inside the company, it is maintained in database.
- Security is implemented in the form of login and secures access, fast accessibility and great flexibility.
- No chances of information getting misinterpreted mails and chat messages when going from one level to another. Because this system is implemented in intranet.

Development Environment

CHAPTER 3

DEVELOPMENT ENVIRONMENT

This chapter development environment is a technical specification of requirement for the software product. It explains about the front end and back end tools used for this system.

3.1 HARDWARE REQUIREMENTS

The hardware requirements are,

Processor	:	Intel Pentium IV
Speed	:	3.1 GHZ
Memory	:	1 GB RAM
Hard Disk Capacity	:	80 GB
Monitor	:	15" inch SVGA
Mouse	:	Logitech Mouse (Scroll)
Keyboard	:	108 Keys

3.2 SOFTWARE REQUIREMENTS

The software needed for the development of the system is given below,

Operating System	:	Windows XP
Designing Tool	:	HTML, CSS, JAVA SCRIPT
Scripting Language	:	ASP .NET
Web Server	:	Internet Information Server
Back-end	:	MS SQL 2005

3.3 SOFTWARE OVERVIEW

WINDOWS-XP

Windows-XP is a powerful system. It includes many useful programs and accessories. It provides a wealth of features and it keeps the complex features relatively simply to use. It tries to create a work environment for the computers that model the actual working environment on our desk. Windows-XP has many new and enhanced features.

- It has the facility for multitasking.
- It is user friendly.
- Every application has its own online help facility.

.NET FRAMEWORK

The .NET Framework is many things, but it is worthwhile listing its most important aspects. In short, the .NET Framework is:

A Platform designed from the start for writing Internet-aware and Internet-enabled applications that embrace and adopt open standards such as XML, HTTP, and SOAP.

This Framework is the platform that provides a number of very rich and powerful application development technologies, such as Windows Forms, used to build classic GUI applications, and of course ASP.NET, used to build web applications. A Platform with an extensive class library that provides extensive support for data access (relational and XML), a director services, message queuing, and much more.

A platform that has a base class library that contains hundreds of classes for performing common tasks such as file manipulation, registry access, security, threading, and searching of text using regular expressions.

A platform that doesn't forget its origins, and has great interoperability support for existing components that you or third parties have written, using COM or standard DLLs.

A Platform with an independent code execution and management environment called the Common Language Runtime(CLR), which ensures code is safe to run, and provides an abstract layer on top of the operating system, meaning that elements of the .NET framework can run on many operating systems and devices.

ASP.NET

ASP.Net is part of the whole .NET framework, built on top of the Common Language Runtime (also known as the CLR) - a rich and flexible architecture, designed not just to cater for the needs of developers today, but to allow for the long future we have ahead of us. What you might not realize is that, unlike previous updates of ASP, ASP.Net is very much more than just an upgrade of existing technology – it is the gateway to a whole new era of web development.

ASP.Net is a feature at the following web server releases

- Microsoft IIS 5.0 on WINDOWS 2000 Server
- Microsoft IIS 5.1 on WINDOWS XP

ASP.Net has been designed to try and maintain syntax and run-time compatibility with existing ASP pages wherever possible. The motivation behind this is to allow existing ASP Pages to be initially migrated ASP.Net by simply renaming the file to have an extension of .aspx.

Benefits of ASP.Net

The .NET Framework includes a new data access technology named ADO.Net, an evolutionary improvement to ADO. Though the new data access technology is evolutionary, the classes that make up ADO.Net bear little resemblance to the ADO objects with which you might be familiar.

Some fairly significant changes must be made to existing ADO applications to convert them to ADO.Net. The changes don't have to be made immediately to existing ADO applications to run under ASP.Net, however.

ADO will function under ASP.Net. However, the work necessary to convert ADO applications to ADO.Net is worthwhile. For disconnected applications, ADO.NET should offer performance advantages over ADO disconnected record sets. ADO requires that transmitting and receiving components be COM objects. ADO.Net transmits data in a standard XML-format file so that COM marshaling or data type conversions are not required.

Structured Query Language (SQL)

To work with data in a database, you must use a set of commands and statements (language) defined by the DBMS software. There are several different languages that can be used with relational databases; the most common is SQL. Standards for SQL have been defined by both the American National Standards Institute (ANSI) and the International Standards Organization (ISO). Most modern DBMS products support the Entry Level of SQL-92, the latest SQL standard (published in 1992).

System Design

CHAPTER 4

SYSTEM DESIGN

System design is the most creative and challenging phase in the life cycle of system development. The requirements of the proposed are detailed by use of use cases and data flow diagrams.

4.1 DIAGRAMS

The sections below describes are the diagrams used in this system.

4.1.1 USE-CASE DIAGRAM

The **use-case diagram** is used to present a graphical overview of the functionality provided by a system in terms of actors, their goals, represented as use cases and any dependencies between those use cases. The use case diagram is shown in figure 4.1.1.1.

Actors:

This system will be used by the below actors:

1. Admin
2. Employeec

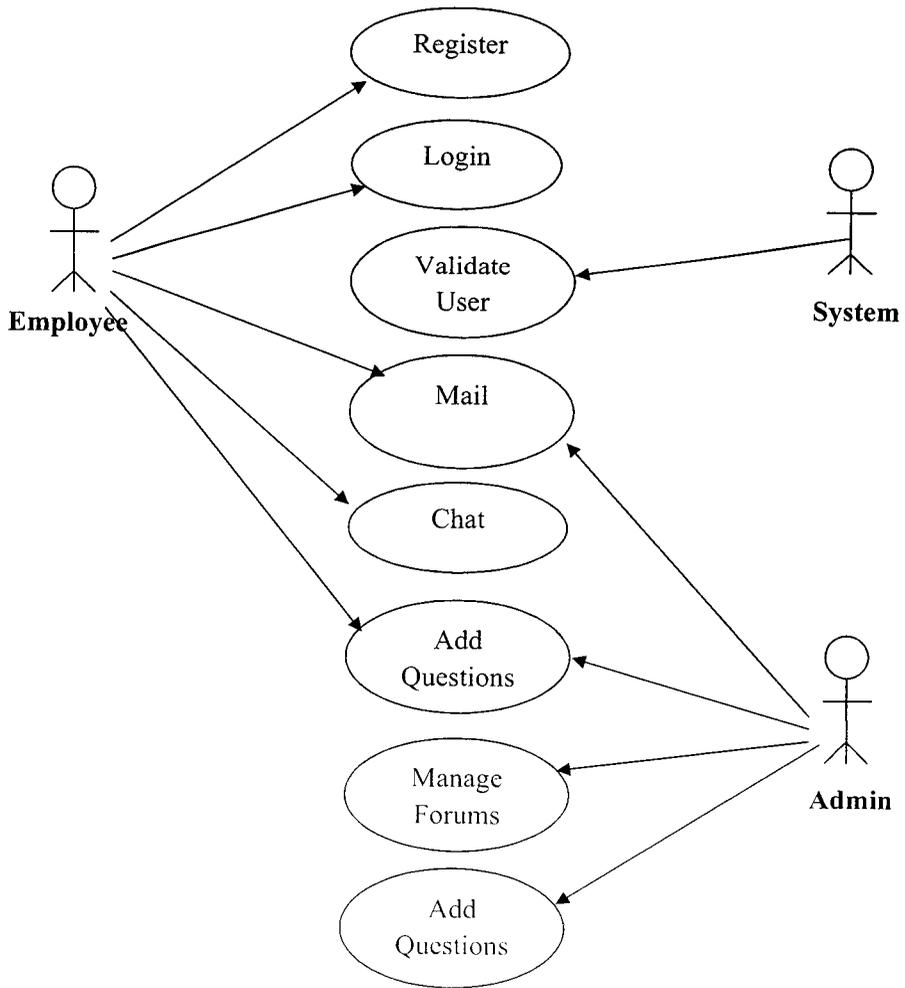


Figure 4.1.1.1: Use-Case Diagram

4.1.2 DATA FLOW DIAGRAM (DFD)

A Data Flow Diagram is a process-oriented graphical representation of an application system. It is a picture of the movement of the data between external entities and the processes and data stores within a system. The DFD's are shown from the figure 4.1.2.1 to 4.1.2.3.

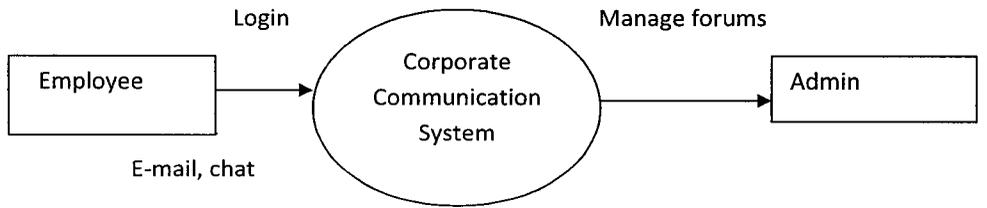


Figure 4.1.2.1: DFD-Level 0



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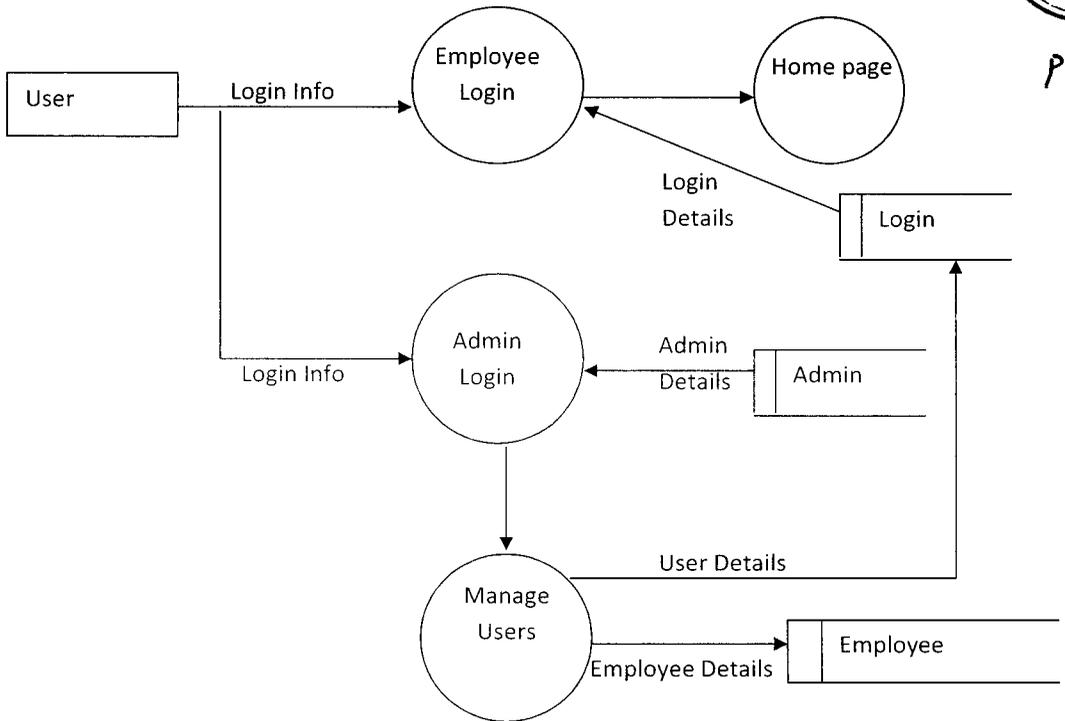


Figure 4.1.2.2: DFD-Level 1 User Management

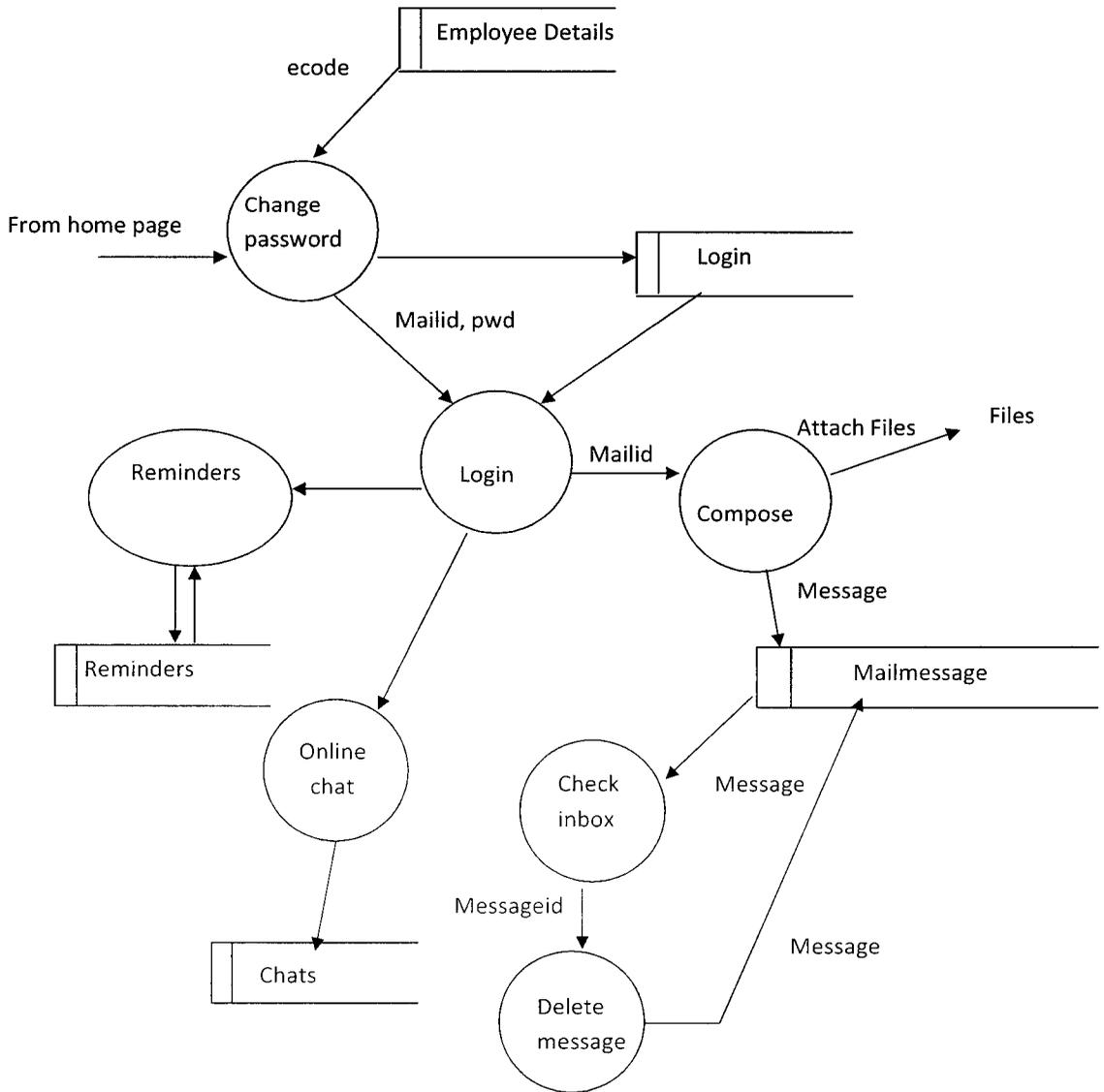


Figure 4.1.2.3: DFD-Level 2 Mail and Chat

4.2 ELEMENTS OF DESIGN

The following are the elements of the system design.

- Input design
- Output design
- Database design

4.2.1 INPUT DESIGN

Input design is a process of converting the user-originated inputs into the computer-based format. The goal of designing input data is to make the automation as easy and free from errors as possible. The requirements of input design such as user friendliness, consistent format and interactive dialogues for giving the right message and help for the user at right time are also considered for the development of the project.

The inputs forms used in this system are:

a. User login page:

It allows the existing users to log on the site and to create new login for new users.

b. Inbox page:

This will show incoming messages to the users and also users can view, forward and reply to the messages.

c. Chat Page:

It will display the users who all are chatting in the public chat rooms. And the users can view can send a public message to anyone who available in public chat rooms.

d. Forum page:

It allows the users can post question and reply for any questions and also notification for the corresponding will be send to the user who posted questions.

e. User Information page:

It allows the user to view and edit their details. And also can change image in the user's home page.

f. Admin main page:

It includes admin login which allows admin to forum categories and manage user accounts and view reports.

4.2.2 OUTPUT DESIGN

The output is mainly used to communicate with the user, processing the input data given by the user. It is documented in each stage of the project to ensure error free output. The output screens are designed in a very simple and easy to understand format. All user options are presented in well-formatted forms. The user friendliness of the output screen makes it very easy to use. The quality refers to the way by which the output is presented to the user.

The output design of the reports is the screens that display the skill gap based on the user chat details and mails between all users. The output screens formats are given in Appendix from A.1 to A.5.

4.2.3 DATABASE DESIGN

The table formats used in the system is shown in tables 4.2.3.1 to 4.2.3.8.

TABLE STRUCTURE:**Table Name:** Emp_Details**Description:** This table has details about the employees in the organization.

Name	Data Type	Size	Constraint	Description
Empcode	Numeric	15	Primary Key	Employee code
Ename	Nvarchar	10	Not Null	Employee name
Edesig	Nvarchar	15	Not Null	Employee designation
Edept	Nvarchar	25	Not Null	Employee department
Eadd	Nvarchar	25	Not Null	Employee address
Edob	Date		Not Null	Employee's Date of birth
Gender	Nvarchar	25	Not Null	Gender
Grade	Nvarchar	25	Not Null	Grade of the employee
Doj	Date		Not Null	Date of joining
Blood	Nvarchar	25	Not Null	Blood Group
Speci	Nvarchar	25	Not Null	Specialized area of employee
Photo	Nvarchar	25	Not Null	Photo of the employee

Table 4.2.3.1

Table Name: Login_Details

Description: This table contains values of username and password of the employees.

Name	Data Type	Size	Constraint	Description
Userid	Numeric	15	Primary Key	User identification
Empcode	Numeric	10	Foreign key	Employee Code
Uname	Nvarchar	50	Not Null	User Name
Pwd	Nvarchar	50	Not Null	Password

Table 4.2.3.2

Table Name: Mail_Details

Description: The mail details of all users are stored in this table.

Name	Data Type	Size	Constraint	Description
Mailid	Numeric	15	Primary Key	Mail Identification
Sender	Nvarchar	25	Foreign key	Sender employee id
Receiver	Nvarchar	25	Foreign key	Receiver employee id
Subject	Nvarchar	15	Not Null	Message subject
Message	Nvarchar	100	Not Null	Massager content
Sentdate	Date/Time		Not Null	Sent Date & Time
Status	Nvarchar	10	Not Null	Status of mail

Table 4.2.3.3

Table Name: Forum_Details

Description: The different types of forum categories are stored in this table.

Name	Data Type	Size	Constraint	Description
Cid	Numeric	15	Primary Key	Remainder identification
Category	Nvarchar	25	Foreign key	Employee Code
Description	date		Not Null	Date of remainder

Table 4.2.3.4

Table Name: File_details

Description: This table contains details about the files attached to the mails.

Name	Data Type	Size	Constraint	Description
Fileid	Numeric	15	Primary Key	File identification
Mailid	Numeric	15	Foreign key	Mail identification
Filename	Nvarchar	50	Not Null	Name of the file

Table 4.2.3.5

Table Name: Chat_details

Description: The following table contains details of chat text among all users.

Name	Data Type	Size	Constraint	Description
Chatid	Numeric	15	Primary Key	Chat identification
Sender	Numeric	15	Foreign Key	Sender employee id
Receiver	Numeric	10	Foreign Key	Receiver employee id
Chattext	Nvarchar	MAX	Not Null	Chat content
Sentdate	Date		Not Null	Sent Date
Senttime	Time		Not Null	Sent Time
Status	Float	(10,5)	Not Null	Status

Table 4.2.3.6

Table Name: Forum_question

Description: This table stores details about the questions posted by the users.

Name	Data Type	Size	Constraint	Description
Qid	Numeric	15	Primary Key	Question identification
Userid	Numeric	15	Foreign Key	Sender id
Category	Nvarchar	25	Foreign Key	Forum Category
Question	Varchar	MAX	Not Null	Question text
Postdate	Date		Not Null	Posted date

Table 4.2.3.7

Table Name: Forum_answer

Description: This table stores details about the answers replied by the users.

Name	Data Type	Size	Constraint	Description
Qid	Numeric	15	Primary Key	Chat identification
Userid	Numeric	15	Foreign Key	Sender employee id
Answer_text	Varchar	MAX	Not Null	Answer text
postdate	Date		Not Null	Replied Date

Table 4.2.3.8

4.2.4 MODULAR DESIGN

Modular design — or "modularity in design" — is an approach that subdivides a system into smaller parts of modules that can be independently created and then used in different systems to drive multiple functionalities.

This System has three main modules such as,

- ✓ E-mail Module
- ✓ Chat Module
- ✓ Forum Module

E-mail Module:

User Login form: It allows the existing users to log on the site and to create account for new users and send message from one to another.

- Allows the user to view incoming and Enables them to send a new message with file attachments.
- Provides the facility of viewing the online users.

This module contains facilities like users can forward the mail which is resides in the inbox and also can send reply to the particular recipient. The incoming mail are displayed by date and time of the mail received.

The unread messages count also displayed in the label of the inbox. Users can view the attached images and text file in browser itself and other types files are only can download by the users.

Chat Module:

It allows the all user to chat with another user online by public and private. It will show the users who are all currently online at the time.

- Allows users to ignore the other user if the setting status as busy.
- Busy users can be notified by red icon symbol.

The public chat has facilities like anyone can only send a message to any user as view of public. But in the private chat users can send a message as private. Time of the chat message was sent also displayed with the message.

Forum Module:

In this module the users can post a new question under any type of category. After the question is posted, the notification mail will be sent to the corresponding user. If any reply to the question is received, it also will be notified to the user.

The username and user images also will be displayed with answers if reply posted by any users. The administrator only can add the forum categories. Reply can posted by any user.

System Implementation and Testing

CHAPTER 5

SYSTEM IMPLEMENTATION AND TESTING

Software implementation and testing is the process done in the development stage of the software. The system implementation and verification is done in this chapter.

5.1 SYSTEM IMPLEMENTATION

Implementation literally means to put into effect or to carry out. The system implementation phase of the software deals with the translation of the design specification into the source code. Coding is done in this stage using a .net framework and programming language. Various types of bugs were discovered while debugging the modules. These were verified, tested and modified.

5.2 SYSTEM VERIFICATION

System Verification is the process of evaluating software to determine whether the products of a given development phase satisfy the conditions imposed at the start of that phase. Verification is ensuring that the product has been built according to the requirements and design specifications- i.e., you built it right.

Verification is the assurance that the products of a particular development phase are consistent with the requirements of that phase and preceding phase(s). In data access, it verifies whether the right data is being accessed in terms of the right place and in the right way.

In the Intranet Chat and Communication System, verification was done during the development itself. Each database bindings are verified after binding to test whether the control is bound to the right data field.

5.3 SYSTEM VALIDATION

System Validation is the process of evaluating software during or at the end of the development process to determine whether it satisfies specified requirements. Validation checks that the product design satisfies or fits the intended usage i.e., you built the right product.

This is done through dynamic testing and other forms of review. Validation ensures that the product actually meets the user's needs, and that the specifications were correct in the first place.

In the Intranet Chat and Communication System, it verifies whether the users set status as busy or available. If the user is busy then no one can be unable to chat with the particular user. Validation is performed after a work product is produced against established criteria ensuring that the product integrates correctly into the environment.

It determines the correctness of the final software product by a development project with respect to the user needs requirements. Compare validator is used for password fields. Required field validator is used for textboxes which is not null.

5.4 TESTING

Testing is executing a program to test the logical changes needed in it and with intention of finding errors. Tests are conducted to find discrepancies between the new system and its original objective, current specifications and documents.

5.4.1 UNIT TESTING

In unit testing, we have to test the program making up the system. Unit testing focuses first on the modules independently of one another, to locate errors. This enables within that module alone.

In this system, each page was tested separately as a unit. The flow of control and data through that page was tested. Each page is tested with the previously prepared test cases to find cases to find errors in the page. After rectifying the errors, once again it was tested to ensure whether there was no error.

5.4.2 INTEGRATION TESTING

Data can be lost across any interfaces. Once module can have an adverse effect on another, sub functions when combined, may not produce the desired major functions. Integrations testing for conducting tests to uncover errors associated within the interface. The objective is to take unit-tested module and build a program structure. The entire module are combined and tested as whole.

In Corporate Intranet Chat and Communication System, top down integration testing was followed. In this system, for example, first the user should give the name of valid recipient's username. If the user name is not valid, this will show the label as "This username not available". This process is continued from the page level to module level and finally the whole system is tested.

Conclusion and Future Enhancement

CHAPTER 6

CONCLUSION AND FUTURE ENHANCEMENT

6.1 CONCLUSION

The application is developed and designed in such a way that any further enhancements can be done with ease. The system has the capability for easy integration with other systems. New modules can be added to this system with less effort.

The system has been found to work effectively and will be implemented in short period of time. Proper documentation is provided. The end user can easily understand how the whole system is implemented by going through the documentation. The module developed would be friendly and does demand a little computer knowledge to work.

The system has been keeping in mind all the given possible conditions and found to work efficiently and effectively.

6.2 FUTURE ENHANCEMENT

“Corporate Intranet Chat and Communication System” can be enhanced further with the following features:

- By developing Video Chat Service users can able to see with one another through this system.
- Users can invite their friends to join into particular groups, and can send group messages among the group.
- Games and application can be uploaded to this website by the users.

Appendix

APPENDIX

SCREEN SHOTS

Login Page:

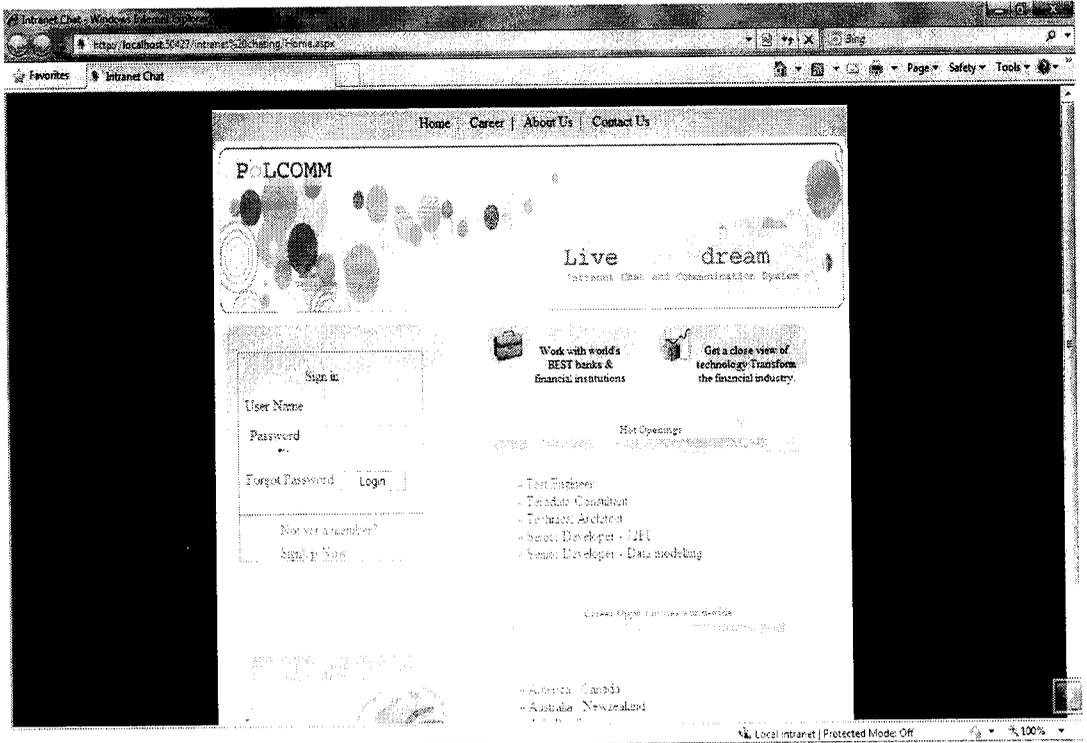


Figure A.1

User Details page:

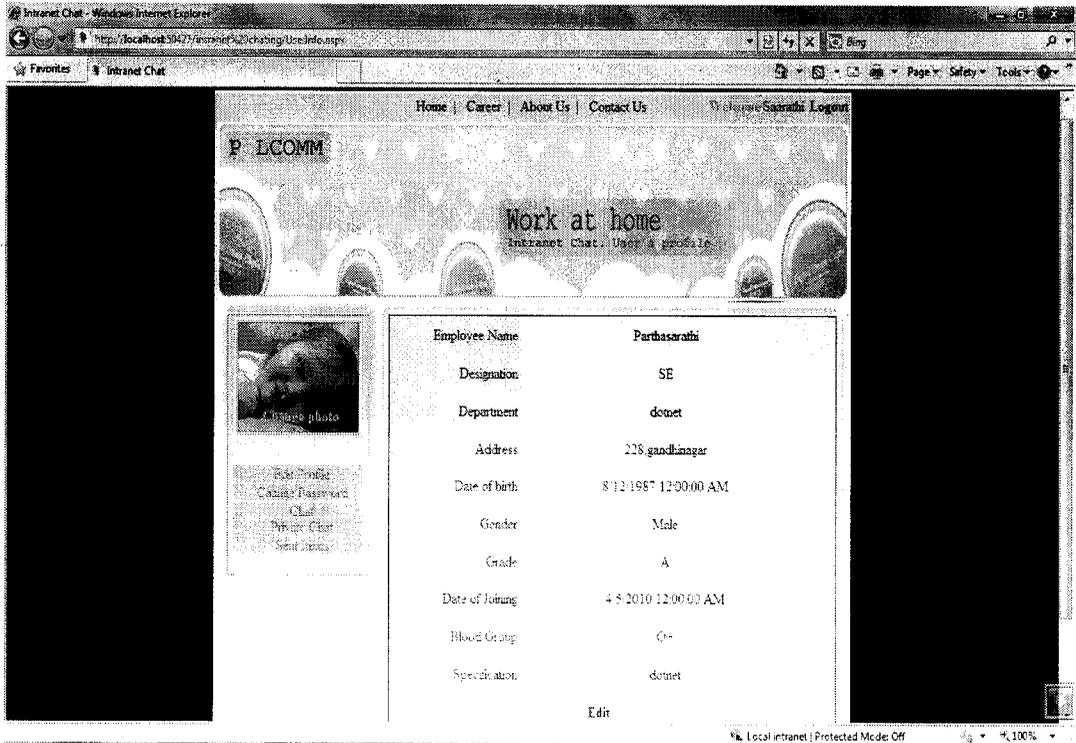


Figure A.3

Change user image page:

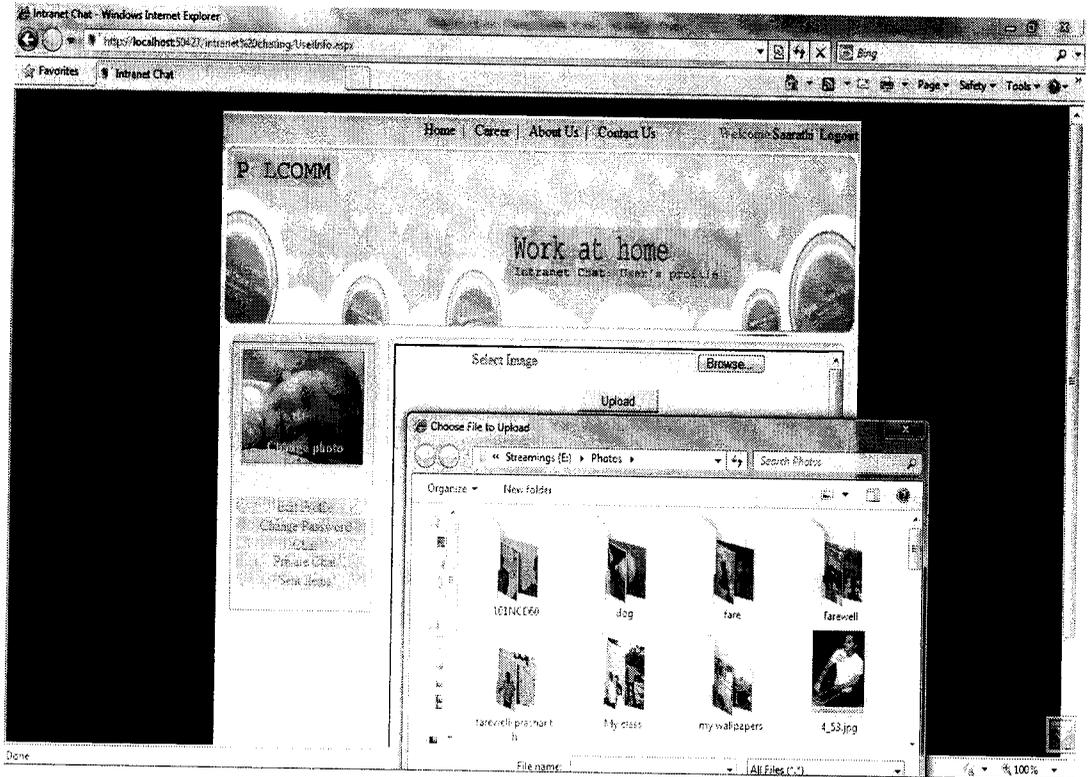


Figure A.4

Create message Page:

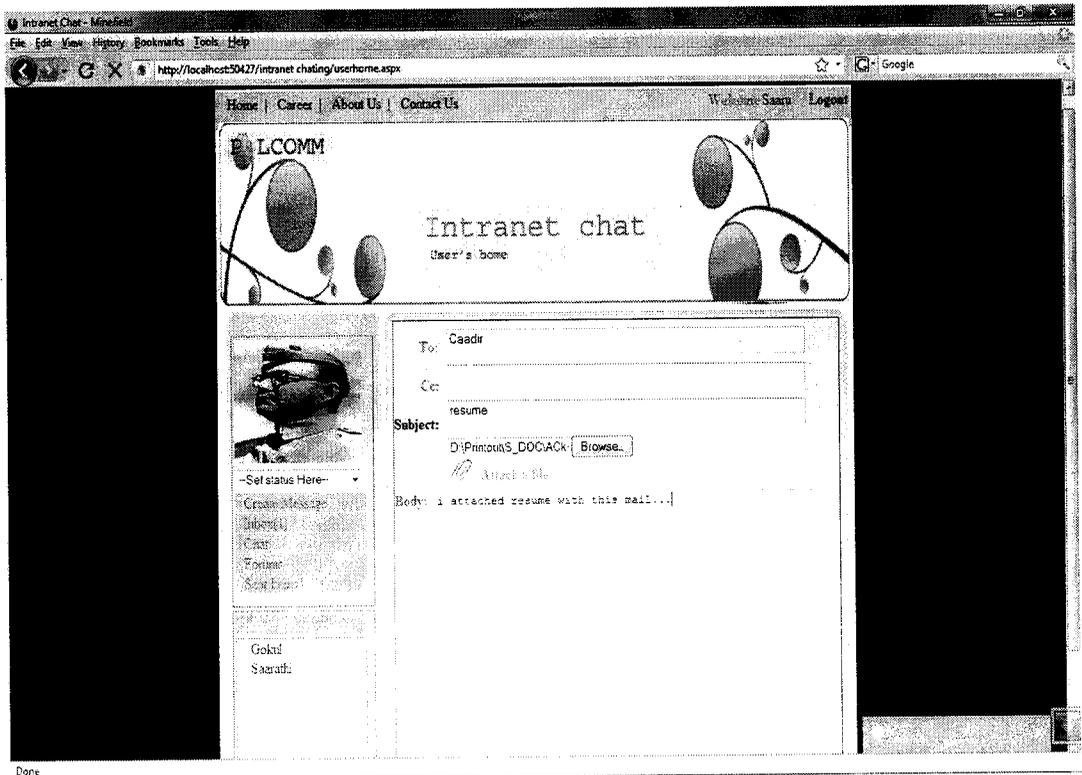


Figure A.5

Inbox page:

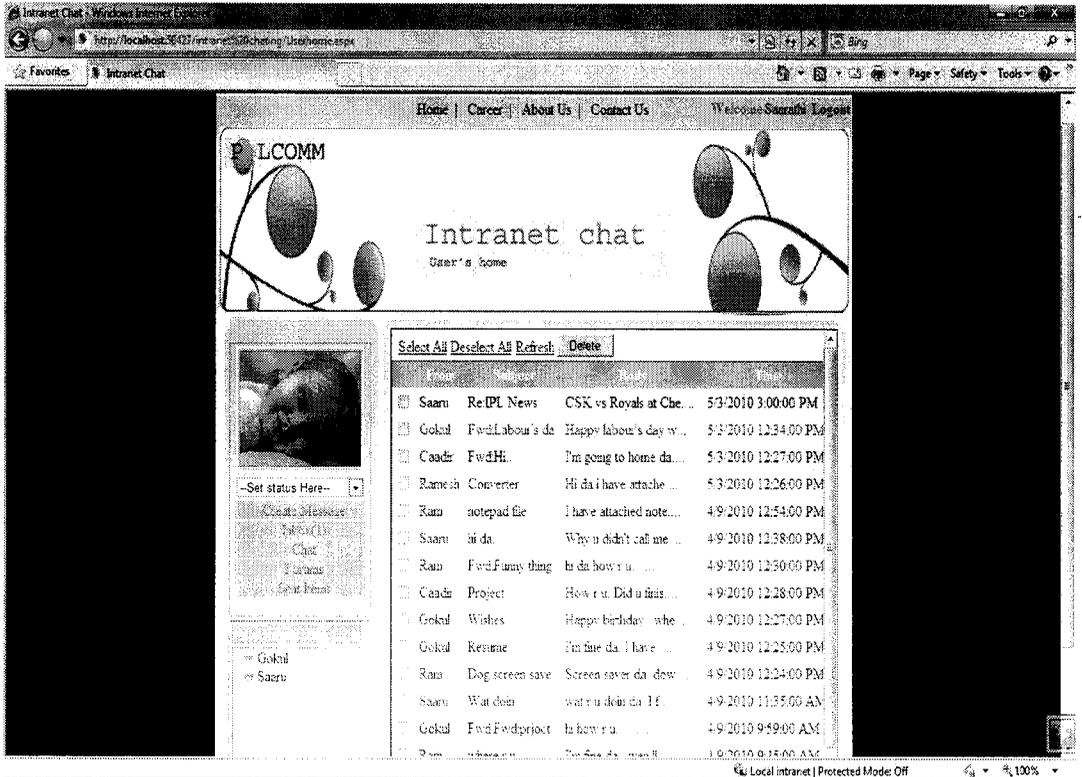


Figure A.6

Forward message:

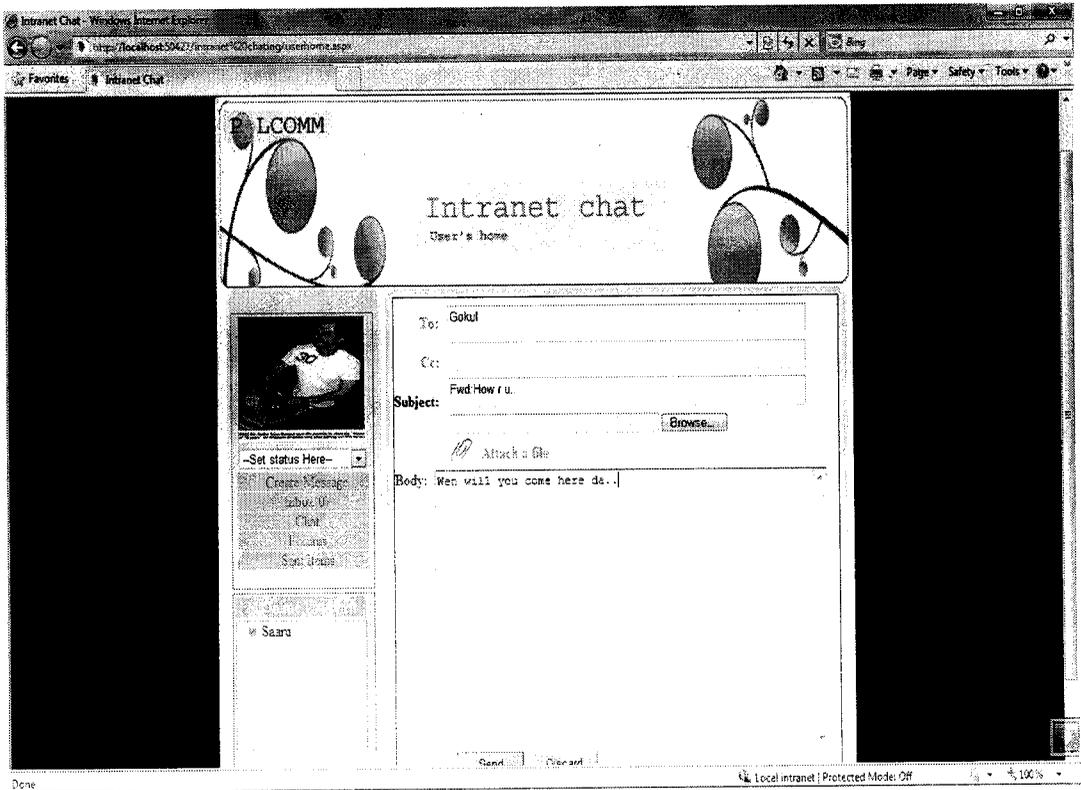


Figure A.7

Reply message:



Figure A.8

Download attachment:

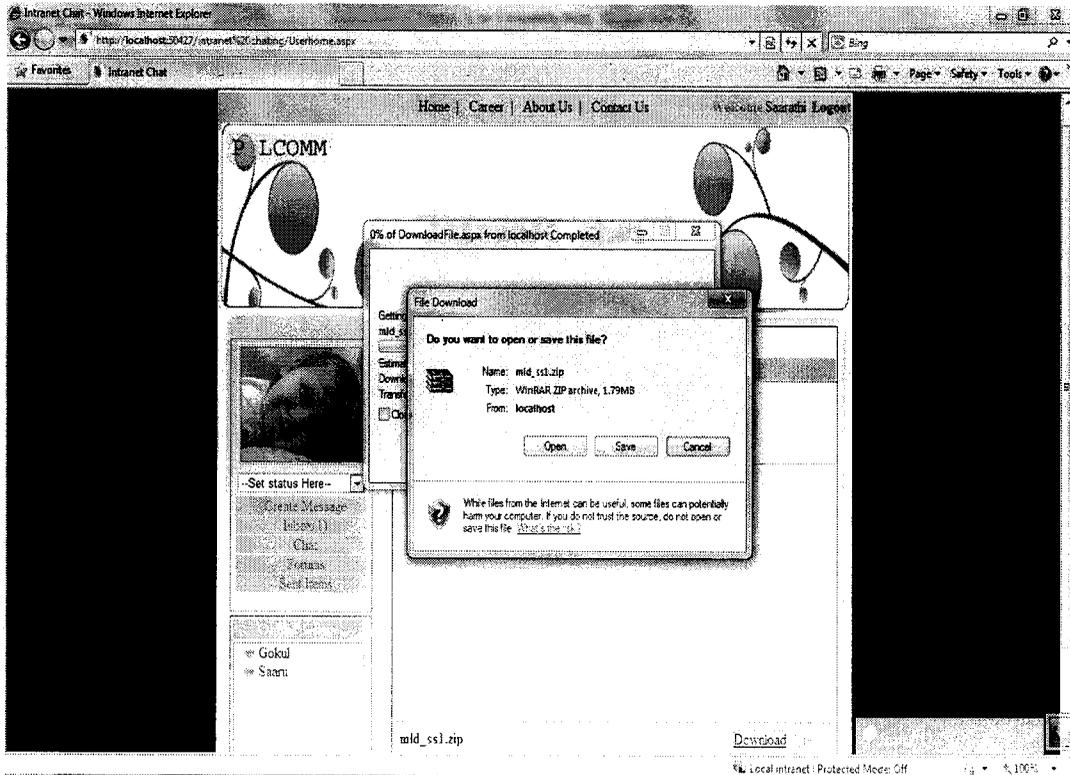


Figure A.9

Sent Items page:

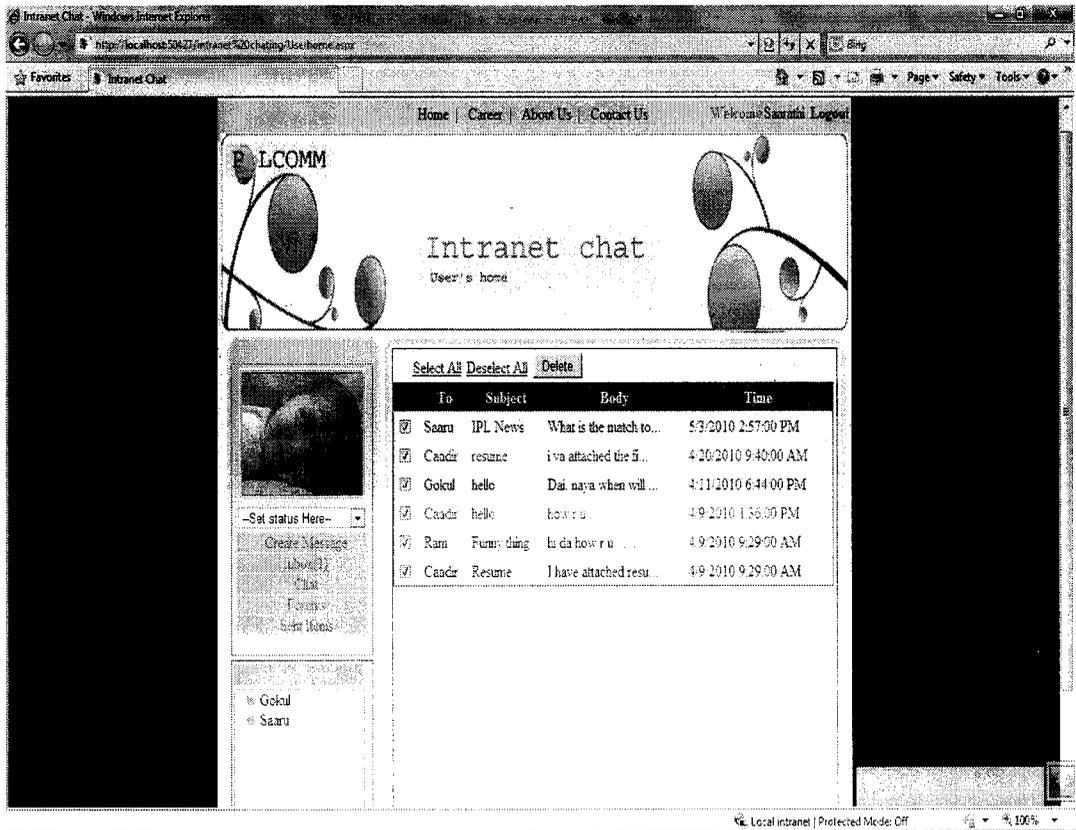


Figure A.10

Private chat:



Figure A.11

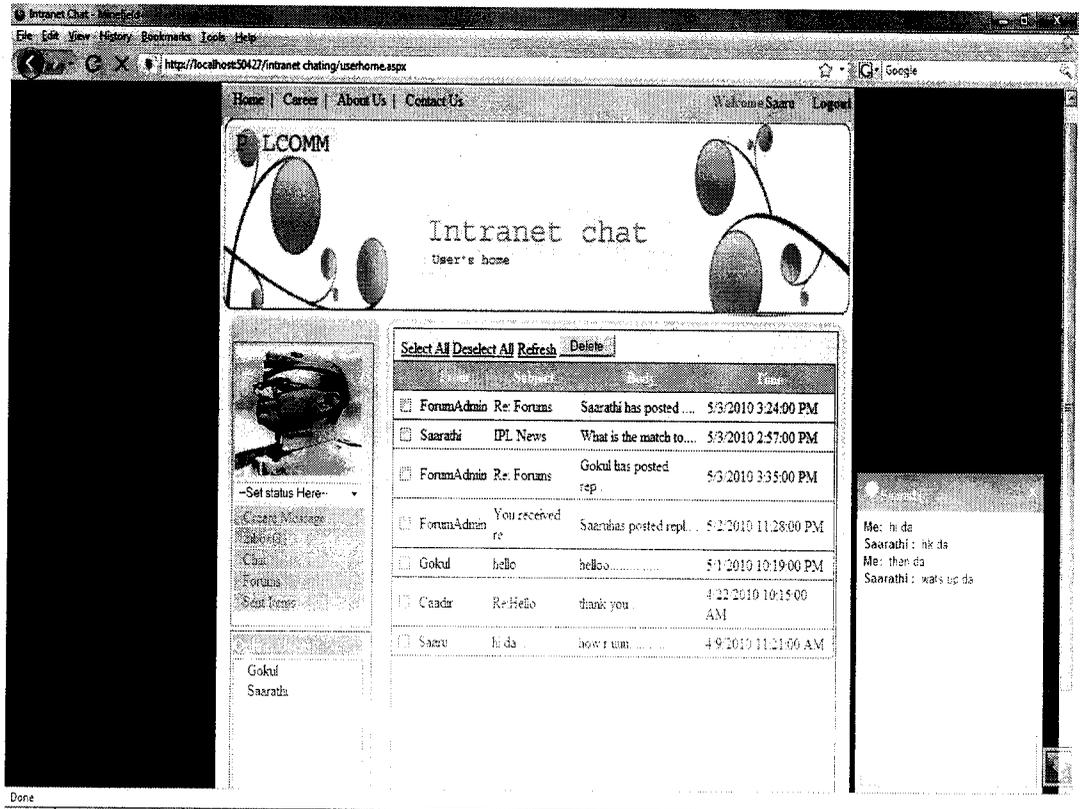


Figure A.11.1

Public chat:



Figure A.12

Forum page:



Figure A.13

Forum questions page:

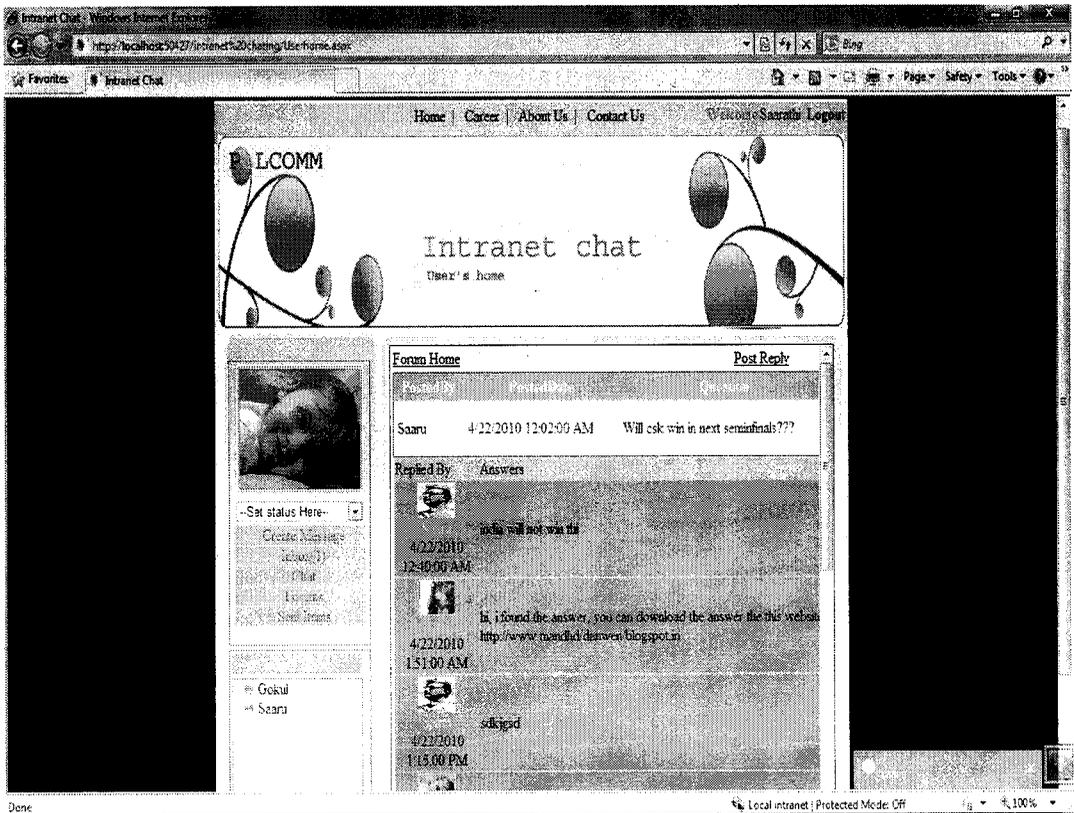


Figure A.14

Forum reply page:

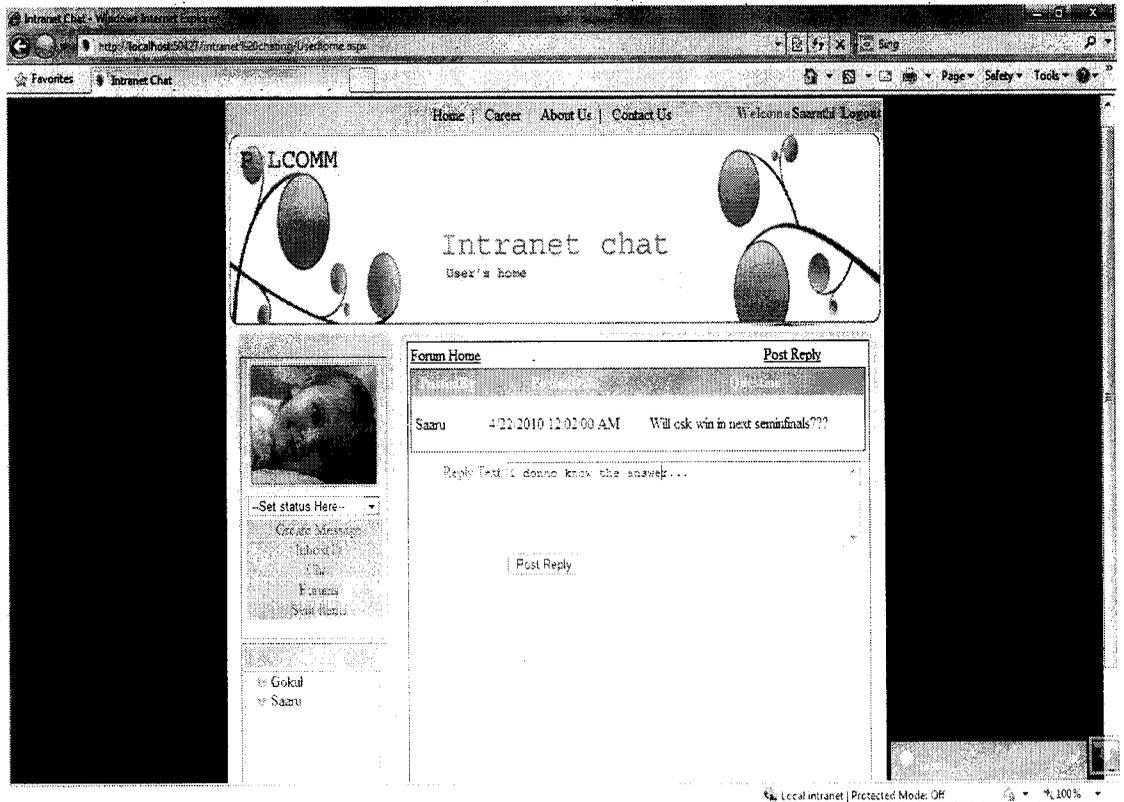


Figure A.15

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