

# Technical Playground Use case

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# Design a Simple Chat Server



# Design a Simple Chat Server

Chat Application can be described as a connection-oriented service, because a user establishes a connection and maintains that connection, sends and receives text for the duration of the session.

Basic Elements required to develop:

- 1) Listener which can be started as a stand alone application.
- 2) Mechanism for accepting the connection.
- 3) Mechanism for reading and writing data on server side.
- 4) Client which can be started as a standalone application.
- 5) Separate thread for each client .
- 6) Close Chat Session.



# Technology Stack to be Used

## **1) UI Implementation.**

1. Angular JS.
2. React JS.
3. HTML5.

## **2) Restful Web Services based implementation.**

1. Spring MVC, Boot.
2. JAX-RS.
3. Implement Micro services for required APIs.

## **3) Database Interaction.**

1. Spring JDBC Template
2. Hibernate.

## **4) Unit Testing**

1. Junit
2. Mockito (If required).

## **5) Development Process.**

1. Agile Development :Convert the Use Cases to smaller user stories and start implementing.



thank you!