

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!