Ceng 491

Computer Engineering Design I

PROPOSAL REPORT

AGMLAB

"XMPP & AJAX BASED WEB MESSAGING SYSTEM"

AQUT

Anatolian QUalified Technology

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1. PROBLEM DEFINITION

Our project aims to develop a collaborative messaging environment based on Ajax and XMPP open platforms in the form of a Web 2.0 application. This project is divided into three sub-projects according to their specifications. However, they all have same base that is, they use Jabber on server side and Ajax on client side. First project is expertise matching with mobile extension. That is to say, this provides the user a real-time help on any issue that he or she is looking for, by serving the list of online experts of the topic on the webpage. Whether the users registered or not they have the chance to have help by instance messaging. For example "qunu" can be an example for this project. This application must also have mobile extension. Second project is developing a Firefox/Internet Explorer plug-in that provides users, on-page messaging environment. With this plug-in you can chat with anybody that is at the same webpage with you. "Me.dium" is a good example for this one. Moreover this project have question answering (QA) side. Third and the last project is forming a messaging platform that users can chat using their own accounts (like msn, yahoo, icq ...) like "meebo" and also participate in many common activities.

At this point, we decided to choose the project about the Firefox/Internet Explorer plug-in that serves users a social network. One suggestion for improvement of this project is a Question Answering Agent that provides the users certain information about visited web page. That is, if a user is interested in something on that side, then the agent should answer his question about the issue interested on that page. Secondly, a user can leave notes on that webpage for him or for his friend. This can help a user to remember to look something on that site. If note is left for a friend, this friend can see the note when he visit that page or the note can reach the friend immediately. Moreover, we think to measure the rating of web pages by looking which pages are visited by users. This shows users the pages mostly visited in a day. This feature may help users to indicate web pages that are popular. Moreover, a user can vote a rating for a web page. This feature gives a chance to users for evaluating web pages. All users can see the average note of that web page. Lastly, we think that a user can see web pages that are being visited by his friend on that time. Therefore, he can visit that page and establish a contact with his friend on that page.

2. GROUP INFORMATION

Our project is based on Ajax and XMPP, so we have two sides to work on it. Recently, we have been gathering background information about both. When we clarify things, decide the tools that we'll use, we are planning to give the roles to each team member. But at least, we think that two of us will work on client side with Ajax, and the other two will work on sever side with XMPP in detail.

The panorama of the group is as;

Mehmet Ali Özkeskin seems to be the leader of our group by means of his java experience. He can guide us well. Şevket Dokgöz was assigned as the spokesman of our group, he is responsible for the communication among team members and the connection between team and outside world. Other team member Mustafa Çöçelli is known as his calm personality, therefore we think he can bring team into balance and provide solution when we stuck. The last member of our team Uğur Irmak is an optimist person and he will prevent us from giving up the idea of developing new features.

We didn't think about the risks of the project yet, because we think that, the possibility of the occurrence of the risks that may affect the development of the project critically is too low. We know each other very well and also we give weight to discipline in our team. The combination of these two will give us the power to reach our aim.

Since three of us live in the same room at dormitory, it is not hard to communicate each other. The other team member, Uğur Irmak, communicate with us via telephone, msn and e-mail at any time of the day. Moreover, we have arranged meetings on Mondays and Thursdays to talk about the issues on the project together.

Lastly, depending on the factors written above, and considering the difficulties that we can face, we expect BB as a grade.