Weekly Report
07.12.2007
Freelancers

For Group:

As a group, this week was full with lots of "works to do" things for us. This week we try to prepare a prototype of the project. To start with, we looked for the servers provided by AGM Lab. We tried connections to these servers and we saw that there is no TOMCAT Apache Server for JSP. We tried to find a way to install tomcat to this server for hours but couldn't bring server up. A day passed with this installation problem then we give up and installed all servers to our machines. Then the real work started. We have found that for Instant Messaging there is an open source "Smack" that provides developers with some useful JAVA classes for chat operations. Until today we all worked on "how to use Smack and get two people into chat platform?". At first it seemed so easy because we found a source. However the technical part of this instant messaging job has lots of complicated parts. We worked for days and nights with little sleep in our eyes and able to produce some functions that can send message to a person. However we cannot get this message on the other side. We have spent approximately 40 hours in the last 5 days; we can't produce any useful thing. There are lots of things in theory and technical issues for us to learn from our assistant and Mr. Güven today to continue our prototype. For the remaining jobs everybody studied in the remaining time from the Smack implementation process. This week was really important for us because we now all feel the stress and the pressure on our shoulders for implementation and from now on every member of this group will has more responsibilities and duties. We will definitely finish this project and to do this we really have to work hard and produce prototypes like this one.

Serhat Alyurt:

I have done nothing different from the for group part.

Yağız Kargın:

I have done nothing different other than the group.

Kutlu Şahin:

I have done nothing different other than the group.

Caner Kavakoğlu:

This week I was also studying on Smack and instant messaging problem for days and nights with my friends. Other than these I prepared one simple database for this prototype and do some researches about login. In our project people will login with their e-mail addresses and we have to know if this mail address is valid or not. In the results of my researches I found out that we need to have a SMTP server to send confirmation mails to users' mail address and in return we ask for the activation code which has been set and sent by our server. Secondly I tried to generate some simple interfaces for this prototype.