



Chasu-Chat Survey Application using Hadoop

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Abstract: Smart phones are playing a key role amidst the customers using mobile chat to deliver higher service having an impact on social network sites, such as Facebook and Twitter. This paper mainly accounts on a great Mobile Chat Solution reviewing a rich, “desktop-like” chat experiences over a mobile device having compatibility with Hadoop and IBM Worklight as prerequisites. Also it features few new metabolisms covering friend, like and prediction system which have a great impact on the chat app improving it from seldom ones.

Keywords: Hadoop, smart, phone, chasu-chat

I. INTRODUCTION

The IBM® Worklight® mobile application platform has helped to develop, deploy, host, and manage mobile enterprise applications. We consider this forum as a base while integrating it with analytically based platform of Apache Hadoop. This paper embarks on the mobile chat discovery process integrated with Hadoop covering few unique metabolisms to the chat application whose data is more profoundly analyzed and outsourced as the desired output. This live chat platform plays a vital role in engaging the customer with live chat features of text, video, audio, like system, astrology system, friend system etc. and achieving the business objectives, here worklight is used to provide a comprehensive, enterprise-level support for mobile development, deployment and management, with an open mobile application platform for this chat app enabling itself expose to IT services. CHASU is a thin client application occurring as components of a broader computer infrastructure, where many clients share their computations with the same server. As such, thin client infrastructures can be viewed as providing some computing service via a mobile device and is desirable in contexts where individual fat clients have much more functionality or power than the infrastructure requires.

II. EXISTING SYSTEM

The Internet has revolutionized the way we communicate and chat apps have been the most rapidly adopted form of communication ever known. People use chat applications instead of writing letters or even calling on the phone. People around the world send out billions of text messages every day, nevertheless all current live mobile app works with most smart phones and tablets has connected us anywhere we go gaining access to the application programming interface, which limits some of your customization options including storage of massive amount of data.

The current chat profiles has got its working in this way that there is an availability of features with which a person can chat with anyone on his/her contact list as long as that person is online and get a secured communication by messaging to each other into a small window that shows up on both the screens. The existing chat programs mostly

include the features in a common ways which are as follows: Instant messages, chat room with friends or co-workers, sharing web links with Web sites, Video chatting Images, Sounds, Share files by sending them directly to your friends, free calls, Streaming content (Real-time or near-real-time stock quotes and news)

In the current chat platforms we are considering those chat applications features:

WECHAT application mainly provides multimedia communication with text messaging, voice messaging along with sharing of photos, audios videos, location and contact information. It supports social networking via shared streaming content feeds and location-based social plug-ins like "Shake", "Look Around", and "Drift Bottle" to chat with and connect with local and international users.

In this application user data can be protected by using on demand contact list backup and retrieval to/from cloud. Wechat Registration is completed through Facebook Connect, mobile phone SMS/VM.

WHATSAPP Messenger is a cross-platform mobile messaging app which allows you to exchange messages without having to pay for SMS. It is available for iPhone, BlackBerry, Android, Windows Phone and Nokia. In addition to basic messaging, users can create groups, share unlimited images, video and audio media messages and we can also share contact information and also locations. It shows some interesting options like online/offline, delivered and read.

CHATON is a software application for mobile devices and other Internet-connected devices that allows users to send and receive messages, information and contents and is available for both Samsung and non-Samsung products, you can enjoy ChatON across your Smartphone, tablet, and computer, it supports text, voice, and video messaging. The app allows you to express yourself in a variety of unique and fun ways; from sending handwritten notes to sharing Anicons (It provides a variety of free animated stickers that we call “Anicons” in the new ChatON Shop.). One more feature is Samsung in-app text translator (You can chat with friends who speak different native languages using the Translate tool when you are in the Chat Room), Multimedia file share like videos, audios locations, contact information, calendar and documents

VIBER is used for free instant messaging and also voice calls. The user interface application looks just like

your mobile phones default. It supports internet and Wi-Fi connection, Group chat, audio, videos can be shared emoticons are also used.

The above chat services are not thin client hence processing is more on the client side showing the need of more space required for the data to be stored in the mobile devices upon that it does not show friend requests in the chat app and moreover there is no processing and analysis of the data, revising all these aspects of chat services we are introducing a brand of thin client application where the data is stored and processed in cloud reducing the space and can be retrieved any time depending on the users requirement.

III. PROPOSED SYSTEM

While coming across all these chat services we have come to exquisite decision of creating a chat survey named "CHASU" which is a chat Hadoop survey featuring some extra metabolisms where we tried to analyze the actions or activities which are innovative in a way around while in contrast with a normal live chat app. This paper mostly plays around Hadoop (as the server). Now discussing on the interesting part of the paper which are the three systems they are 1) Friend system 2) Like system 3) Prediction system.

Friend system: this is more likely to that of Facebook which is based upon the users profile mentioned. And the friends are being suggested to the users in the form of mutual friends

Like system: this is the combination of likes and survey. The user is been provided with a certain fields where his topic of interests are filled. The survey page is to frame questions or to post on his/her favorites and polling will be done on it, based on the results of the polling we form a graph which gives a complete analysis on the results.

Prediction: it is a latest feature which shows its uniqueness in contrast with other chat services where the persons day will be analyzed and will be sent to all those persons who share the same date of birth keeping in view they might face similar scenario.

IV. ALGORITHMS

A. Friend system:

Step1: register with the namenode

Step2: all the registered data will be analyzed by the friend suggested algorithm

Step3: based on the analyzing done by the friend algorithm, the friends are suggested to the persons.

Friend suggested algorithm:

Step1: the sequential algorithm is primarily concern for the registered data

Step2: it facilitates the prioritization based on the analysis of the registration form

Step3: the next instance would be is scanning up all the analyzed data.

Step4: finally displaying the desired output to the user.

CHASU friend system, a friend is any chasu user who has agreed that you two have something in common, Maybe you play on the same softball team, took a road trip together etc. The working follows first with registration with the namenode and then the analysis of the registered data through the friend suggested algorithm. Depending on this analysis the friends are suggested to the respective persons. This friend system approach, in a way is commonly

understood by the friend suggested algorithm which is utterly concerned with the registered data of the user. It grounds more on the fact of the analysis done on the registration form which a user details timely. Then it is followed by a thorough scanning of the entire analyzed data corpus. With the final desired output shown to the user.

B. Like system:

Step1: register all your likes with the namenode.

Step2: from all the received likes, like suggestion algorithm analyses it

Step3: this prediction gives access to the survey page.

Step4: the survey data helps in estimating the resulting data.

Like suggestion system:

Step1: the like suggested system is based on the criteria of the person hitting a like.

Step2: every like is considered as a major factor.

Step3: this factor helps in recognizing the user's interests.

a. **Description:** The simple mechanics of working of like system goes with this by first registering all the likes of the user with the namenode. Then all the upcoming likes are taken for analysis by the like suggestion algorithm. This will end up by giving access to the survey page. The approach of like suggestion system is mainly on the concept of a person hitting a like. Each and every like is taken into consideration which will be shown useful in recognizing the users.

C. Prediction:

Step1: prediction can be modeled based on the priority given to the date of birth as a key.

Step2: Predict algorithm makes the key mandatory and helps in gaining access to the new feature.

Step3: the new feature consists of well gradient questioning system.

Step4: this questioning system gives accuracy to get an optimal analyzed result using foretell algorithm.

Predict algorithm:

Step1: the key plays a major role in prediction.

Step2: it groups all the users of same key.

Step3: stored in HDFS.

Foretell algorithm:

Step1: the resultant linear model is then solved with the help of the questions which are provided.

Step2: the analyzing is done likewise for these questions and is then delivered to those set of persons who share similar date of birth.

Prediction count in CHASU is more appealing in contrast with other systems. And is based on the factor of date of birth as a key unit. The functioning of this key helps in modelling the new feature. This new feature is a step by step approach of questioning system through which a sober result is obtained using foretell algorithm. A fine overview of predict algorithm is again based on the key playing an important role in prediction, then the algorithm groups all the users of the same key and is stored in HDFS. Next come's the Foretell algorithm which is solved with questions provided by the users. All the analysis is carried out on these questions and is delivered to the folks who share similar date of birth.

V. CONCLUSION

Although there are many chat applications in mobile market our application provides an upscale and breakthrough features of friend, like and prediction systems introduced to the mobile markets which were available .in traditional systems. Finally this product will be able to offer a more linear performance to meet the expectation and requirements of user.

VI. REFERENCES

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