



FINAL YEAR PROJECT REPORT

BE-IN-ONE

**In fulfillment of the requirement
For degree of
BS (COMPUTER SCIENCES)**

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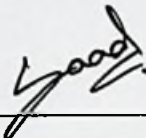
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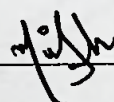
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DECLARATION

We hereby declare that this project report is based on our original work except for citations and quotations which have been duly acknowledged. We also declare that it has not been previously and concurrently submitted for any other degree or award at Bahria University or other institutions.

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
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BE-IN-ONE (A VIRTUAL ROOM)

ABSTRACT

The main objective of project is to development of a virtual room to the Real-Time Interaction Platform for significant human relations. The report explores many different techniques that we used for the development of virtual room. This project provides SDKs and building blocks to support a variety of real-time communication possibilities, including video calls, voice calls, sharing pictures, chatting gives feedback and reactions.

Existing Web-based social networking sites (for example, Facebook, Rave and Twitter,) give significant levels of popularity, reach, and sustained involvement, and thus may enable a new technique for increasing app engagement and, ultimately, app effectiveness. Lack of physical activity is a global pandemic and the actual impact of Covid on our education is significant. Level of the involvement with a mobile app or a web app increases its effectiveness. A dose-response relationship has been discovered, indicating that higher levels of engagement, and therefore more exposure to intervention content, are linked to better behavioral results. Web-based social networking, which allows individuals to create a personal profile and communicate with other users, is widely integrated into apps. Web-based social networks integrated into physical activity mobile apps provide a variety of functionalities, including the ability to share physical activity data and receive likes and comments on their actions.

TABLE OF CONTENTS

DECLARATION	ii
APPROVAL FOR SUBMISSION	iii
ACKNOWLEDGEMENTS	vi
ABSTRACT	vii
TABLE OF CONTENTS	viii
LIST OF TABLES.	
LIST OF FIGURES	
CHAPTER	
INTRODUCTION 1	
1.1 Background	2
1.2 Problem Statements	3
1.3 Aims and Objectives	3
1.4 Scope of Project	4
LITERATURE REVIEW 2	5
2.1 Introduction	5
2.1.1 Student Usage Learning Platform at Home	6
2.1.2 Usage of social media	7
DESIGN AND METHODOLOGY 3	8
3.1 Workflow of the Project	9

	ix
3.2 Tools and Languages	10
3.3 Database	
3.3.1 Mongo DB	10
3.4 Server	10
3.5 WebRTC	11
3.6 Website Application	13
3.7 Use Case	15
IMPLEMENTATION 4	16
Components of the Project	16
4.1 Setting up development of Node environment	16
4.2 User authentication and real time response	18
4.2.1 Firebase Authentication	18
4.2.2 Using WebSocket API	18
4.3 Building the UI Design from Scratch by JS	18
4.3.1 CSS And SCSS	18
4.3.2 JSX REACT Format	19
4.4 Activities of Web Application	19
4.4.1 Create/join Room	19
4.4.2 Join video room	20
4.4.3 Day Mood/ Dark Mode	21
4.4.4 Live Location	22
4.4.5 Movie Theatre	22
4.4.6 Collaborative Document	23
4.4.7 Spread Sheet	23
4.4.8 Collaborative Drawing	24
RESULT AND DISCUSSION 5	25
5.1 Testing the software	25
5.2 Test Case:	26
5.3 Outcome:	27