

## ANDROID BASED CHATTING SYSTEM NON MEMBER SHARING INFORMATION TO GROUP USING GROUP ID

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### Abstract:

Mobile chatting is the most popular services over mobile phone networks. This paper intended to explore customers' intention to use Mobile Messaging Applications (MMA) in India. The current study found that perceived expressiveness, perceived usefulness, perceived enjoyment and assortment of services to have significant relationship with intention to use MMA. This indicates that Indian students use mobile messaging to express themselves, to pass the time and assortment of the services in MMA. Perceived usefulness also plays a significant role in student's intention to use MMA.

**Keywords:** Mobile Messaging Applications, Mobile Messaging Apps, MMA, expressiveness, usefulness, enjoyment, assortment of services.

### 1. INTRODUCTION

"The recent convergence of communication and information technologies has created possibilities unthinkable only a few years ago" Venkatesh(1998). "Mobile phones, email, SMS (Short Message Service) and Instant Messenger are new communication technologies, which all contribute to the "death of distance" Cairncross (2001). Instant Messenger is a proprietary, simplified version of Internet Relay Chat, which allows two or more people to carry on a conversation, in real-time, using text based messages with context awareness.

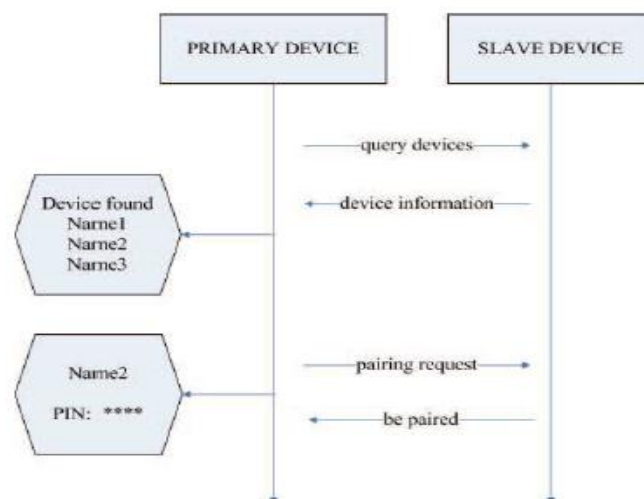


Fig.1. inquiries, the pairing process

Instant Messenger is used to avoid boredom, to socialize, Lai et. al. (2002) and to maintain contact with casual acquaintances, Lee et. al. (2002). Leung (2001) found seven motives for messenger use among college students: affection, inclusion, sociability, entertainment, relaxation, escape and fashion. Mathieson (1991) found people use these mediums to sustain a sense of connection. SMS indirectly changes respondents' attitude. It also revealed that SMS service is easy to use, useful and the texts received from friends are able to affect their emotions and feelings. Another study by Pedersen and Nysveen (2002) found that factors such as easy to use, useful, fun and expressive nature are the main determinants for using messengers. Anckar et al. (2002) found that willingness of mobile applications usage like SMS services has been very high. Mobile messaging services can be defined as mobile person-to-person text messages being mediated or displayed on a medium. A few years back, the most popular mobile chat services were accessed using SMS-based text messaging. Users intend to use mobile chat services because of several factors that can change their attitude and behavior.

## 2. DESIGN OF ANDROID COMMUNICATION

This uses the method of start Discovery () int the class Bluetooth Adapter to execute an asynchronous way to get around the Bluetooth device, Because it is an asynchronous method so we do not need to consider the thread is blocked. The whole process takes about 12 seconds [3].

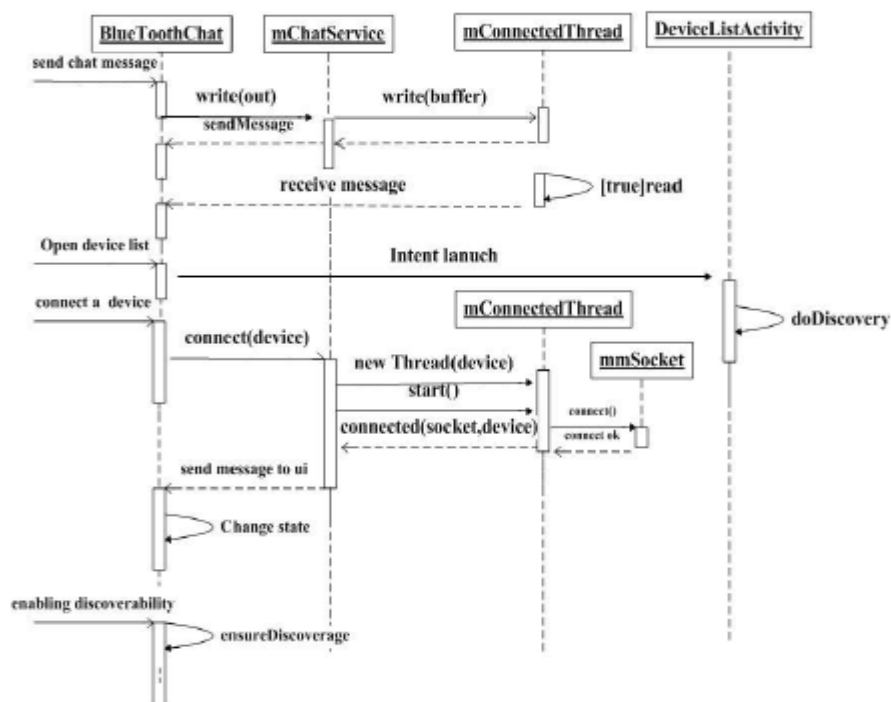


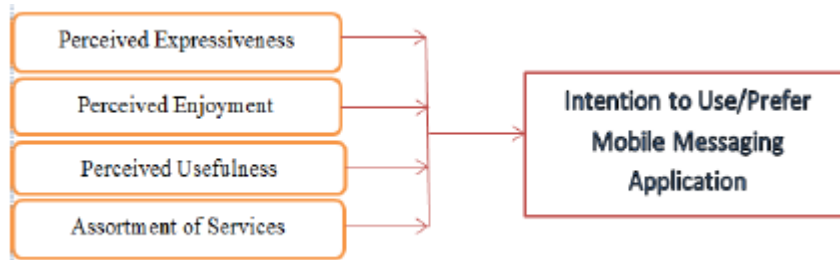
Fig.2. The system as call sequence diagram

Then we register a Broadcast Receiver object to receive the Bluetooth device information. We filter ACTION\_FOUND Intent action to obtain detailed information for each remote device. Additional parameters in the Intent field EXTRA\_DEVICE and EXTRA\_CLASS, which contains the device type of the object and the object of Bluetooth Device. Pairing a Bluetooth device we can call the method of

getBondedDevices () in the class Bluetooth Adapter to obtain a paired device. The method will return Bluetooth device array to distinguish between each paired device. For the purpose of ranking the top five MMAs, on the basis of usage, it was viewed that which MMA is used mostly by respondents to communicate and to share pictures and other stuff, most popular MMA was “WhatsApp” and least popular was “hike”. When asked about the favorite MMA from students, 98%. Originally created for Android and iOS phones, it’s extension is now available to windows phone and desktops also. BlackBerry version was made available in October 2012. Currently 150 million users are using this app which allows texting, exchange of pictures, audio messages and even crystal clear voice calls over internet all for free in over 230 countries. Compared to other apps, Line has better outreach when it comes to exchanging messages in colorful font with an option of using emoji and stickers.

### 3. STATEMENT PROBLEM

This study has been undertaken in order to quantify the percentage of android users using Mobile Messaging Applications. Furthermore, I wanted to figure out most preferred Mobile Messaging Application used by college going students and to explore the reasons behind most preferred Mobile Messaging Application. In the end, I shall try to rank the top five Mobile Messaging Applications used by college students. For the current study, college students in the age group of 18 to 25 were chosen. This category was chosen on the basis of observations and available literature.



**Fig.3.General problem**

Communication tools such as the Messenger, e-mail, and forums are becoming very attractive means of establishing low-cost and reliable communication across the Globe among students. It was indicated that the Live Messenger free service is the most preferred messenger by the participating students. (Cavus 2010). Data were collected using a research instrument which was divided into several sections. 50% students were those who were pursuing post-graduation and rest 50% were from graduation. For all concepts, the respondents were asked to rate their level of agreement with statements using five-point scales.

### 4. RESULT ANALYSIS

The variable set was examined by Exploratory Factor Analysis (EFA). It was performed with Principal Component Analysis followed by Varimax Rotation that allowed the resulting factors to correlate. those two factors were eliminated. Items had to obtain factor loadings of .40 or higher to be considered for inclusion in a particular factor (Garson, 2010; Hair, Anderson, Tatham & Black, 1998). Six factors were initially extracted but two factors did not obtain loadings of 0.40 or higher and hence those two factors were eliminated. Examination of the rotated factor loadings, the scree plot and eigen values indicated the optimal number of factors. Last but not the least, Skype, makes voice calls and instant messages to anyone

on Skype which supports many platforms like Android, iOS and personal computers. The network is operated by Microsoft and it features file sharing and videoconferencing. Skype to Skype calls are free over 3G and WiFi, while calling to landline and mobile phone are charged via debit based account system. If your device features front camera then enjoy live video chat and moreover it synchronize user's Microsoft accounts like Windows live messenger,

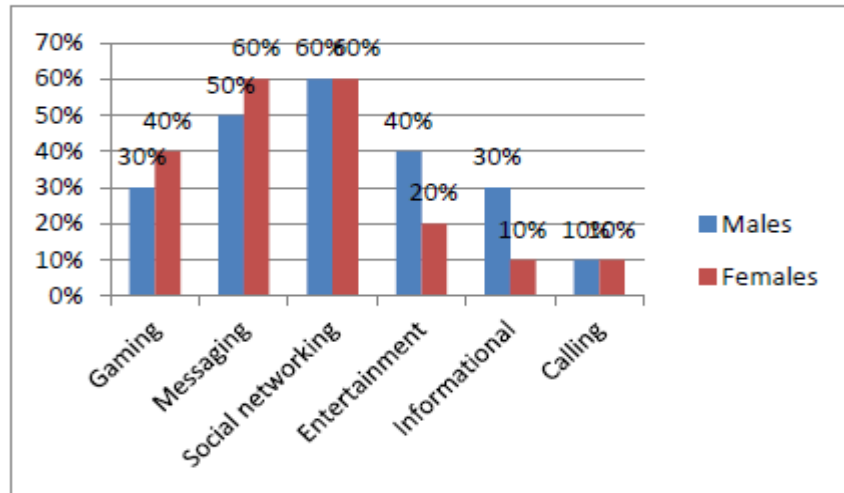


Fig.4. various services used through android phones

Originally created for Android and iOS phones, it's extension is now available to windows phone and desktops also. BlackBerry version was made available in October 2012. Currently 150 million users are using this app which allows texting, exchange of pictures, audio messages and even crystal clear voice calls over internet all for free in over 230 countries. Compared to other apps, Line has better outreach when it comes to exchanging messages in colorful font with an option of using emoji and stickers.

## CONCLUSION

The research was done to test the theoretical framework based on the previous study. Exploratory Factor Analysis extracted six factors initially, but two factors did not obtain loadings of 0.40 or higher and hence those two factors were eliminated. Examination of the rotated factor loadings, the scree plot and eigen values indicated the optimal number of factors for the variable set was four. The four factors were as: 1) Perceived Enjoyment 2) Perceived Expressiveness 3) Perceived Usefulness 4) Assortment of Services. Students are educated and aware with Mobile Messaging Applications and had adopted it in their daily routine. The most popular MMA was "WhatsApp" and least popular was "hike". Most of the respondents were having 24\*7 internet connectivity to their mobile phones so that they could use the MMAs anytime. All possible variables were analyzed in the most appropriate ways in achieving success. In a nutshell, the Mobile Messaging Applications provider should have a thorough understanding of the factors influencing consumers' perception towards the Mobile Messaging Applications.

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