

Create an instant messenger using Bricksoft IM COM SDK. The messenger should be a desktop application but have features similar to meebo.com.

The SDK can be downloaded at

<http://www.imcomponents.com/bsfastimsdktrial.zip>

There are a number of forms that will need to be created for this project. They are:

- a login form
- a buddylist form
- a chat form
- an add buddy form
- and a remove buddy dialog.

1) Login Form:

- a) When the program is opened, a login page should be displayed that allows a user to login to his accounts. The login page allows a user to enter his username and password to login to one of his accounts (aim, yahoo messenger, Gtalk, or Windows Live). The login page should look something like this:

The image shows a vertical stack of four login forms, each for a different instant messaging service. Each form contains a logo, the service name, a 'login' input field, a 'password' input field, and a 'forgot password?' link. At the bottom of the stack is a 'Sign On' button.

- aim**: Includes the AIM logo (a yellow stick figure), a 'login' input field, a 'password' input field, and a 'forgot password?' link.
- yahoo!**: Includes the Yahoo! logo (a purple 'Y' with an exclamation mark), a 'login' input field, a 'password' input field, and a 'forgot password?' link.
- google talk**: Includes the Google Talk logo (a speech bubble with 'talk' inside), a 'login' input field, a 'password' input field, and a 'forgot password?' link.
- windows live**: Includes the Windows Live logo (three blue and green spheres), a 'login' input field, a 'password' input field, and a 'forgot password?' link.

At the bottom of the stack is a 'Sign On' button.

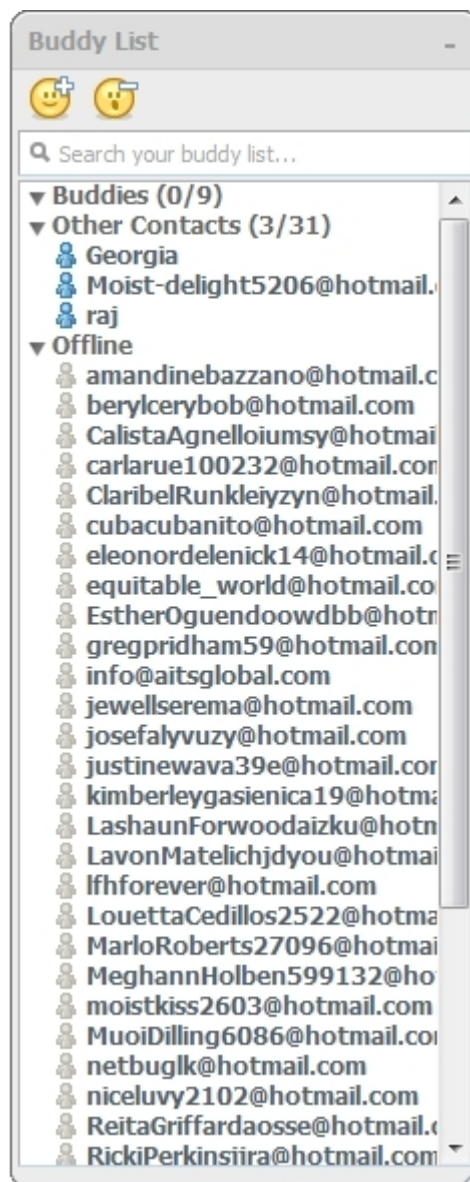
- b) The person's username and password should be stored in the settings for the program so that these fields are automatically populated when the user opens the program.
- c) The forgot password form should take the person to the appropriate web page for each

application so that he can reset his password such as:

- d) AIM: https://account.login.aol.com/_cqr/opr/opr.psp?lang=en&locale=us
- e) Yahoo: <https://edit.yahoo.com/forgotroot?done=http://my.yahoo.com&src=pg&partner=&intl=us>
- f) Windows Live: <https://accountservices.msn.com/uiresetpw.srf?mkt=EN-US&lc=1033&id=2>
- g) Gtalk: <https://www.google.com/accounts/recovery>
- h) When the user presses the button, “Sign On”, he should be signed onto each account that he has entered a username and password for. After logging in, the “Log In” Form should close and the BuddyList Form should open.

2) BuddyList Form

- a) The BuddyList form should show the person's buddies for each account that he has logged into.



- b) When the user rolls over a person, the person's profile information should be shown.
- c) When a user right-clicks on a person, a drop-down list should appear that allows the person

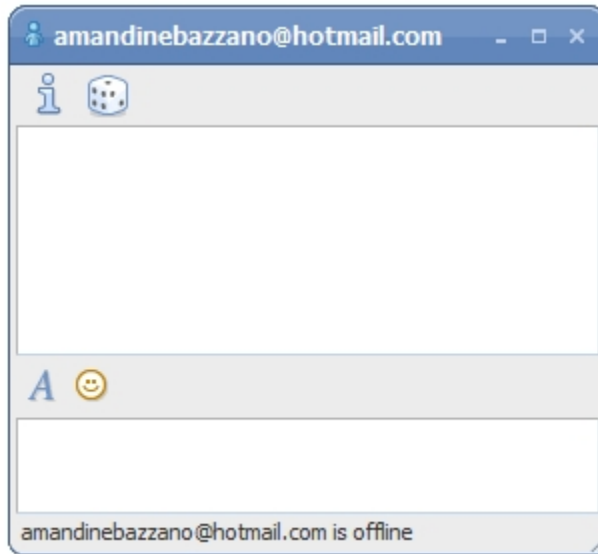
- to start a chat, view the person's profile, remove the person, or block the person.
- d) When the user double clicks on a person, the Chat Form should open.

3) Chat Form

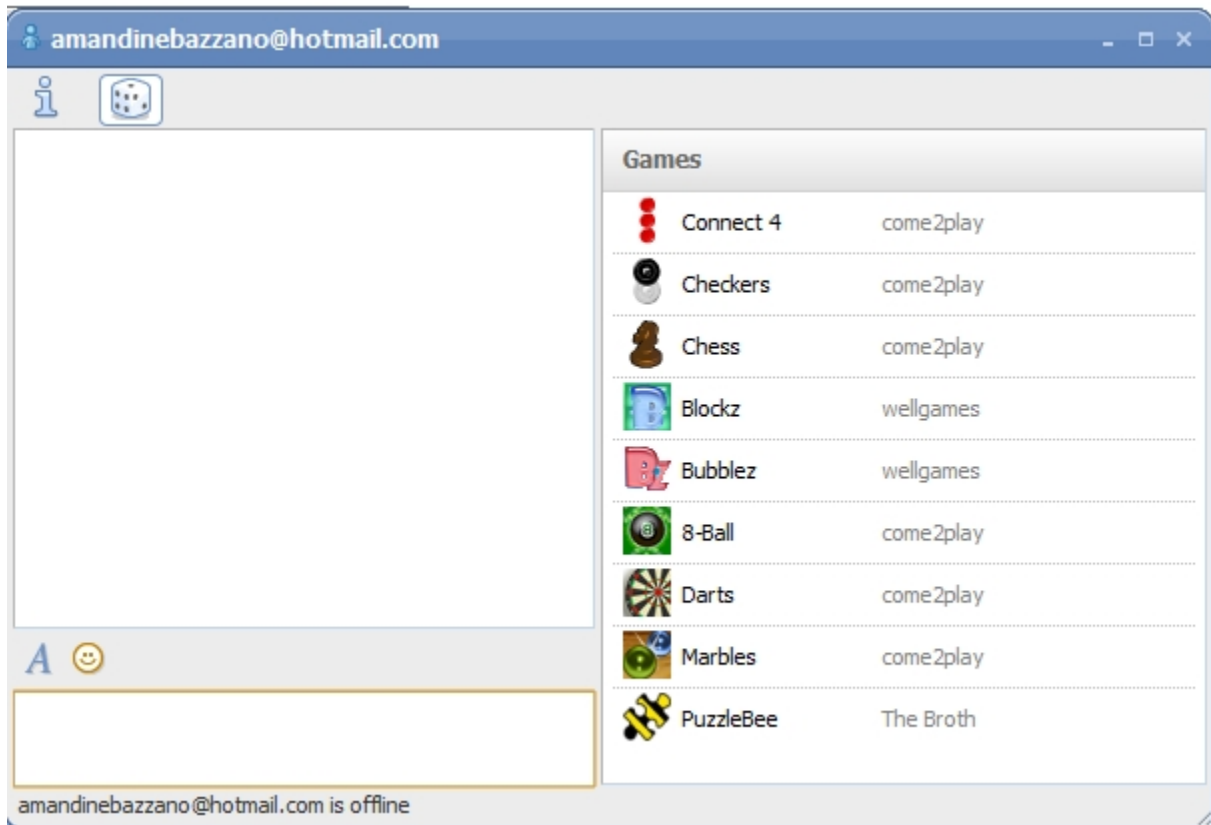
The chat form should allow a person to chat with another person. It should also have an emoticon popup option, a Profile Option, and a "Game" Option.

a) Chat

The chat should function just like a normal chat messenger. A user can write a message in the bottom textbox and when he presses enter, the message is sent.



- b) There should also be an emoticon option. When the user selects an emoticon from the popup and selects an emoticon, it should be added to the bottom textbox. Then when the user presses enter, the message with the emoticon should be sent.
- c) The user should be able to change the font and color.
- d) The profile button should open the person's profile in a separate form.
- e) The Game button should expand the form and display a list of games. The list of games and joining the games will be part of a separate project. All that is needed in this project is to expand the form.



f) Then when the user presses the button again, the form should decrease in size back to the original chat form.

4) Add Buddy Form

The Add Buddy form allows a person to input the username of a buddy through a textfield and then select the account that the buddy is on (yahoo, msn, etc.) from a combobox. When the user submits the form, the person should be added as a buddy and added to the person's buddylist.

5) Remove Buddy Form

When a person presses, "Remove buddy", the Remove Buddy dialog box should appear that allows the person to confirm that he wants the buddy removed. When the person presses yes, the person should be removed as a buddy and the person should be removed from the buddylist form.