ECARD SHARE SYSTEM

D.VIDHYA
12PCA018

A Project Report submitted to
Avinashilingam Institute for Home Science and Higher Education for Women,

Coimbatore-641043

In Partial Fulfillment of the Requirements for the
Master's Degree in Computer Applications

March, 2015

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Signature of the Supervisor **Signature of the Head of the Department**

Signature of the External Examiner

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I

SYNOPSIS

SYNOPSIS

The project entitled "**eCard Share System**" it deals with sharing of cards, user can share Funny card, Personal card, Quick card and Company card from one user to multiple users. The user can auto synchronize primary device phone contacts with the app and also user can merge "n" number of devices to a single account and all the devices uniformly will contain the same data.

This application not only allows you to create business cards but also to exchange them. This app allows the user to create cards, use the business cards of friends and exchange business cards easily. The app consists of four different modules namely template module, contacts module, sharing module, inbox module.

This application is user friendly which allows the user to sort cards by category, add frequently used cards to favorites', synchronize business cards, view the business card with any device, use business card portal and post your card absolutely free of charge. This application contains all the necessary functions and the possible settings that the user will no longer have to look for similar programs to have all the above mentioned features.

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INTRODUCTION

1. INTRODUCTION

1.1 ABOUT THE SYSTEM

eCard share is an Android application from which user can share personal card, Funny card, and company card from one user to multiple user. The user can autosync primary device phone contacts and also user can merge "n" number of devices to single account and all the devices uniformly will contain the same datas.

The ecard share Application is developed using java ADT (Android Development Tool) in Eclipse IDE (Integrated Development Environment).

MAIN OBJECTIVES

The objectives of ecard Share System are

- To **Create ecards** that should contain about 1,000 ready-made templates.
- To **Synchronize** "n" number of devices from single device.
- To **Exchange** business, company, personal, Funny ecards easier.
- To **Allow** the users **to view** and use business ecards of their friends.
- To **Implement json** asynchronous web service to communicate with backend.
- To Implement **Push notifications**.

1.2 OVERVIEW OF THE PROJECT

The eard Share System is carried out by using Eclipse IDE in Android platform. This application includes several unique processes like,

- Template selection
- Creating Ecards
- Using of json files for dynamic template creation
- Synchronize "n" number of devices
- Sharing of ecards
- Allow to view the ecard with any device

The first process is to select a template form list of readymade templates. All templates are stored in database in table format. Each template is designed with the help of json file for all types of ecards. After choosing the template for the ecard goes on to edit and give details to the ecard according to meet the needs of the user and the ecard is generated. There is also option for the sender (i.e., the user) to attach his/her own personal information so that the receiver can contact the sender in the hour of need for information. The numbers and details stored by the user in the device will be accessed by the application to share the ecards. The contact list will be displayed in such a way that it allows the user to choose either a single contact or multiple contacts with the help of check list. And above all process comes with a preview option so that it allows the user to get a glance of what he/she will be sending to others. After all these finalizations the ecard is shared with the help of the 'send' button. Then is synchronizes "n" number of devices to share the ecard which is created by user. The shared ecard from one user to another user is placed in inbox. This allows the user to view the ecard with any device.

1.3 ABOUT THE ORGANIZATION

iExemplar is a technology consulting and services company started in 2011,committed to deliver value to its customers. **iExemplar** thrives to become an ideal model in the IT consulting and services arena. **iExemplar** is one of the leading providers of end-to-end IT solutions and services to a variety of clients across the globe. We offer specialized state-of-the-art product engineering solutions, web based application development activities, client server solutions, e-business enterprise & e-learning solutions, mobile applications and embedded solutions.

The technical experts in **iExemplar** serve our clients on all IT issues, we combine our knowledge and experience in IT with our strengths in strategy, organization, and operations. With a rich pool of resources across the world, deep industry and business process expertise, broad global resources and a proven track record, We can mobilize the right people, skills, and technologies to help clients improve their performance and have a successful record of implementing a wide range of projects for reputed organizations and firms across the world with great success.

The strength of **iExemplar** lies in its outstanding model of project execution that makes it possible for the timely delivery of the most complicated and advanced software and IT solutions to the clients. iExemplar is supported by a talented pool of experienced software engineers from the top notch technical and research institutes of the country, iExemplar offers you dedicated service at all stages of the project-right from the initial specification to the final delivery and maintenance, with round the clock (24/7 Service) support.

SYSTEM SPECIFICATION

2. SYSTEM SPECIFICATION

This section describes the hardware and software specification needed for both development and implementation phases of this project.

2.1 HARDWARE SPECIFICATION

Processor	: intel pentium
Ram	: 2GB or above
Hard Disk	: 160 GB Space or above
Handset	: Smart phone (android os)
Connector	: USB 3.0 cable

2.2 SOFTWARE SPECIFICATION

Development Platform	: Windows 7 or above
Front-End	: Android
Back-End	: Php
Language	: Java, XML
Software used	: Adtbundle ,Eclipse IDE, Android SDK, Android Emulator, DK

2.3 ABOUT THE SOFTWARE

ECLIPSE IDE

Eclipse as an integrated development environment (IDE) for Java. Today it is the leading development environment for Java with a market share of approximately 65%. Eclipse is created by an Open Source community and is used in several different areas, e.g. as a development environment for Java or Android applications. The Eclipse Open Source community has over 200 Open Source projects covering different aspects of software development.

The Eclipse projects are governed by the Eclipse Foundation. The Eclipse Foundation is a non-profit, member supported corporation that hosts the Eclipse Open Source projects and helps to cultivate both an Open Source community and an ecosystem of complementary products and services. The Eclipse IDE can be extended with additional software components. Eclipse calls this software components plug-ins. Several Open Source projects and companies have extended the Eclipse IDE.

ANDROID SDK

The Android software development kit (SDK) includes a comprehensive set of development tools. The officially supported integrated development environment (IDE) is Eclipse using the Android Development Tools (ADT) Plug-in, though IntelliJ IDEA IDE fully supports Android development out of the box, and Net Beans IDE also supports Android development via a plug-in. Additionally, developers may use any text editor to edit Java and XML files, then use command line tools (Java Development Kit and Apache Ant are required) to create, build and debug Android applications as well as control attached Android devices .

Enhancements to Android's SDK go hand in hand with the overall Android platform development. The SDK also supports older versions of the Android platform in case developers wish to target their applications at older devices. Development tools are downloadable components, so after one has downloaded the latest version and platform, older platforms and tools can also be downloaded for compatibility testing.

AVD EMULATOR

The Android SDK includes a virtual mobile device emulator that runs on our computer. The emulator lets us prototype, develop and test Android applications without using a physical device.

The Android emulator mimics all of the hardware and software features of a typical mobile device, except that it cannot place actual phone calls. It provides a variety of navigation and control keys, which we can "press" using our mouse or keyboard to generate events for our application. It also provides a screen in which our application is displayed, together with any other active Android applications.

SQLITE STUDIO

SQLite is a software library that implements a self-contained, server less, zeroconfiguration, transactional SQL database engine. SQLite is the most widely deployed SQL database engine in the world. The source code for SQLite is in the public domain. SQLite Studio can run on multiple platforms, windows, Linux and Solaris. The advantage of using SQLite Studio, we do not need to install in our PC or laptop because SQLite Studio is portable, so it can be used on a PC or laptop without having to install it first. SQLite Studio is an advanced, cross-platform SQLite database manager.

FEATURES

Intuitive MDI interface

- All SQLite3 and SQLite2 features wrapped with in simple GUI,
- Cross-platform - runs on Windows, Linux, Solaris, FreeBSD, and Mac OSX and should work on other Unixes.
- Exporting to various formats (SQL statements, CSV, HTML, XML),
- Numerous additions, like advanced formatting code, history of queries executed in editor windows, custom SQL functions, populating tables, postponed commits, real-time syntax checking and smart syntax completion,
- UTF-8 support,
- skin able (interface can look native for Windows 9x/XP, KDE, Mac OS X, or draw widgets to fit for other environments, like Gnome, Window Maker, etc), Configurable colors, fonts and shortcuts.
- Simple to start - just download binary distribution and run - no installation process is required, application is just a single file.

SYSTEM ANALYSIS

3. SYSTEM ANALYSIS

3.1 EXISTING SYSTEM

In the current method which is followed to share cards, the cards are being sent in image format which makes it difficult for future editing. Because in the image format it is nearly impossible to make changes to the logo or any details mentioned in the card.

DRAWBACKS OF EXISTING SYSTEM

- Bandwidth problem due to the process of sending the card in image format.
- By default only very less number of template designs are available.
- The received card cannot be edited.

3.2 PROPOSED SYSTEM

The proposed method is propagated in such a way that it over comes the drawbacks of the existing method and also proves to be much better than the current method of sharing cards. In this method the cards are sent in template format which enables the user to make changes to the format or content of the card at any point of time. And this method is less time consuming, because the template can be easily designed than the creation of an image.

ADVANTAGES OF THE PROPOSED SYSTEM

- The proposed system will contain a large collection of template designs for the user to choose from.
- Since this system does not use the image format to send the card, the bandwidth usage is very less compared to the existing method.
- The card can be modified at the receiver end.

SYSTEM DESIGN

4. SYSTEM DESIGN

4.1 INPUT DESIGN

The required inputs are stored in the form of tables. They may be numeric and alphanumeric. The relationships are created within the tables to access the data efficiently and effectively. Input screen should have the title and the required variable used to produce the result. The input screen should be user friendly, so everyone can access the options without having the complete system knowledge. During each entry of input data, guidelines are provided to the user to avoid incorrect and inaccurate data entry. Input design is the process of converting the user originated inputs to a computer based format.

As the project is concentrated fully on the android application “ecard Share System”, It has several processes such as selecting a template, ecard creation and group creation. All the input forms are designed by using XML coding in android platform and the home screen of this project is shown in APPENDIX [fig.8].

In selection process of template, user can choose one the template design from the list of template. For this process, the entire template names are stored in the database in the form of table. The input screen for selection process of template is shown in APPENDIX [fig.12, fig13].

In ecard creation, user can create a different type of ecard namely personal ecard, business ecard company ecard and funny ecard. For personal ecard creation personal details of user are given as input like name, photo, address, and contact number, location etc.., the input screen for personal ecard creation is shown in APPENDIX [fig.14]. For business ecard creation business details are given as input like name, company name, business type, location, contact details logo etc.., input screen for business ecard creation is shown in APPENDIX [fig.15]. For company ecard creation company details of user are given as input like company name, service type type, location, contact details logo etc.., input screen for company ecard creation is shown in APPENDIX [fig.16]. For Funny ecard creation image, funny cotes, are given as input, the input screen for company ecard creation is shown in APPENDIX [fig.17]. After creation of ecard all details of ecards are stored in ECARD table dynamically input screen for creation of ecard is shown in APPENDIX [fig.7].

For Group creation, the group name and list of contacts selected by user are considered as input, after group creation the details of group are stored in contact group table dynamically. The purpose of group creation is user can send ecard to group of contacts at the same time. The input screen for group creation is shown in APPENDIX [fig.27, fig.28].

4.2 OUTPUT DESIGN

The output information must be provided in such a format that the people can understand. Output design generally refers to the results and information that are generated by the system for many users.

In this project first, the ecard is generated and the result can be displayed in the format of digital papers. Here the user enters the ecard details as input according to the users input the output is generated and it gives the output in the form of digital paper. For example "bussinesecard.png" the output screen for digital format ecard is shown in APPENDIX [fig.21] these ecards are share by the user to list of contacts or a group of contacts the output screen group creation is shown in APPENDIX [fig23,fig24]. After sending ecard to list of contact each receiver can receive the ecard in digital format.

The user can receive "n" number of ecards from different users are appeared in inbox. Inbox show a list, each element of list contains ecard, sender name, sender mobile number, and a view button The output screen of inbox is shown in APPENDIX [fig.24]

The ecand can be viewable by clicking view button. These ecards can be stored in the inbox and can be forwarded to other people in the receivers contact list is shown in APPENDIX [fig.25].

4.3 TABLE DESIGN

Table design concentrates on a collection of interactive data stored which serves many users to access the data quickly and efficiently. A database is a collection of interrelated data stored for many applications. Before creating a database there are a few process to be considered they are:

- Determine the data to be stored in the database
- Determine the relationship between the different data elements
- Superimpose a logical structure upon the data on the basis of the determined relationship between the data.

For this project, mainly nine tables are used, namely Contact group, State list, Country list, Business list, Template and Ecard.

Contact group table contains the details about group created by user. Two fields are used in this table like Group ID and Group Name these fields are used to share ecards to the group of contacts. This Contact group table is shown in APPENDIX [fig.2]

The table State list contains details of all states in the world like State ID, Country ID, Name and ISO Code. The purpose of this table is to display list of state while generation of ecard. This State list table shown in APPENDIX [fig.3]

The table Country list contains details about all countries in the world. Five fields are used in this table like Country ID, Name, ISO Code2, ISO Code3, and Country Code. This table used to display list of country to the user while creating the ecard. This Country list table is shown in APPENDIX [fig.4]

The Business list table contains list of business types like agriculture, Technology, Banking etc., this table used two fields namely Business type and Business Name. The purpose of this table is display different types of business to the user while creating business ecard. This Business list table is shown in APPENDIX [fig.5]

The table Template contains the names of json files. Two fields are used in this table like Template ID and Template Name. This table assigns ID for each and every josn file which is used to design a ecard. This table Template table is shown in APPENDIX [fig.6]

The table ECARD contains details of templates created by user. Five fields are used in this table like ecard id, ecard data, ecard template, ecard type. This ECARD table is shown in APPENDIX [fig.7]

SYSTEM DEVELOPMENT

5. SYSTEM DEVELOPMENT

5.1 LIST OF MODULES

The project consist of five main modules namely

- Templates
- Contacts
- Sharing
- Inbox
- Settings

5.2 TEMPLATES

The first part of this module is Templates it contains thousands of different collection of designed templates for the user to choose for his/her ecard. The templates are designed with the help of json file for all types of ecards. The details and designs of templates are stored in database in table format. There are four different categories of template like Funny Ecard, Personal Ecard, Business Ecard, Company Ecard four categories of templates is shown in APPENDIX [fig.9].

The first category of template modules is funny ecard it contains collection of interactive readymade funny template user can preview the template and uses the template for ecard generation process the collection of funny ecards is shown in APPENDIX [fig.10].

Second category of template module is personal ecard it also contains collections of readymade templates it allows the user to choose the template and add their personal details collections of personal ecards is shown in APPENDIX [fig.11].

Third category is business ecard it contains collections of business ecard templates. User can preview the template and uses the template for ecard generation process. These ecard is use full to market their business to world. Collections of business ecard templates are shown in APPENDIX [fig.12].

Fourth category is company ecard it also contains the collection of company ecard templates it also allow the user to use the templates. Collections of company ecard templates are shown in APPENDIX [fig.13]

The user after choosing the template for the ecard goes on to edit and give details to the ecard according to meet the needs of the user and the ecard is generated .

5.3 CONTACTS

All the users will not have the same need. A user may require sent the ecard to a specific person alone or to a group of people in the contact list. The numbers and details stored by the user in the device will be accessed by the application to share the ecards.

The contact list will be displayed in such a way that it allows the user to choose either a single contact or multiple contacts with the help of check list. Contact list screen is shown in APPENDIX [fig.26].

In this module user can create group, the group name and list of contacts selected by user are considered as input, and after group creation the details of group are stored in contact group table dynamically. Group table is shows in APPENDIX [fig.2]. The input screen for group creation is shown in APPENDIX [fig.27].

5.4 SHARING

In this module user can create ecards and share it to “n” number of users. The user can generation four different type of ecard namely personal ecard, business ecard company ecard and funny ecard. For personal ecard creation personal details of user are given as input like name, photo, address, and contact number, location etc.., screen for creating personal ecard is shown in APPENDIX [fig.14].

For creating business ecard business details are given as input like name, company name, business type, location, contact details logo etc.., screen for creating business ecard is shown in APPENDIX [fig.15].

For company ecard creation company details of user are given as input like company name, service type type, location, contact details logo etc.., screen for creating company ecard is shown in APPENDIX [fig.16].

For Funny ecard creation image, funny cotes, are given as input, screen for company ecard creation is shown in APPENDIX [fig.17]. After creation of ecard all details of ecards are stored in ECARD table dynamically screen for creation of ecard is shown in APPENDIX [fig.7].

Validation testing is used for each input element if user entered any invalid input the application shows the error messages. Validation screen is shown in APPENDIX [fig.19, fig.20].

The contact list is also accessible through this module since there is a random possibility of last minute addition or removal of contacts. There is also option for the sender (i.e., the user) to attach his/her own personal information so that the receiver can contact the sender in the hour of need for information.

And above all this module also comes with a preview option so that it allows the user to get a glance of what he/she will be sending to others. The preview screen is shown in APPENDIX [fig.21]. It also allows the user to make final changes before dispatching the ecard for sharing. After all these finalizations the ecard is shared with the help of the 'share' button. The ecards are sent and received in digital format. The sharing screen is shown in APPENDIX [fig 22, fig 23].

5.5 INBOX

This can be considered as the user's inbox. For instance an inbox normally will contain messages from other users. The same applies for the sender inbox as well. In this case, the inbox is referred to as the storehouse for the ecards from other users.

After receives different ecards “n” number of user an inbox show a list, each element of list contains ecard, sender name, sender mobile number, and a view button this list screen is shown in APPENDIX [fig.24].

The can be viewable by clicking view button. These ecards can be stored in the inbox and can be forwarded to other people in the receivers contact list this is shown in APPENDIX [fig.25].

5.6 SETTINGS

This part of the application contains all the user defined settings. This is where the user will personalize the app according to his interests. For example, the user can set the display name and picture for the application etc.., the user can also set the theme, background and the sending format of the application.

Settings provide basic information and about the application and help tool this help tool contains the information about how to use the application, how to create ecards and how to block or unblock the contact etc… settings screen is shown in APPENDIX [fig.29].

TESTING

6. TESTING

6.1 OBJECTIVES OF SYSTEM TESTING:

Testing is an activity to verify that a correct system is being built and is performed with the intent of finding faults in the system. However not restricted to being performed after the development phase is complete but this is to carry out in parallel specification. Testing results, once gathered and evaluated, provide qualitative indication of software quality and reliability and serve as a basis for design modification if required a project is set to be incomplete without proper testing.

System testing is process of checking whether the development system is working according to the original objectives and requirements. The system should be tested experimentally with test data so as to ensure that the system works according to the required specification. When the system is found working, test it with actual data and check performance.

Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design and coding. The increasing visibility of software as a system element and the attendant "cost" associated with a software failure is motivating forces for a well-planned, through testing.

6.2 TESTING PRINCIPLES:

All tests should be traceable to customer requirements. The focus of testing will shift progressively from programs. Exhaustive testing is not possible. To be more effective, testing should be one, which has probability of finding errors.

6.3 LEVELS OF TESTING

The details of the software functionality tests are given below. The testing procedure that has been used is as follows:

1. Unit Testing
2. Integration Testing
3. Validation Testing

1. UNIT TESTING

The first level of testing is called as Unit testing. Here the different modules are tested and the specifications produced during design for the modules. Unit testing is essential for verification of the goal and to test the internal logic of the modules. Unit testing was conducted to the different modules of the project. Errors were noted down and corrected down immediately and the program clarity as increased.

The testing was carried out during the programming stage itself. In this step each module is found to be working satisfactory as regard to the expected output from the module.

2. INTEGRATION TESTING

The second level of testing includes integration testing. It is a systematic testing of constructing structure. At the same time tests are conducted to uncover errors associated with the interface. It need not be the case, that software whose modules when run individually and showing perfect results will also perfect results when run as a whole.

The individual modules are tested again and the results are verified. The goal is to see if the modules can be integrated between modules. Poor interfacing may result in data being lost across an interface causing serious problems. This testing activity can be considered as testing the design and emphasizes on testing modules interactions.

3. VALIDATION TESTING

The next level of testing is validation testing. Here the entire software is tested. The reference document for this process is his requirement and the goal is to see if the software meets its requirements.

The requirement document reflects and determines whether the software functions the user expected. At the culmination of the integration testing, software is completely assembled as a package, interfacing and corrected and a final series of software test and validation test begins. The proposed system under construction has been tested by Using validation testing and found to be working satisfactory.

CONCLUSION

7. CONCLUSION

The project "**eCard Share System"** is implemented successfully and it is more useful for share ecard to "n" number of users. This application is basically mobile application so it is portable and can be used anywhere.

This with the help of android platform and the use of coding languages java and xml the ecard sharing is made possible through the mobile internet system which makes it easier for the users to share the ecards more conveniently.

All modules of eCard Share system Application worked properly. This system is not only designed on such a way that it is user friendly but also it ensures very less time consumption and quicker reach of the ecards to the people. The shared ecard is sent to receiver via email

The project included all the important features of ECLIPSE IDE. This projecthas developed with the aim of maintain personal health care program in android platform.

SCOPE FOR FUTURE ENHANCEMENT

8. SCOPE FOR FUTURE ENHANCEMENT

Nowadays Android Applications has become very popular. Android Programming language is very easy to learn and application development is cost effective. Developers also can develop applications in different ways as per their need and wish. So the future enhancement can be done easily.

In this proposed method the aim is to use the system to share ecard for all purposes like business, personal etc.

In the future this system may be enhanced to a stage where it can be used to make all the ecards digital like the employee identification ecard or the student identification ecard.

These ecards will contain all the essential information regarding that particular person or the organization. If this is implemented it will be a revolution in the industry where all the information goes digital and there will be very less chances of data mismatch or loss.

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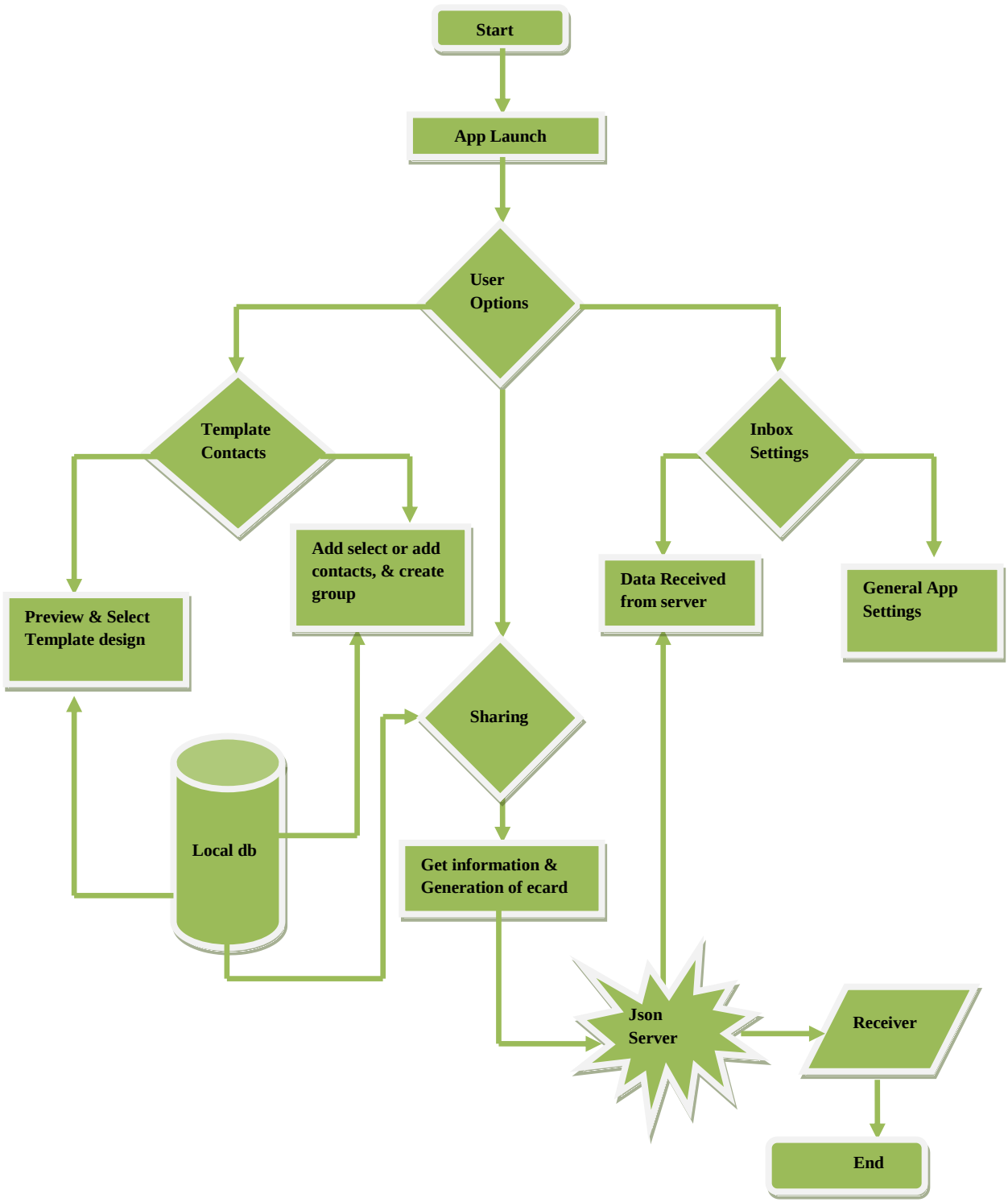
APPENDIX

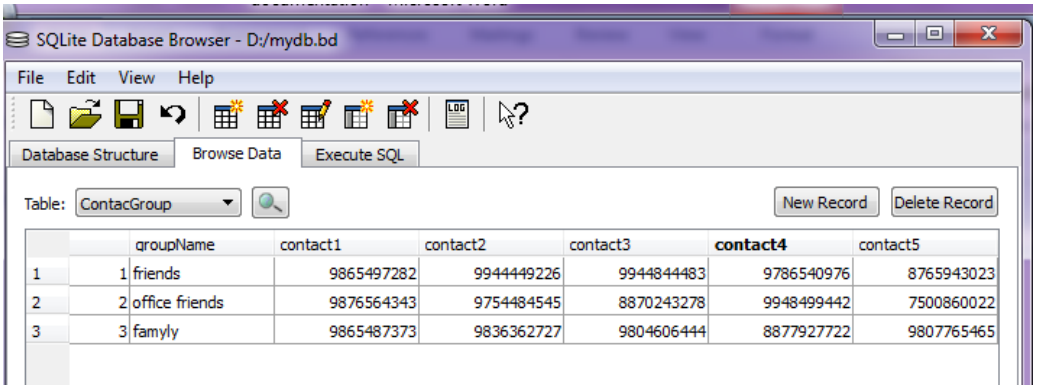
10. APPENDIX

10.1 SYSTEM FLOW DIAGRAM Fig:1



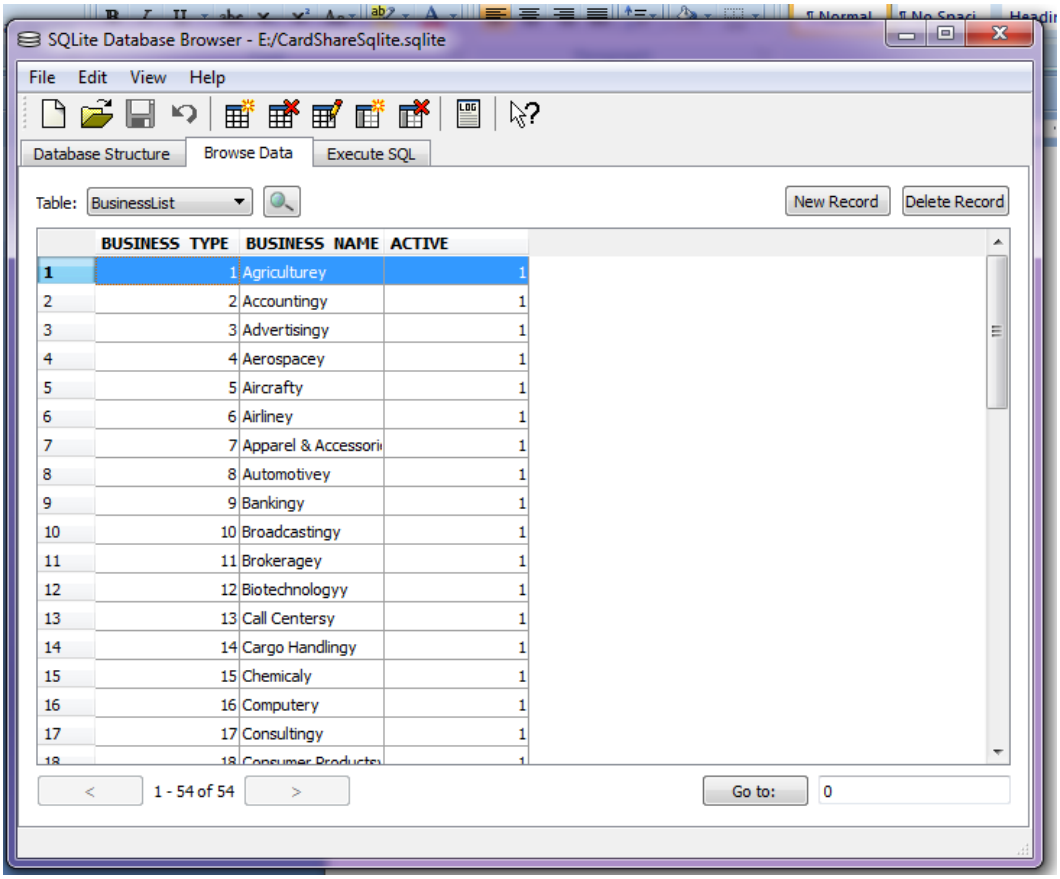
10.2 DATABASE DESIGN

Fig.2 TABLE NAME: Contact Group



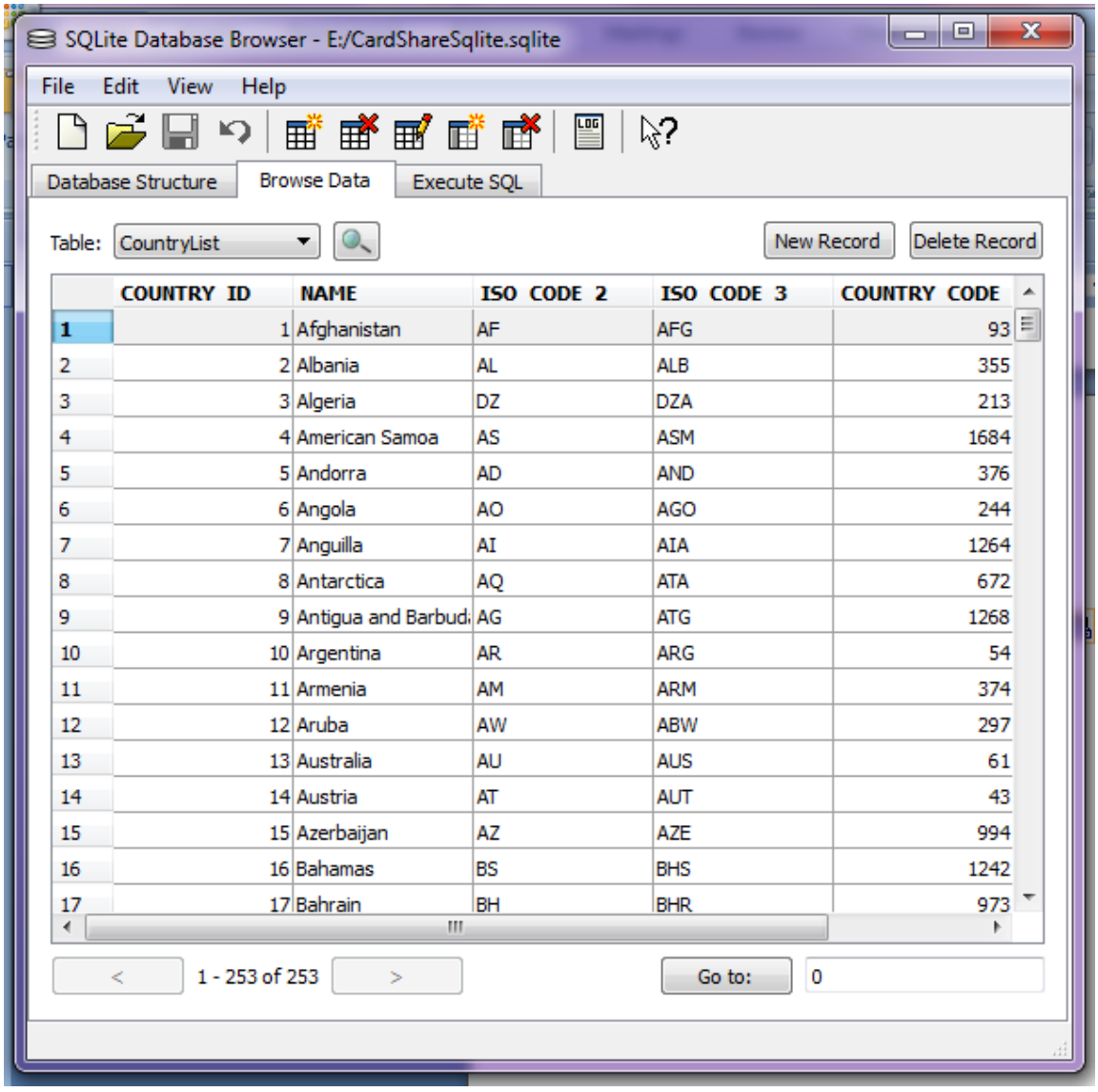
		groupName	contact1	contact2	contact3	contact4	contact5
1	1	friends	9865497282	9944449226	9944844483	9786540976	8765943023
2	2	office friends	9876564343	9754484545	8870243278	9948499442	7500860022
3	3	famyly	9865487373	9836362727	9804606444	8877927722	9807765465

Fig.3 TABLE NAME: State List



	BUSINESS TYPE	BUSINESS NAME	ACTIVE
1	1	Agriculturey	1
2	2	Accountingy	1
3	3	Advertisingy	1
4	4	Aerospacey	1
5	5	Aircrafty	1
6	6	Airliney	1
7	7	Apparel & Accessori	1
8	8	Automotivey	1
9	9	Bankingy	1
10	10	Broadcastingy	1
11	11	Brokeragey	1
12	12	Biotechnologyy	1
13	13	Call Centersy	1
14	14	Cargo Handlingy	1
15	15	Chemicaly	1
16	16	Computery	1
17	17	Consultingy	1
18	18	Consumer Products	1

Fig.4 TABLE NAME: Country list



	COUNTRY ID	NAME	ISO CODE 2	ISO CODE 3	COUNTRY CODE
1	1	Afghanistan	AF	AFG	93
2	2	Albania	AL	ALB	355
3	3	Algeria	DZ	DZA	213
4	4	American Samoa	AS	ASM	1684
5	5	Andorra	AD	AND	376
6	6	Angola	AO	AGO	244
7	7	Anguilla	AI	AIA	1264
8	8	Antarctica	AQ	ATA	672
9	9	Antigua and Barbud	AG	ATG	1268
10	10	Argentina	AR	ARG	54
11	11	Armenia	AM	ARM	374
12	12	Aruba	AW	ABW	297
13	13	Australia	AU	AUS	61
14	14	Austria	AT	AUT	43
15	15	Azerbaijan	AZ	AZE	994
16	16	Bahamas	BS	BHS	1242
17	17	Bahrain	BH	BHR	973

Fig.5 TABLE NAME: Country list

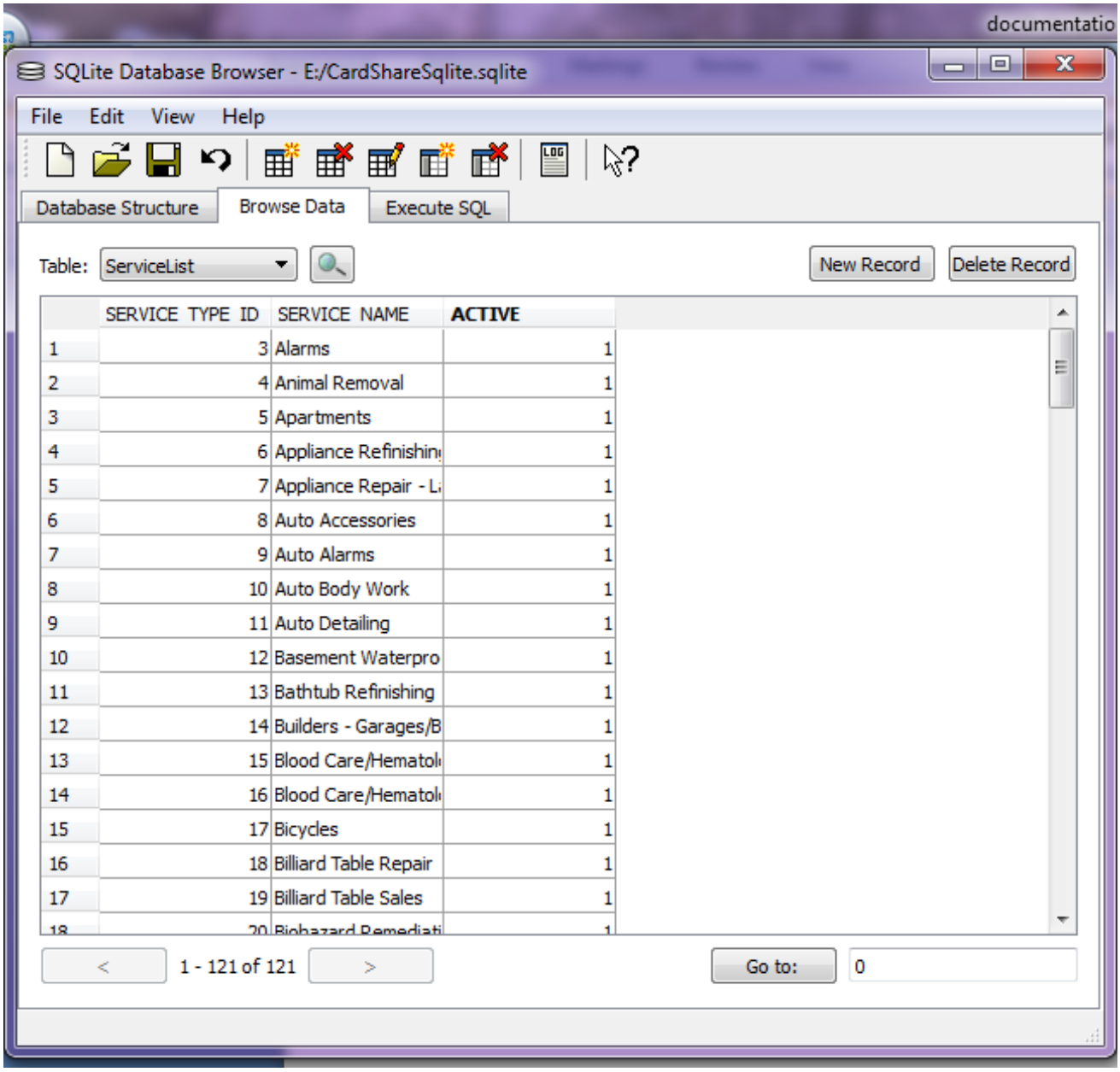


Fig.6 TABLE NAME: Template Table

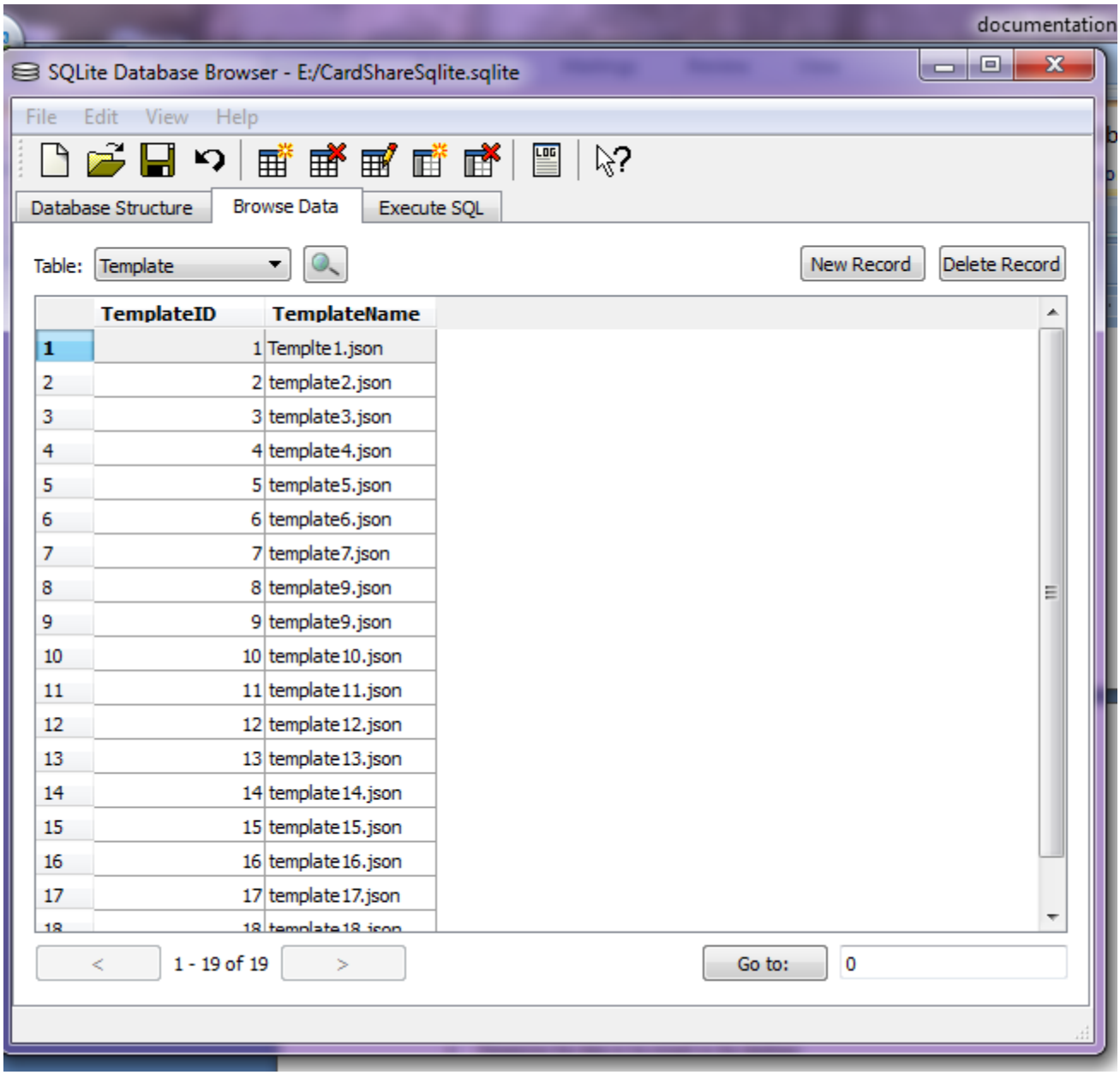
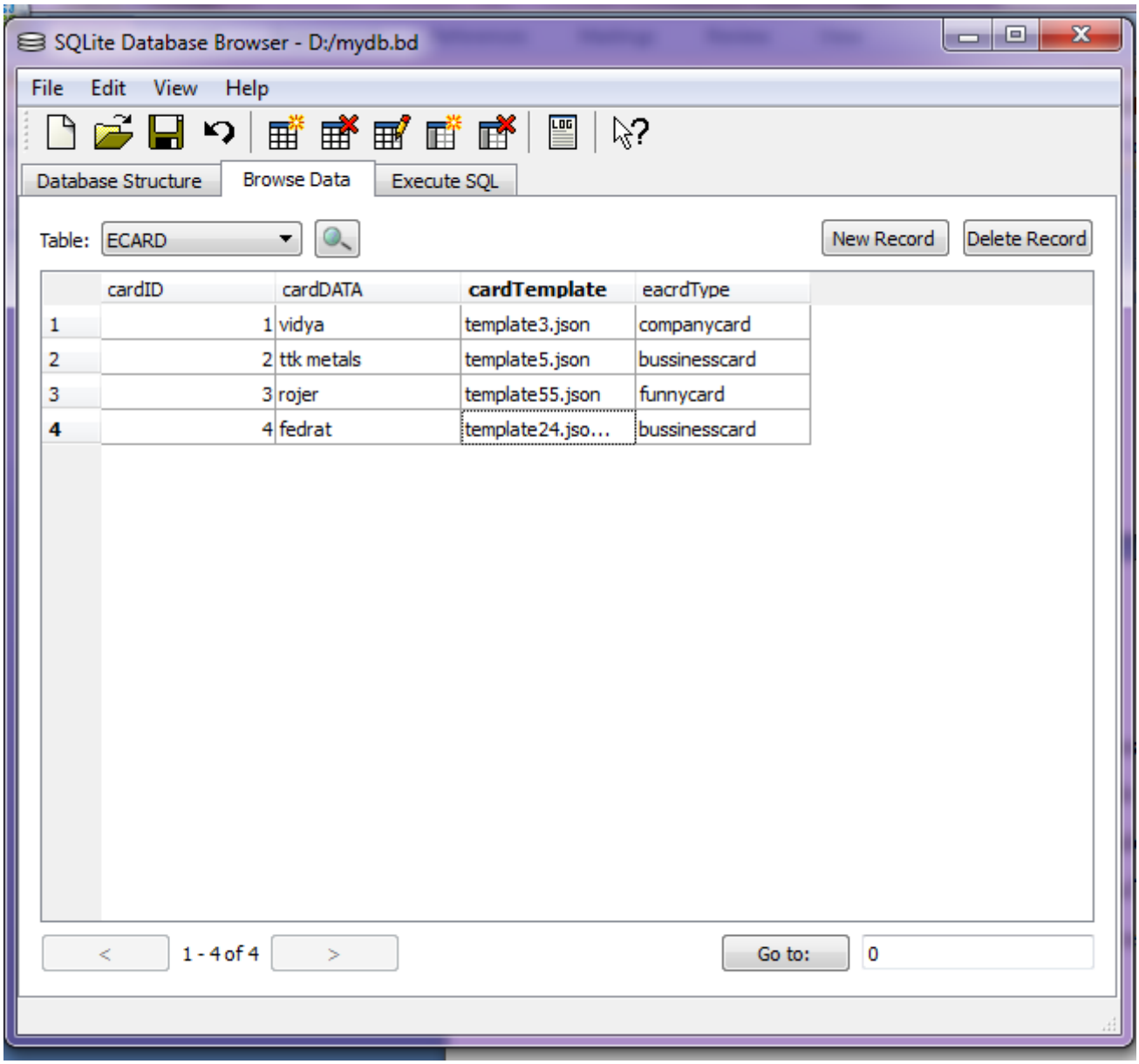


Fig.7 TABLE NAME: Ecard table



10.3 SCREEN SHOTS

Fig.8 Home Screen

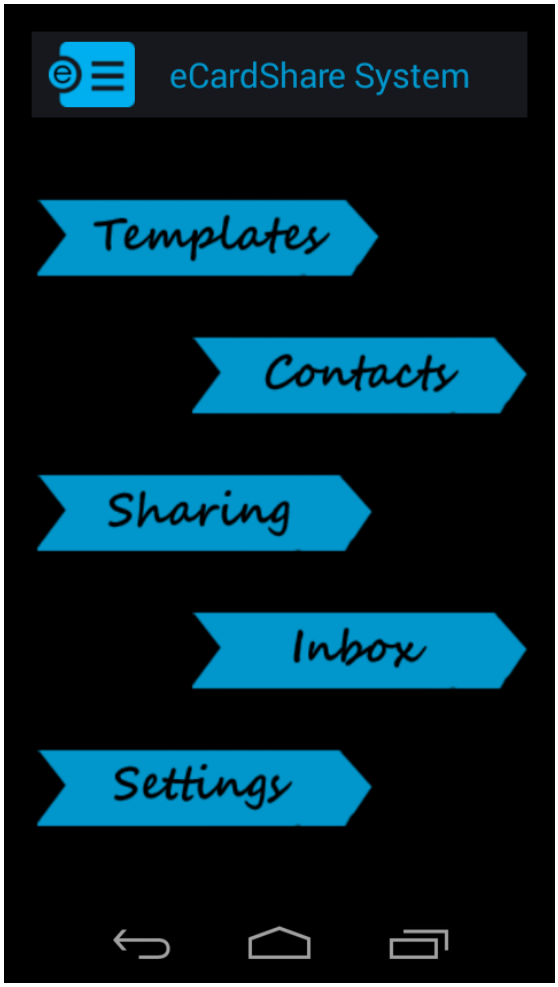


Fig.9 Template Screen

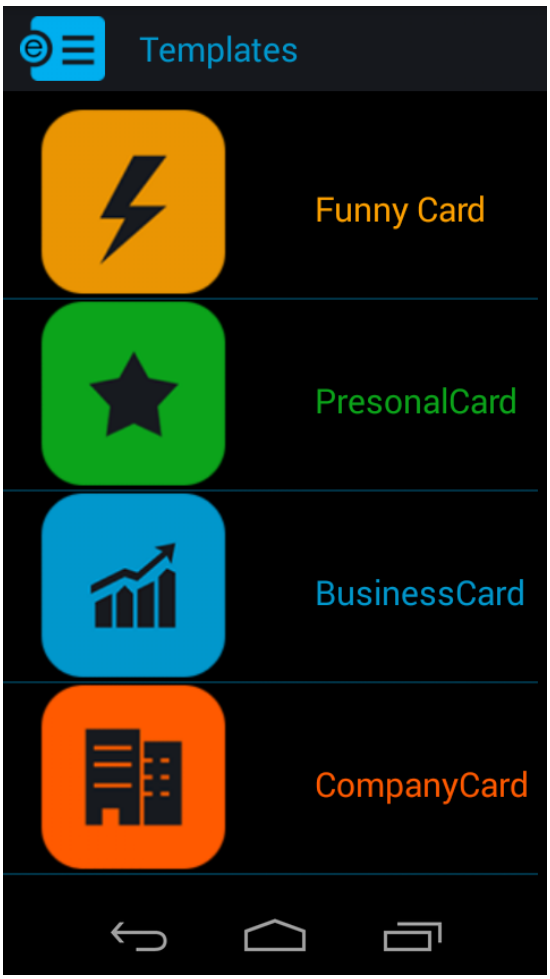


Fig.10 Funny Templates

Fig.11 Personal card Template

Fig.12 business Card Templates

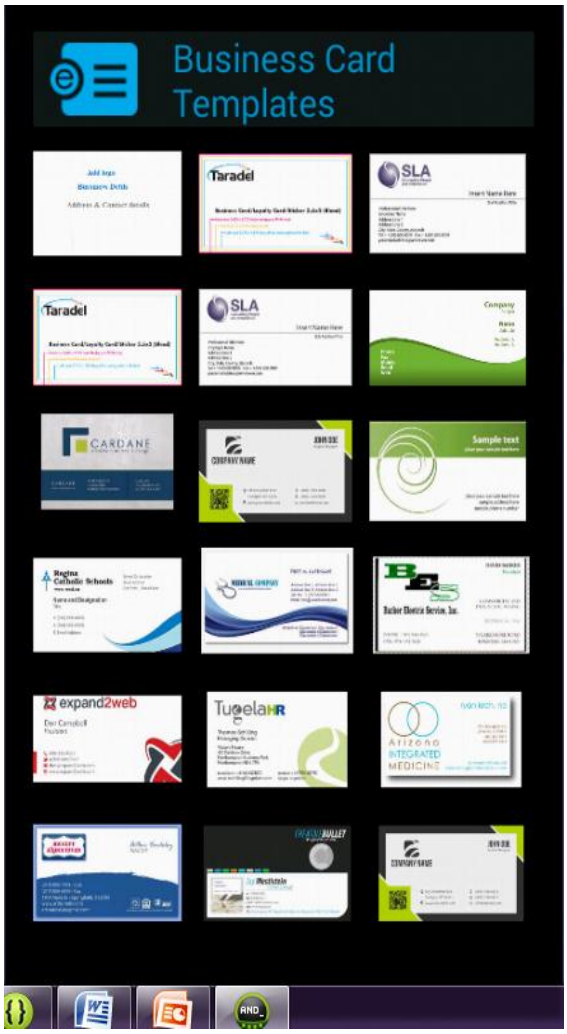


Fig.13 view template

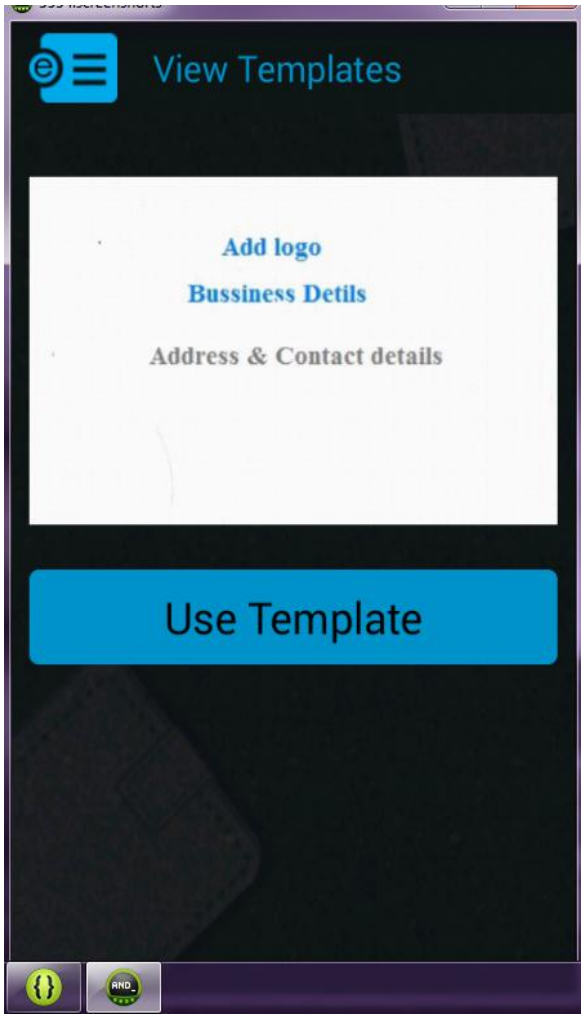


Fig 14 Personal Card creation

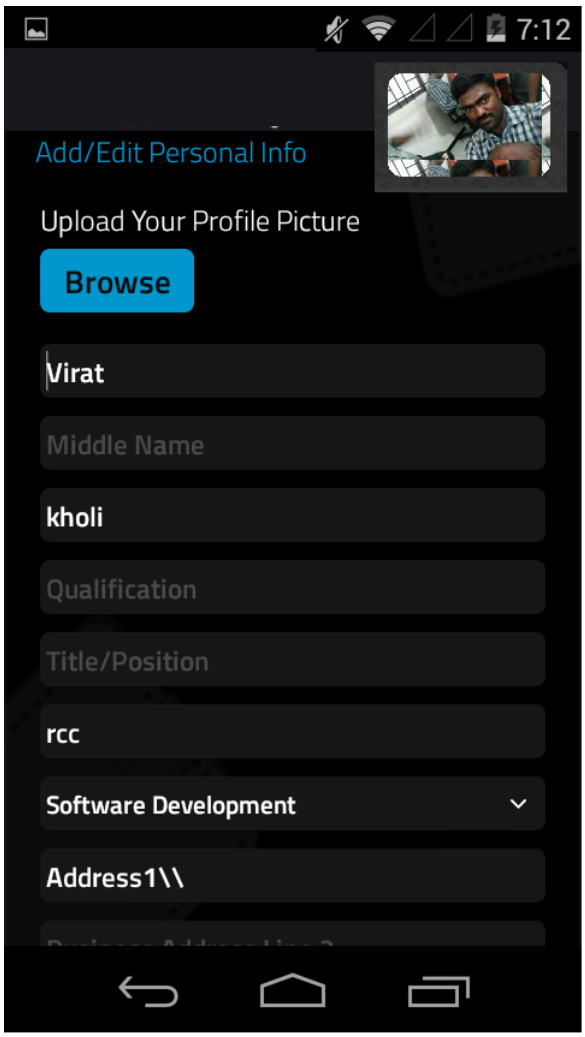


Fig 15 Bussiness Card creation

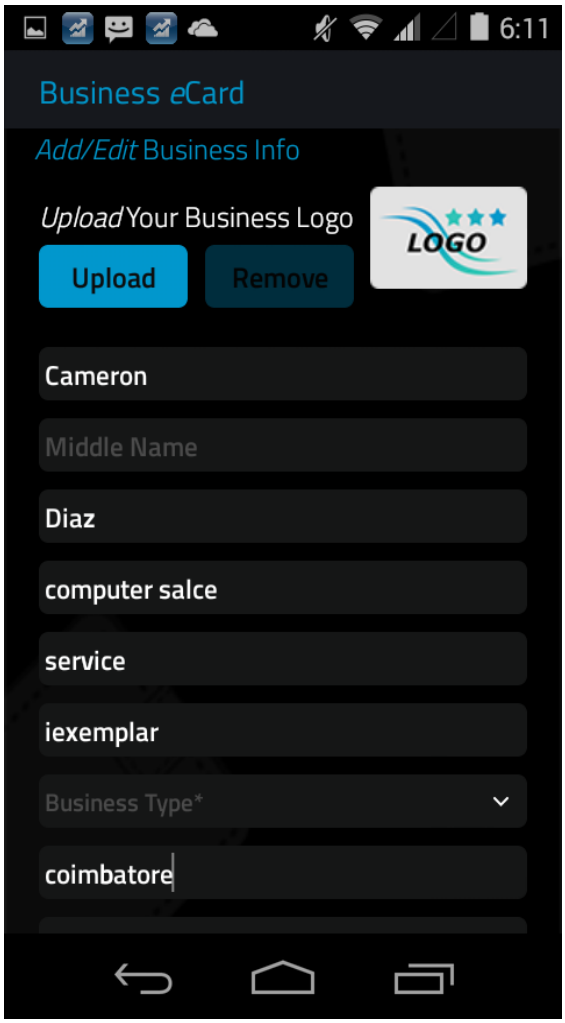


Fig 16 Funny card

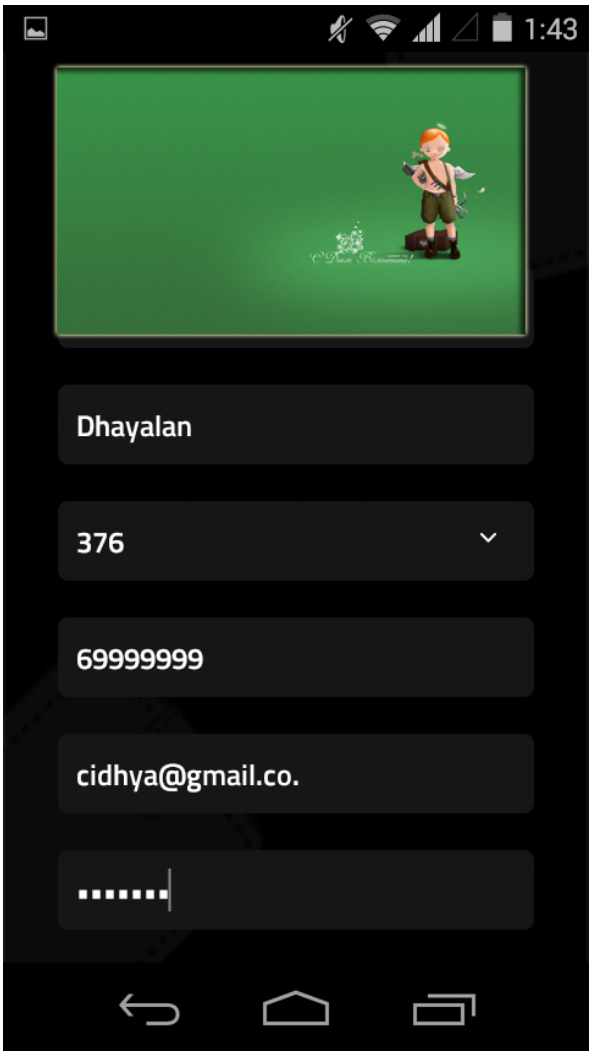


Fig 17 Company card

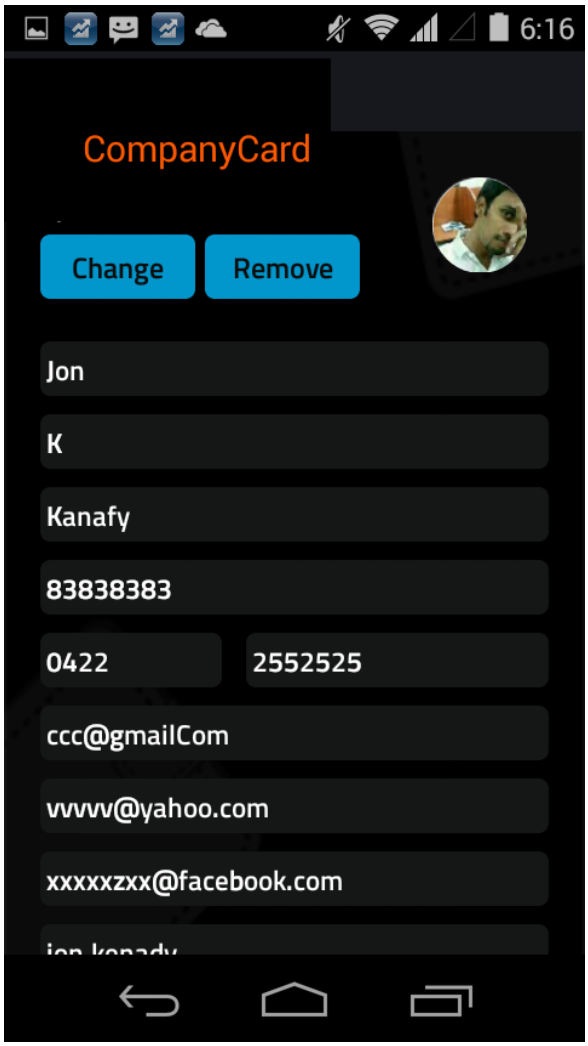


Fig 18 Business creation

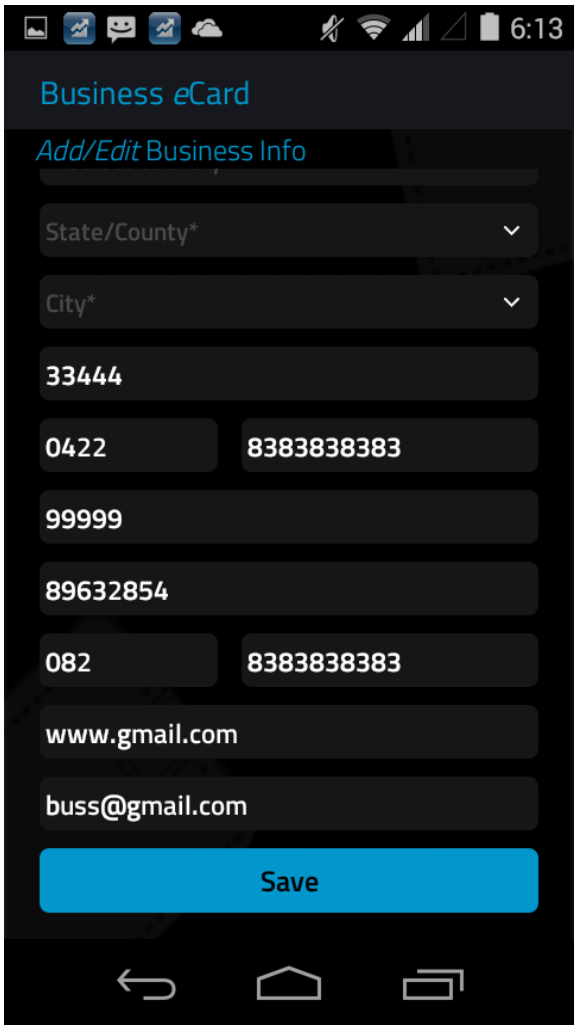


Fig 19 Validation

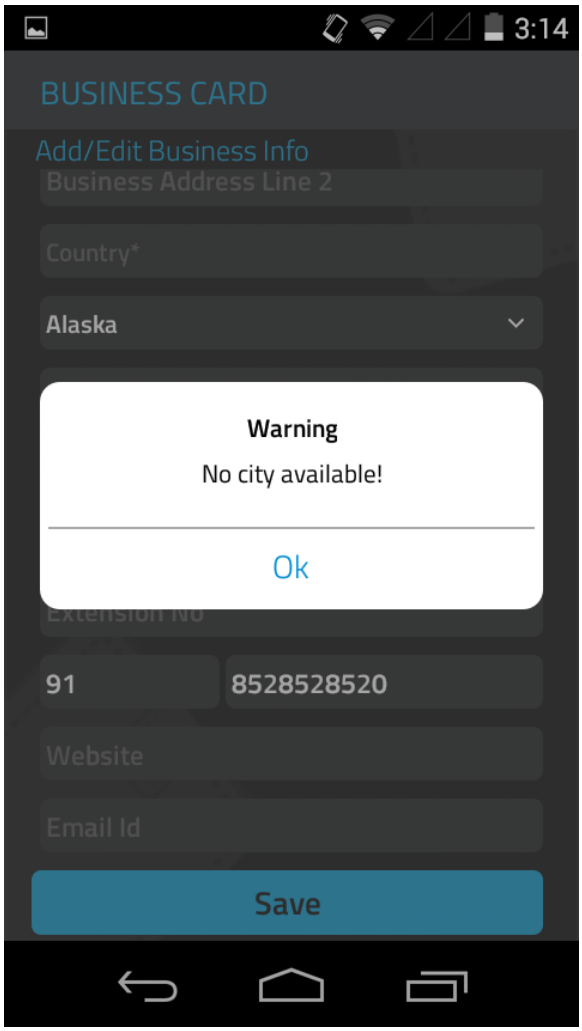


Fig 20 Validation

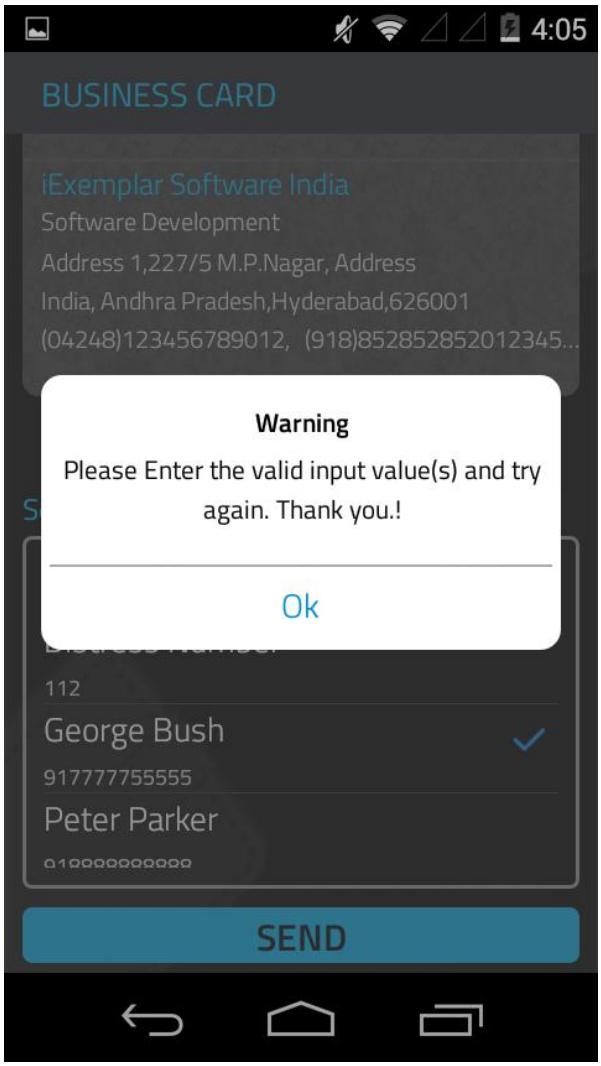


Fig 21 ecard preview

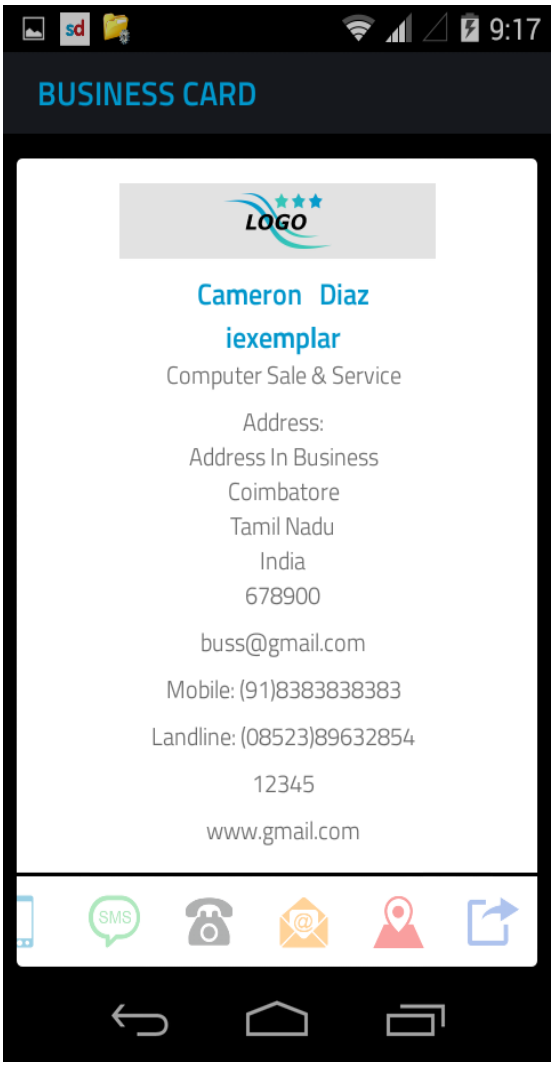


Fig 22 Sharing

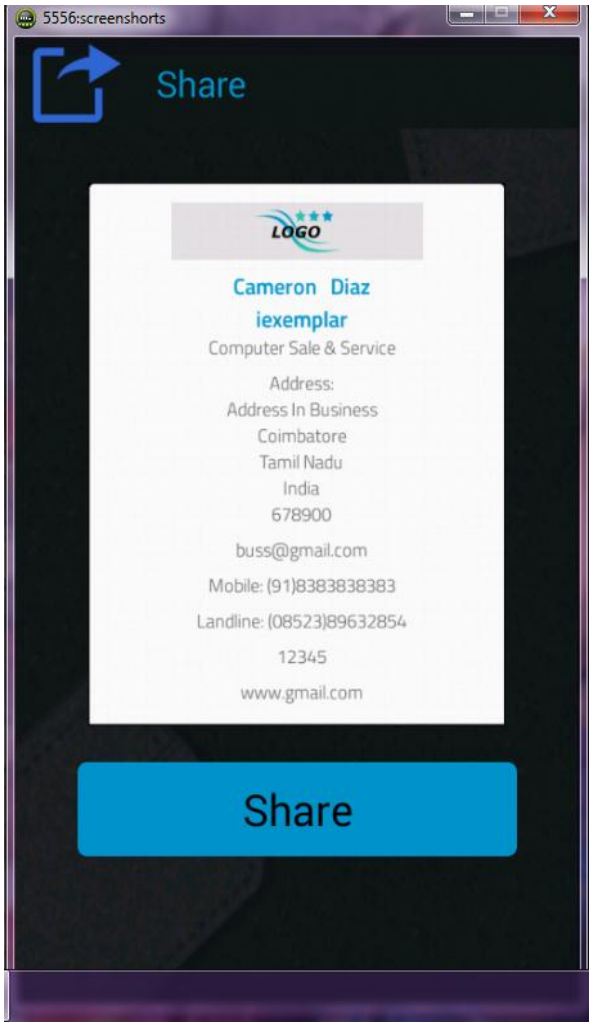


Fig 23 Sharing

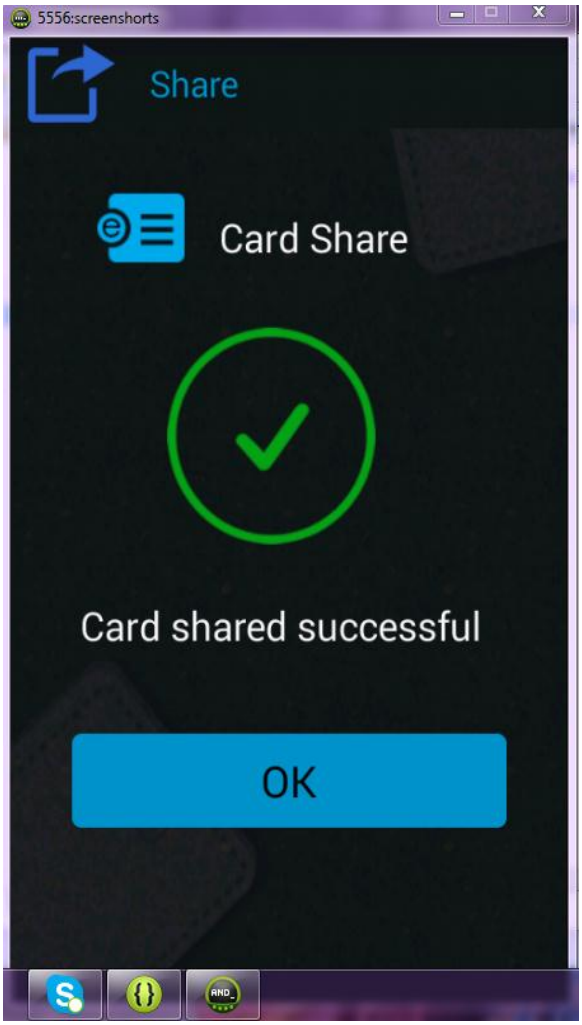


Fig 24 Inbox

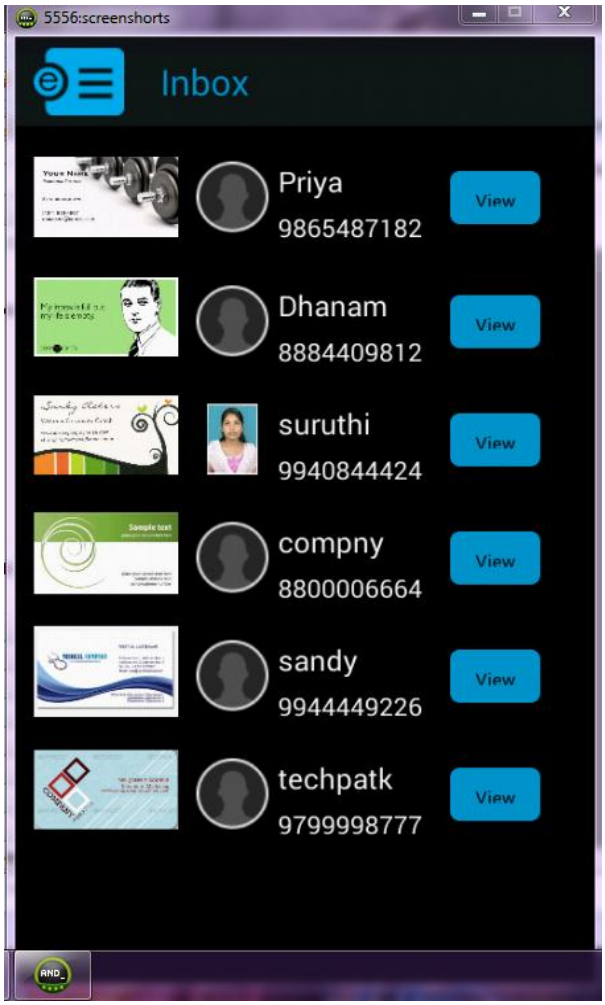


Fig 25 Inbox

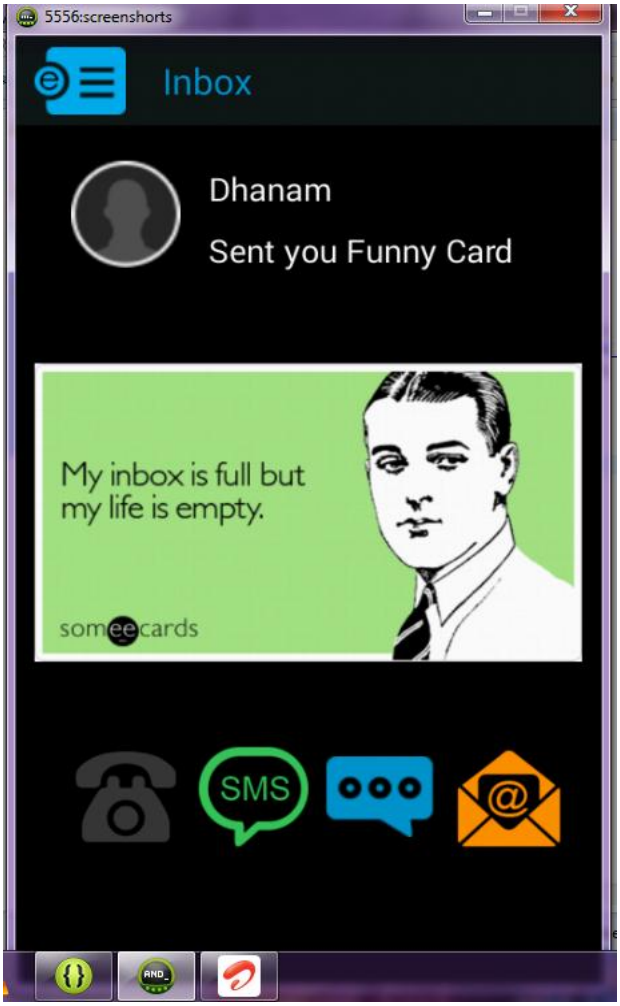


Fig 26 Contact List

Fig 27 Group Creation

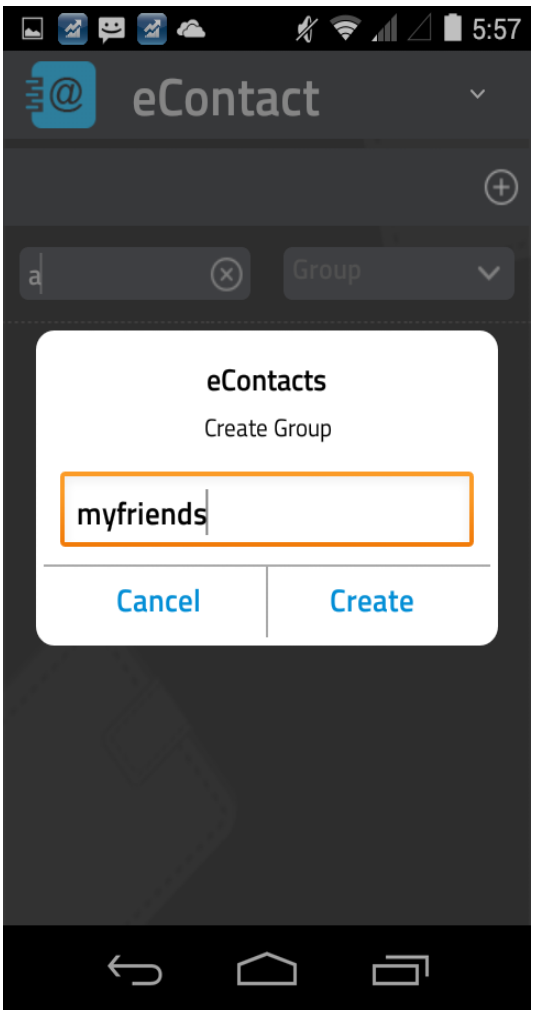


Fig 28 Group Creation

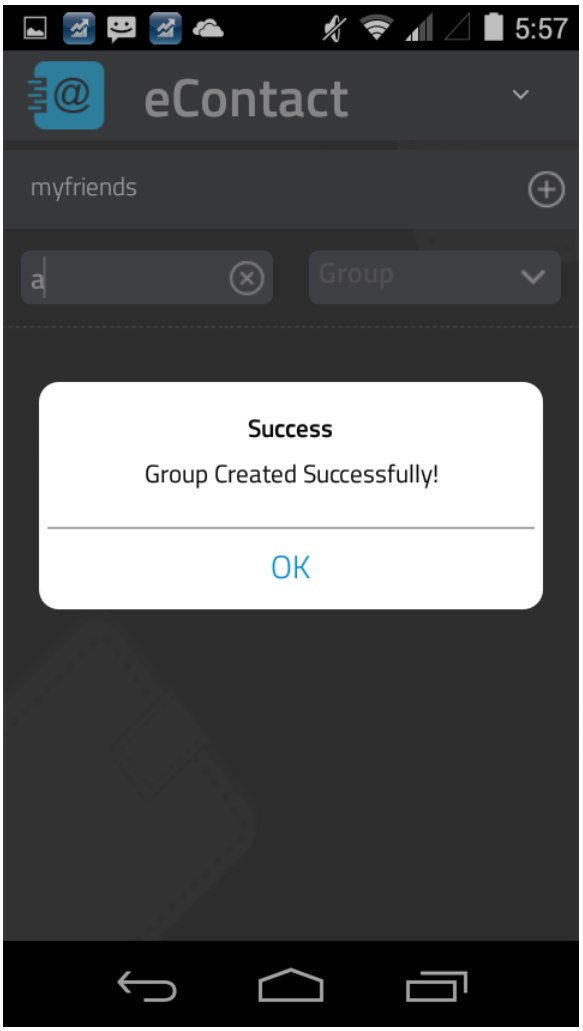


Fig 29 Settings