- We will divide JS code for kwiter_room.js into five parts -
- 1. Update the HTML element with user name. Like this-

Welcome Mahdi!

- 2. addRoom() function, this function is call when "Add Room Button is click"
 - #Add Room

 . It will add the room name in the firebase and in the localStorage. And redirect to that particular room page.
- 3. Complete **getData()** function, this function gets all the room names from firebase and display on **kwitter_room.html**, like this -

```
#KingRoom
#queenRoom
```

4. **redirectToRoomName()** function, this function is called when we click on any room name



It will add the room name in the localStorage. And redirect to that particular room page.

- 5. logout() function, this function we will discuss in the next class.
- PART 2 addRoom() function

```
function addRoom()
{
  room_name = document.getElementById("room_name").value;
  firebase.database().ref("/").child(room_name).update({
    purpose : "adding room name"
  });
  localStorage.setItem("room_name", room_name);
  window.location = "kwitter_page.html";
}
```

PART 3 - getData() function

In **kwitter_room.js** as the student has downloaded this file, it has some pre written JS code like this -

So this code is used to get all the data from firebase, you don't have to understand the above mentioned code for now, as we can easily find it from the firebase documents. This code only gets the room names from firebase, we will write some code for displaying this room names inside the HTML element which we had defined in class 93 to hold the room names.

The **Room_names** variable holds all the room names coming from the firebase.

So we will use this Room_names variable throughout the code to get the room names

Complete code for getData() -

PART 4 - redirectToRoomName()

```
function redirectToRoomName(name)
{
  console.log(name);
  localStorage.setItem("room_name", name);
  window.location = "kwitter_page.html";
}
```