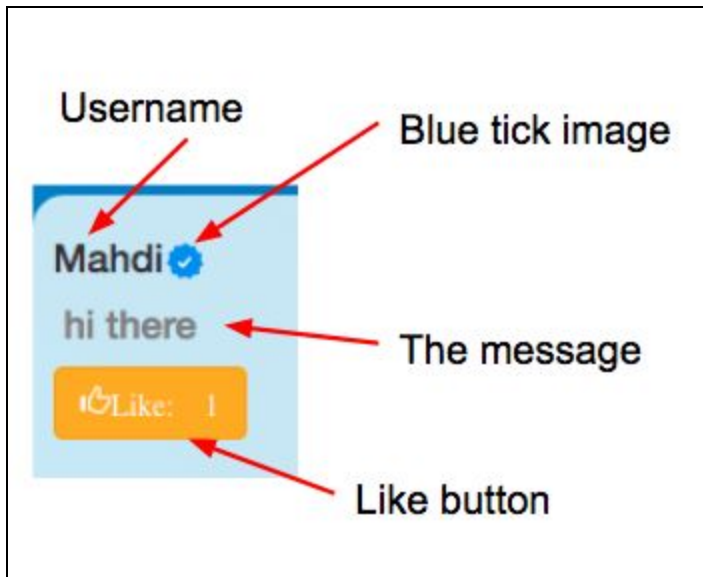


- Things required to be displayed on the kwitter message page -



- Give code for `getData()` -

```
function getData() { firebase.database().ref("/"+room_name).on('value', function(snapshot) { document.getElementById("out
    firebase_message_id = childKey;
    message_data = childData;
//Start code

//End code

    }); }); }
getData();
```

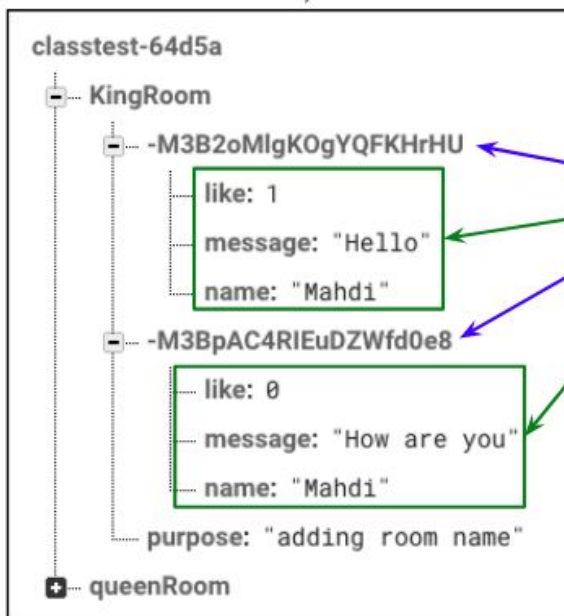
So this code is used to get all the data from firebase, you don't have to understand the above mentioned code for now, as we can easily find it on firebase documents. This code will only get the message, username, and likes, we will write some code for displaying this message, username, and likes in a HTML element which we had defined in the previous class inside **kwitter\_page.html**

**Student have to code between the comments of **Start code** and **End code****

- The **firebase\_message\_id** variable holds all the unique message id generated by the firebase.
- The **message\_data** variable holds all the messages, likes and username for every message.

- Visual explanation of **firebase\_message\_id** and **message\_data**

## Database of the selected room name



## Output on Console screen



## Marked things are **keys**

```
-M3B2oMlgK0gYQFKHrHU kwitter_page.js:33
▶ {like: 1, message: "Hello", name: "Mahdi"} kwitter_page.js:34
-M3BpAC4RIEuDZWfd0e8 kwitter_page.js:33
▶ {like: 0, message: "How are you", name: "Mahdi"} kwitter_page.js:34
```

## Marked things are **values**

```
-M3B2oMlgK0gYQFKHrHU kwitter_page.js:33
▶ {like: 1, message: "Hello", name: "Mahdi"} kwitter_page.js:34
-M3BpAC4RIEuDZWfd0e8 kwitter_page.js:33
▶ {like: 0, message: "How are you", name: "Mahdi"} kwitter_page.js:34
```

- Complete code for getData() -

```
function getData() { firebase.database().ref("/"+room_name).on('value', function(snapshot) { document.getElementById("output")
    firebase_message_id = childKey;
    message_data = childData;
//Start code
    console.log(firebase_message_id);
    console.log(message_data);
    name = message_data['name'];
    message = message_data['message'];
    like = message_data['like'];
    name_with_tag = "<h4> " + name + "<img class='user_tick' src='tick.png'></h4>";
    message_with_tag = "<h4 class='message_h4'>" + message + "</h4>";
    like_button = "<button class='btn btn-warning' id='"+firebase_message_id+"' value="+like+" onclick='updateLike(this.id)'>";
    span_with_tag = "<span class='glyphicon glyphicon-thumbs-up'>Like: " + like + "</span></button><hr>";

    row = name_with_tag + message_with_tag + like_button + span_with_tag;
    document.getElementById("output").innerHTML += row;
//End code
    }); }); }
getData();
```

Student has to code this

- Complete code for updateLike() function

```
function updateLike(message_id)
{
    console.log("clicked on like button - " + message_id);
    button_id = message_id;
    likes = document.getElementById(button_id).value;
    updated_likes = Number(likes) + 1;
    console.log(updated_likes);

    firebase.database().ref(room_name).child(message_id).update({
        like : updated_likes
    });
}
```

- Complete code for logout() function

```
function logout() {  
  localStorage.removeItem("user_name");  
  localStorage.removeItem("room_name");  
  window.location.replace("kwitter.html");  
}
```