***Documentation Packet [ 17 20 12 24 ] Dec 20th 2024***

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| Student Name: |  |
| Goals:  1. Update boilerplate for faster application creation 2. Understand custom modules 3. Practice using middleware | Events:  1. Keystones this week |
| Included Documentation  1. Updated Boilerplate 2. Reflections | Required Documentation:  1. Updated Boilerplate 2. Reflections |
| Changes/Notes:  1. None | |

# Updated Boilerplate

Create a new project for an updated boilerplate application. This will allow us to quickly start projects no matter what the application’s purpose is.

1. Import all require modules
2. Import each custom module (routes.js and socket.js. See below)
3. Create a database file in the /data folder
4. Create a db object by opening the database file
5. Create an app object from the express module and set the view engine to EJS
6. Use the express-session module to create a session object
7. Use the connect-sqlite3 module to create an SQLiteStore object from the session object
8. Create a server object from the app’s listen() method
9. Create an io object from the server object
10. Create a sessionMiddleware object from the session and SQLiteStore objects
11. Configure the app object to use the sessionMiddleware object
12. Configure the io object to use the sessionMiddleware object as well
13. Create the following files in /views: index.js, login.js, chat.js
14. In a folder called “/modules”, create a file called “routes.js”. In this file:
    1. Create a function that can handle each of these:
       * GET - /
       * GET - /login
       * POST - /login
       * GET - /logout
       * GET - /chat
    2. Export each of the functions to be used in other modules
    3. Create an “isAuthenticated()” function to be used only in this module
15. In “/modules”, create a file called “socket.js”. In this file:
    1. Create a function that can handle a connection event for socket.io
    2. Export that function to be used in other modules.
16. Configure the app object to use each of the functions in /modules/route.js for the appropriate endpoint.
17. Configure the io object to use the function in /modules/socket.js for ‘connection’ events
18. Configure the app object to use a static folder for all requests not in the listed functions above.

Write your routes.js and appropriate templates to do the following:

1. The index displays your username if logged in with a “Chat” link to /chat, or a “Login” link to /login if your are not.
2. The login is a form to login using a username and hashed password stored in the database file, and a link to log in with formbar instead.
3. The chat connects to the websocket server and sends and receives one message.
   1. The server must show the received message and the client must show the message sent back, each displayed in their respective consoles.
   2. The /chat endpoint handler and the socket handler must both use session data to check that the user is logged in before being used. If not, redirect the user to the login page.
      * isAuthenticated() is used for this

# Reflection

**If you did not apply to any Job Openings last week or this week, why not?**

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**What was one mistake you made in school or otherwise that you can recognize? What can you do in the future to prevent it from happening again?**

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**What personal projects are you working on. If you are not working on any, why not?**

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**How difficult was the assignment this week? What made it difficult/easy for you?**

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| 10 | You went above and beyond expectations. You applied knowledge that was not taught in this class in addition to what was taught. Additional rewards are given | * ***If the assignment does not have its own rubric, it will default to the rubric on the left.*** * All assignments start at 10/10 possible points * 1 point is deducted per infraction   + Lateness   + Mistakes   + Unprofessionalism   + Not following instructions * Outstanding submissions, or submissions on assignments not marked in “Required Documentation” can reward pogs |
| 10 | You performed as well as can be expected for this class. You show a complete understanding and made no mistakes. You have mastered the subject. |
| 8 | Assignment is complete. You show a good understanding of the subject, but there are mistakes or minor incorrect details. You are ready to move to new subjects. |
| 7 | You show and understanding of the subject, but there are serious errors, or there are pieces you can practically use without understanding them. Remediation needed. |
| 6 | Assignment is incomplete but/or you showed that you understand at least the fundamentals of the subject. Assignment is low effort. Serious need of remediation. |
| 5 | You show minimum effort, assignment is incomplete, or have serious mistakes. You did not demonstrate that you understand the content or purpose of the submission. |
| 0 | The work was not submitted, damaged, seriously incorrect, or unprofessional. The submission is rejected. |

# SocketIO Rooms

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| **8a** | Do your messages only go to the selected room you are chatting in, and not all rooms you are in? |  |
| **8b** | Do others see your message if, and only if, they are in that room as well? |  |
| **8c** | Does /join and /leave work correctly? Does it also send a roomList? |  |
| **8d** | Do roomList messages update which rooms you are in and do the buttons/tabs switch which room you are sending messages to? |  |
| **8e** | Are you unable to send messages if you are not logged in? |  |

# DocPac and Reflection *DocPac Submission Rules, DP09*

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| **1** | DocPac is turned in on time |  |
| **3** | a. DocPac is neatly folded |  |
| **3** | b. DocPac is not stained or damaged |  |
| **3** | c. No doodles, scribbles, or unnecessary writing |  |
| **4** | a. Answered each question in each prompt |  |
| **4** | b. Spelling and handwriting |  |
| **4** | c. No repeated answers from other DocPacs |  |
| **4** | d. Did not paraphrase assigned work |  |
| **6** | You are prepared to justify the use of any AI (you know what it does and why) |  |