

HW # 3

Chat App

Team name: The Original

Github Link : https://github.com/Tejas945/cmpe207/blob/master/Assignments/HW_3

Team Members:

- 1) Tejas Madappa
- 2) Chandra Mohan
- 3) Vedant Bhoj
- 4) Ketan Rudrurkar
- 5) Hao Ran Chen

Implement a chat application (as shown in the In-Class assignment) using Websockets, but with three (3) of the following improvements included.

- Broadcast a message to connected users when someone connects or disconnects.
- Add support for nicknames. Don't send the same message to the user that sent it himself.
- Instead, append the message directly as soon as he presses enter.
- Add "{user} is typing" functionality.
- Show who's online.
- Add private messaging.

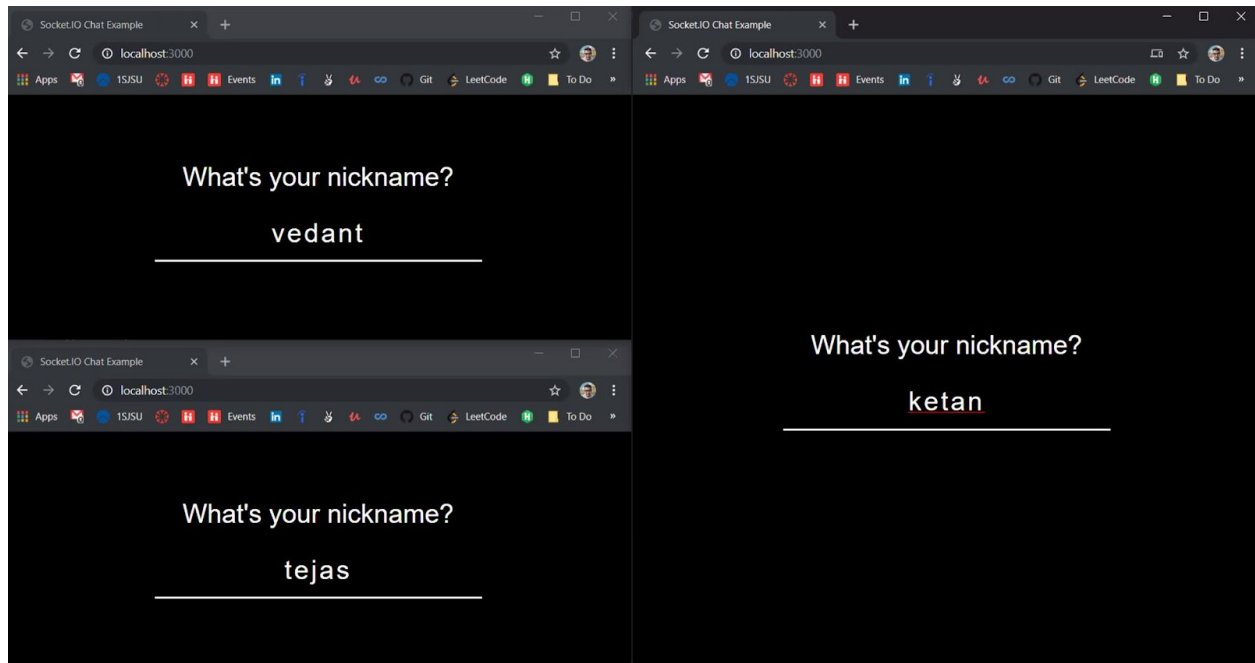


Fig. Support for nicknames. (Multiple User ID)

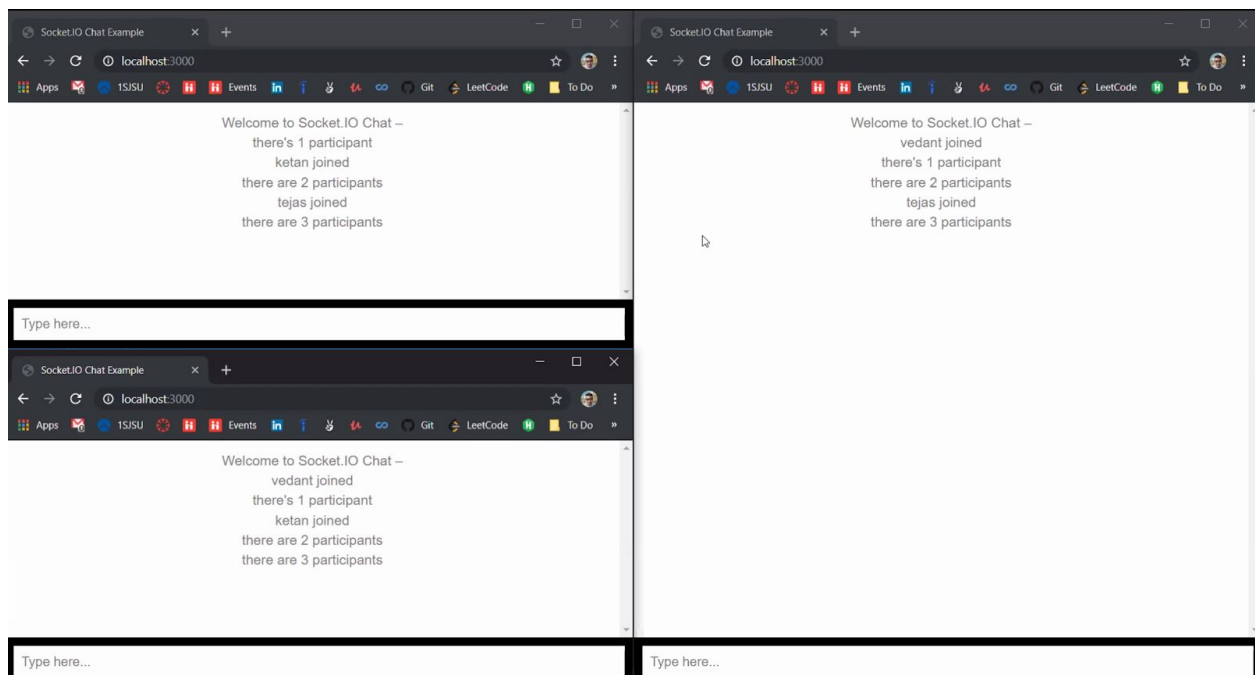


Fig. People currently online

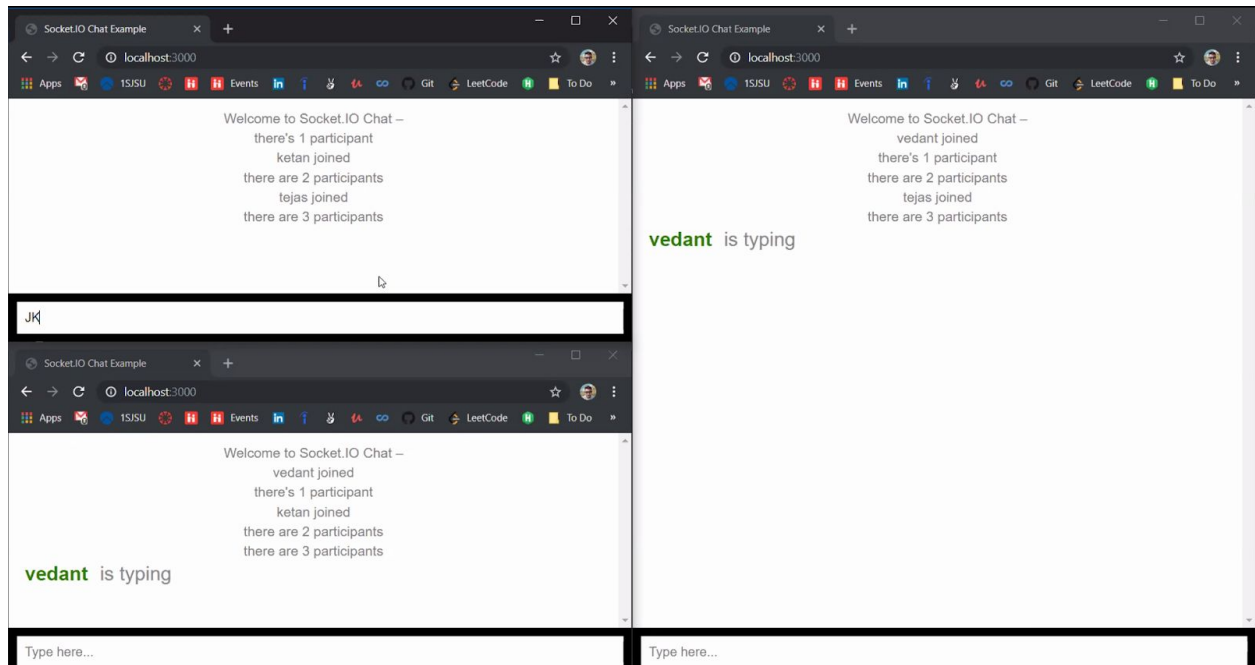


Fig. User is typing

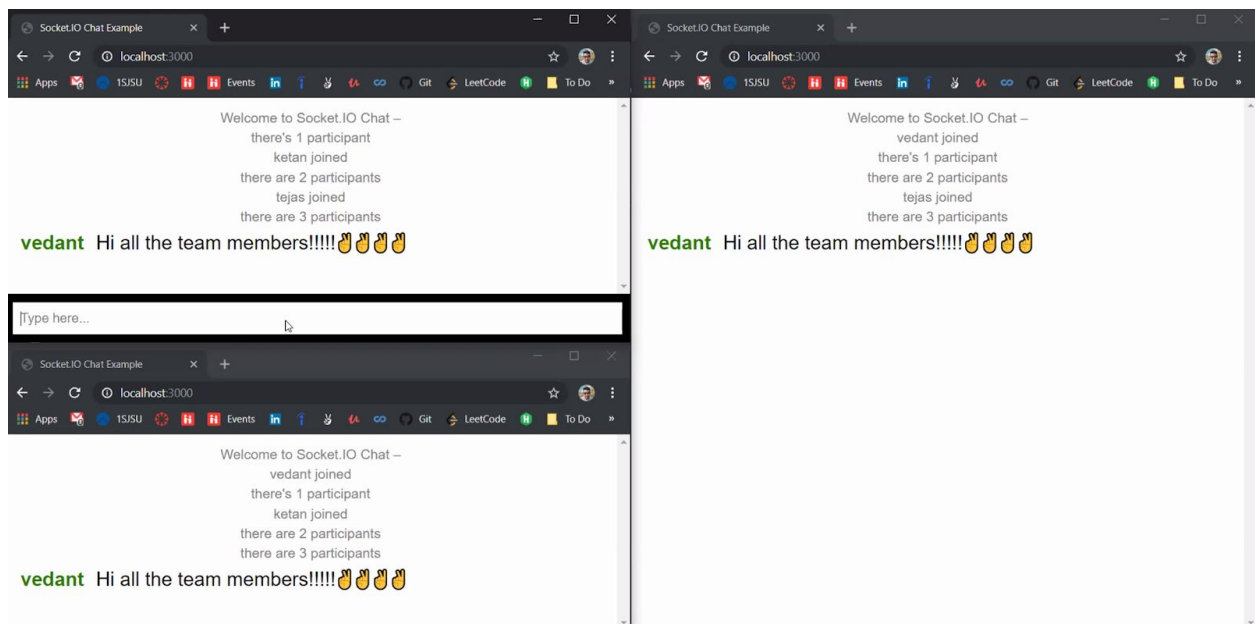


Fig. Broadcast Message

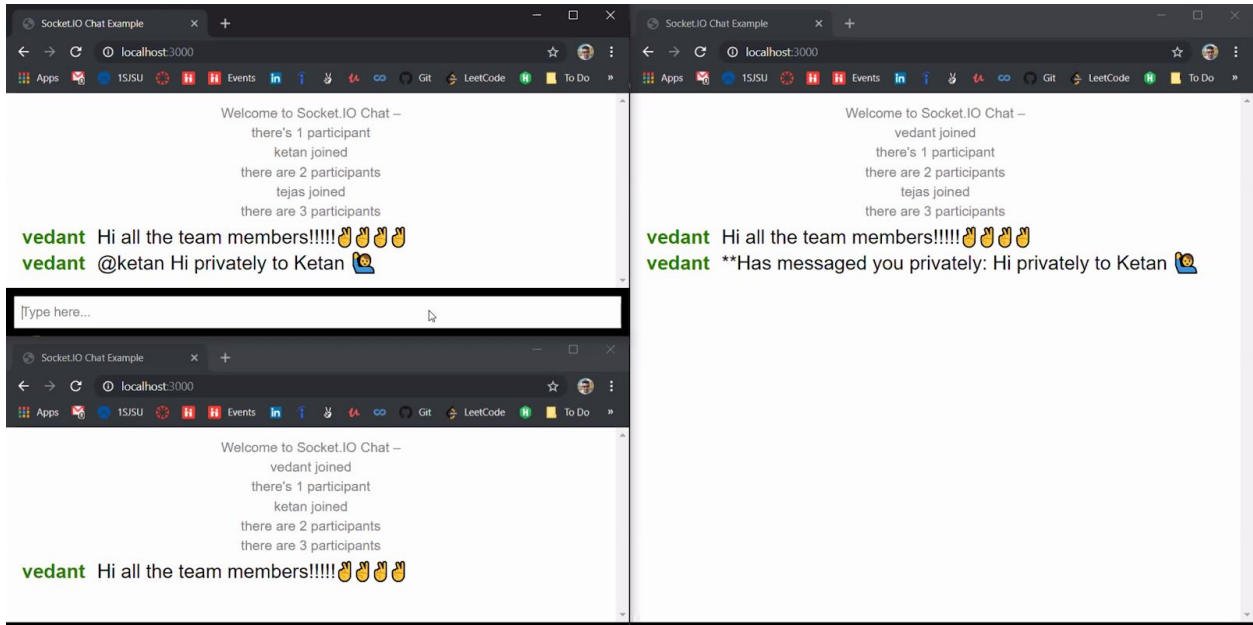


Fig. Private message from vedant to ketan

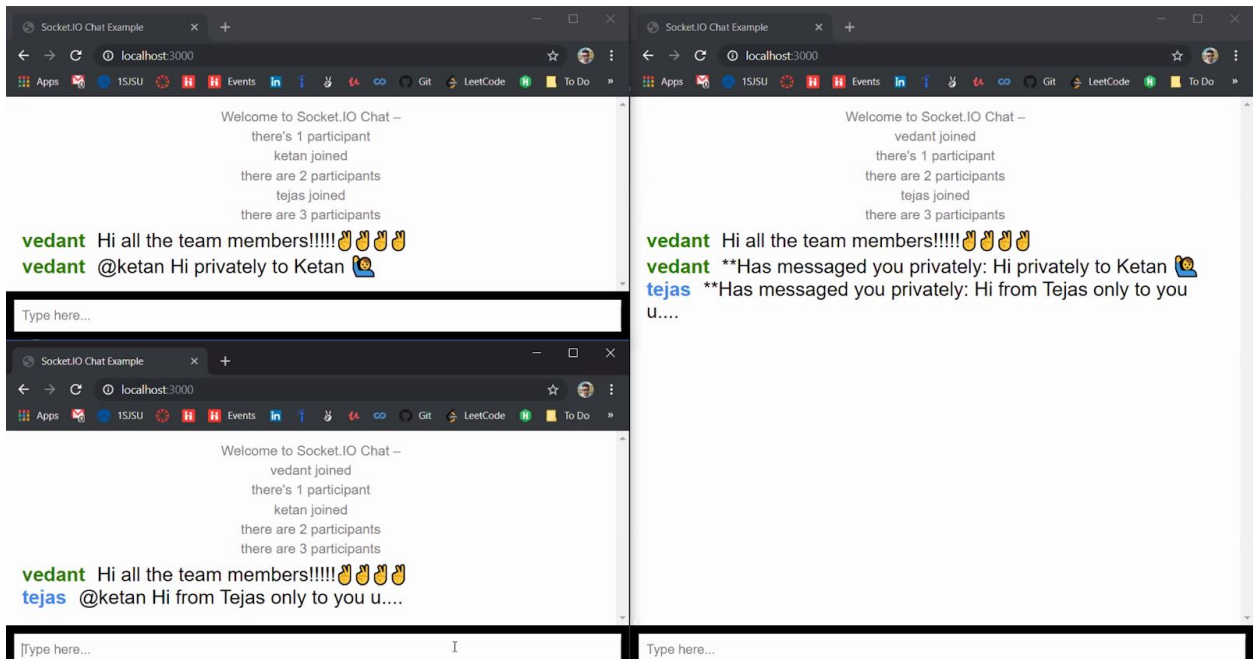


Fig. Private message from tejas to ketan

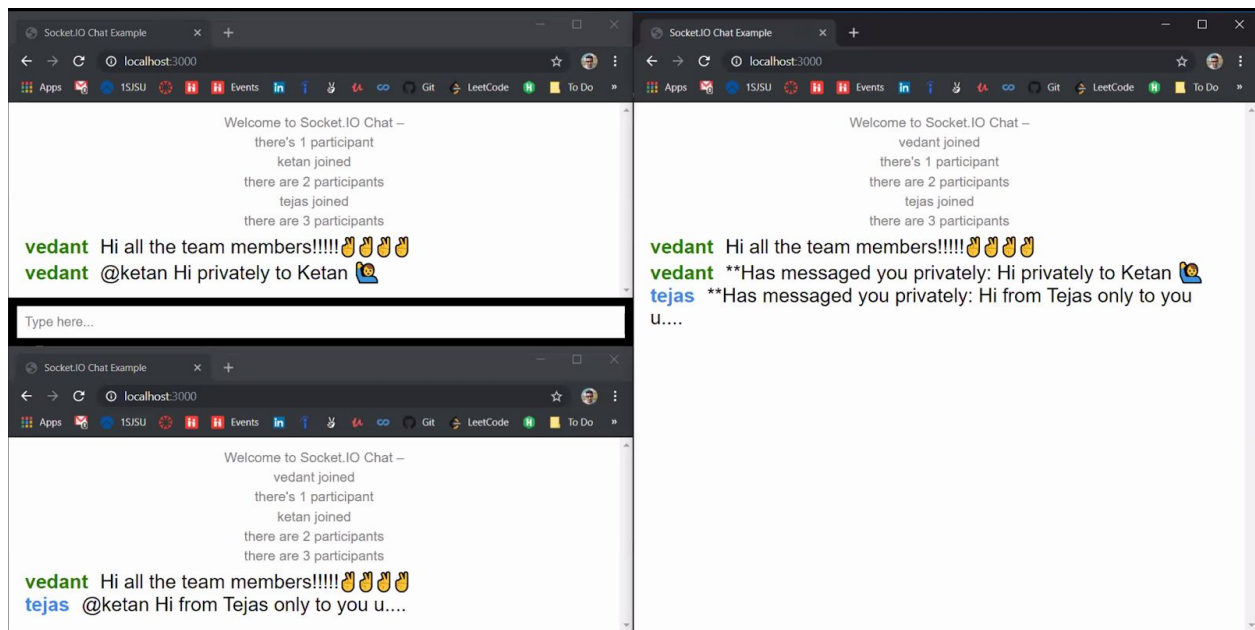


Fig. Private message from vedant to ketan

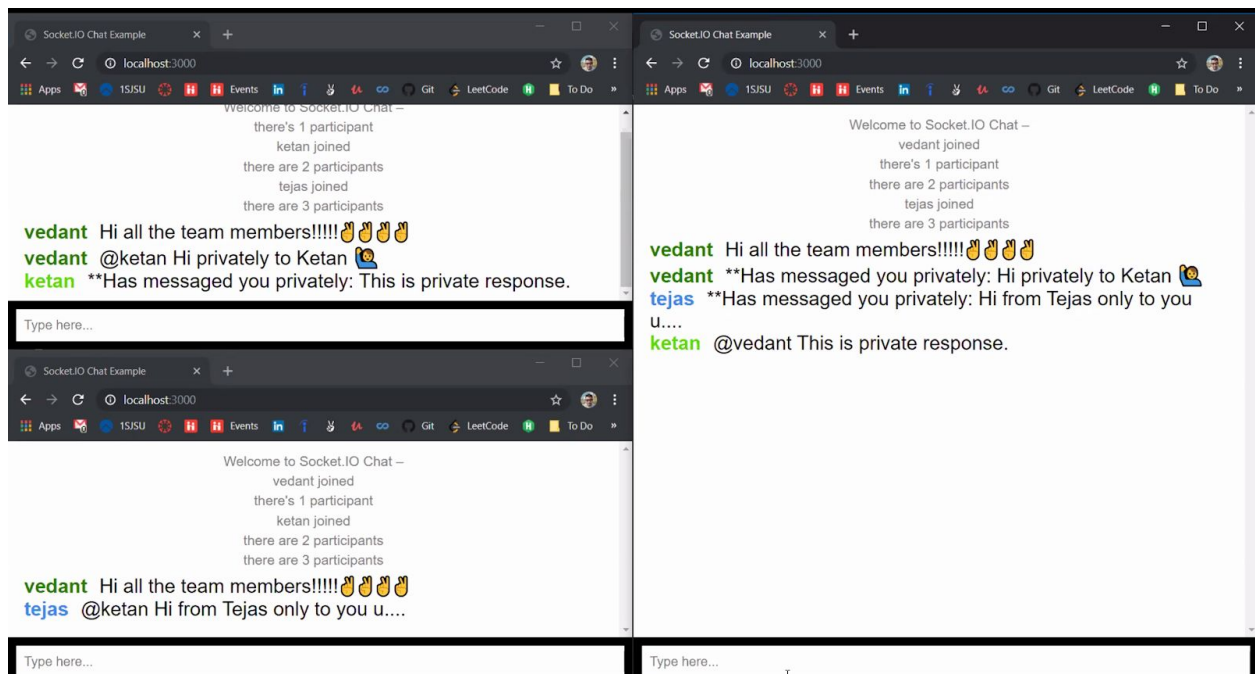


fig. Ketan to vedant private message

```
npm
PS C:\Users\Vedant.DESKTOP-QJHCCS0\HW\test\HW3\chat> npm start

> socket.io-chat@0.0.0 start C:\Users\Vedant.DESKTOP-QJHCCS0\HW\test\HW3\chat
> node index.js

Server listening at port 3000
Terminate batch job (Y/N)? Y
PS C:\Users\Vedant.DESKTOP-QJHCCS0\HW\test\HW3\chat> npm start

> socket.io-chat@0.0.0 start C:\Users\Vedant.DESKTOP-QJHCCS0\HW\test\HW3\chat
> node index.js

Server listening at port 3000
ketan has joined the chat room.
tejas has joined the chat room.
vedant has joined the chat room.
Private message received to: vedant
Terminate batch job (Y/N)?
^C
PS C:\Users\Vedant.DESKTOP-QJHCCS0\HW\test\HW3\chat> npm start

> socket.io-chat@0.0.0 start C:\Users\Vedant.DESKTOP-QJHCCS0\HW\test\HW3\chat
> node index.js

Server listening at port 3000
tejas has joined the chat room.
vedant has joined the chat room.
ketan has joined the chat room.
Private message received to: vedant
vedant broadcasted a message with content: Hi all this is a broadcast message
```

Fig. Server