

# LEMBAR JAWAB EVALUASI PRAKTIKUM

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**NILAI**

## 1. STARTUP.CS FOR SIGNALR

```
1 using Microsoft.Owin;  
2 using Owin;  
3 using System;  
4 using System.Threading.Tasks;  
5  
6  
7 [assembly: OwinStartup(typeof(Praktikum3.Startup1))]  
8  
9 namespace Praktikum3  
10 {  
11     1 reference  
12     public class Startup1  
13     {  
14         0 references  
15         public void Configuration(IApplicationBuilder app)  
16         {  
17             // For more information on how to configure your application, visit https://go.microsoft.com/fwlink/?LinkID=316888  
18             app.MapSignalR();  
19         }  
20     }
```

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## 2. index.html

```
1  <!DOCTYPE html>
2  <html xmlns="http://www.w3.org/1999/xhtml">
3  <head>
4    <meta charset="utf-8" />
5    <title>ChatRoom</title>
6    <script src="/Scripts/jquery-3.4.1.min.js"></script>
7    <script src="/Scripts/jquery.signalr-2.2.2.min.js"></script>
8    <script src="/signalr/hubs"></script>
9    <script type="text/javascript">
10     $(document).ready(function () {
11       $('#UserChat').val(prompt('Enter your name:', ''));
12
13       var hub = $.connection.helloWorld;
14
15       hub.client.connected = function () {
16         alert('User baru bergabung..');
17       };
18
19       hub.client.show = function (user, pesan) {
20         $('#addText').append('<strong>' + user + ' :</strong>' + pesan + '<br />');
21       };
22
23       $.connection.hub.start().done(function () {
24         // Fungsi untuk mengirim pesan
25         $('#SubmitButton').click(function () {
26           hub.server.send($('#UserChat').val(), $('#PesanChat').val());
27           $('#PesanChat').val('').focus();
28         });
29
30         // Fungsi untuk upload file
31         $('#UploadButton').click(function () {
32           $('#fileUpload').trigger('click'); // Trigger file input ketika button upload di klik
33         });
34
35         // Ketika file di-upload
36         $('#fileUpload').change(function () {
37           var formData = new FormData();
38           var fileInput = document.getElementById('fileUpload');
39           var file = fileInput.files[0];
40
41           if (file) {
42             formData.append('file', file);
43
44             // Kirim file ke server melalui AJAX
45             $.ajax({
46               url: '/Upload/UploadFile', // Endpoint untuk upload file di controller
47
48               type: 'POST',
49               data: formData,
50               contentType: false,
51               processData: false,
52               success: function (response) {
53                 $('#addText').append('<strong>' + $('#UserChat').val() + ' :</strong> File uploaded successfully!<br />');
54               },
55               error: function () {
56                 $('#addText').append('<strong>' + $('#UserChat').val() + ' :</strong> Failed to upload file.<br />');
57               }
58             });
59           }
60         });
61       });
62     </script>
63   </head>
64   <body>
65     <div id="ChatUser"></div>
66     <input type="text" id="PesanChat" placeholder="Type your message" />
67     <input type="button" id="SubmitButton" value="Send" />
68     <div id="addText"></div>
69     <input type="hidden" id="UserChat" />
70
71     <br />
72
73     <!-- Button untuk upload file -->
74     <input type="button" id="UploadButton" value="Upload File" />
75
76     <!-- Form untuk upload file yang disembunyikan -->
77     <input type="file" id="fileUpload" style="display:none;" />
78
79   </body>
80 </html>
81
```

# LEMBAR JAWAB EVALUASI PRAKTIKUM

## 3. HelloWorld.cs

```
1 using Microsoft.AspNet.SignalR;  
2 using System;  
3 using System.Collections.Generic;  
4 using System.Linq;  
5 using System.Web;  
6 using System.Threading.Tasks;  
7  
8 namespace Praktikum3  
9 {  
10     0 references  
11     public class HelloWorld : Hub  
12     {  
13         0 references  
14         public void Hello()  
15         {  
16             Clients.All.hello();  
17         }  
18  
19         0 references  
20         public void Send(string user, string pesan)  
21         {  
22             Clients.All.show(user, pesan);  
23         }  
24  
25         0 references  
26         public void SendFile(string user, string fileName, string fileUrl)  
27         {  
28             Clients.All.showFile(user, fileName, fileUrl);  
29         }  
30  
31         0 references  
32         public override Task OnConnected()  
33         {  
34             return Clients.All.OnConnected();  
35         }  
36     }  
37 }
```

## 4. Controller Upload

```
1 using System;  
2 using System.IO;  
3 using System.Web;  
4 using System.Web.Mvc;  
5  
6 namespace Praktikum3.Controllers  
7 {  
8     0 references  
9     public class UploadController : Controller  
10     {  
11         [HttpPost]  
12         0 references  
13         public ActionResult UploadFile(HttpPostedFileBase file)  
14         {  
15             if (file != null && file.ContentLength > 0)  
16             {  
17                 // Tentukan folder penyimpanan  
18                 var fileName = Path.GetFileName(file.FileName);  
19                 var path = Path.Combine(Server.MapPath("~/Uploads"), fileName);  
20  
21                 // Simpan file di folder 'Uploads'  
22                 file.SaveAs(path);  
23  
24                 // Kembali respon sukses  
25                 return Json(new { success = true });  
26             }  
27  
28             // Jika tidak ada file yang diupload, kembalikan respon gagal  
29             return Json(new { success = false });  
30         }  
31     }  
32 }
```

# LEMBAR JAWAB EVALUASI PRAKTIKUM

## 5. Routeconfig.cs

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Web;
5  using System.Web.Mvc;
6  using System.Web.Routing;
7
8  namespace Praktikum3
9  {
10     1 reference
11     public class RouteConfig
12     {
13         1 reference
14         public static void RegisterRoutes(RouteCollection routes)
15         {
16             routes.IgnoreRoute("{resource}.axd/{*pathInfo}");
17
18             routes.MapRoute(
19                 name: "Default",
20                 url: "{controller}/{action}/{id}",
21                 defaults: new { controller = "Home", action = "Index", id = UrlParameter.Optional }
22             );
23
24             routes.MapRoute(
25                 name: "Upload",
26                 url: "{controller}/{action}/{id}",
27                 defaults: new { controller = "Upload", action = "UploadFile", id = UrlParameter.Optional }
28             );
29         }
30     }
31 }
```

## 6. Output :

Inputan nama untuk chat, user dapat memasukan Nama kemudian klik OK.

The screenshot displays a web application interface for a Chat Room. A modal dialog box is open, titled "localhost:44335 says", with the prompt "Masukkan namamu:". The input field contains the text "Azis". Below the input field are two buttons: "OK" and "Cancel". The background shows the Chat Room interface with a header "Chat Room", a large text area for messages, and a footer with a text input "Tulis pesanmu di sini...", a "Choose File" button, and a "Kirim" button.

# LEMBAR JAWAB EVALUASI PRAKTIKUM

Masukan Pesan pada inputan dan pilih Choose File untuk menambahkan gambar kemudian klik Kirim

### Chat Room

Choose File

 No file chosen

Kirim

Maka akan muncul output seperti dibawah

