COM S/SE 319: Construction of User Interfaces

Fall 2020

Group No. 46: 1st Release Individual Report

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Story Card 7:

* For this story card I worked on adding the users screen name that was saved in an array to the message they were sending. For this I updated Jaden’s chat messages function two ways. Inside of the embedded JavaScript that lies in the html document I make a new element with the text box value and “You: “ + chat message value. This data is then sent to the server where it uses the same socket on chat-message. On the server side I user the socket.broadcast.emit function from the socket API which sends the message to everyone on the socket connection beside the user. I also append the user’s message that was sent plus their screen name from the array where it is saved. This way the users can differentiate their own message from everybody else’s

Proficiency Level:

* This is my first time working with the socket.io API (JavaScript library). It has been pretty helpful in the process of getting chat functionality to work but I am still learning and trying to get through errors I encounter now and then.

Contributions:

* Both things I updated were in Java script one was in index.html the other one was in server.js



