

server.js

```
const express = require('express');
const app = express();
const server = require('http').createServer(app);
const io = require('socket.io')(server);
app.use(express.static('public'));
let messages = [];
io.on('connection', (socket) => {
  console.log('a user connected');
  socket.emit('messages', messages);
  socket.on('new-message', (message) => {
    messages.push(message);
    io.emit('messages', messages);
  });
});
server.listen(3000, () => {
  console.log('listening on *:3000');
});
```