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Aim: To develop a real-time chat system using WebSockets in Node.js.

CODE:

Server (index.js):

```
const express = require('express');
const http = require('http');
const { Server } = require('socket.io');

const app = express();
const server = http.createServer(app);
const io = new Server(server);

io.on('connection', (socket) => {
  console.log('User connected:', socket.id);

  socket.on('chat message', (msg) => {
```

```
    io.emit('chat message', msg);

});

socket.on('disconnect', () => {
    console.log('User disconnected:', socket.id);
});

});

server.listen(3000, () => {
    console.log('Server running on port 3000');

});

Frontend (index.html):

<!DOCTYPE html>

<html>

<head><title>Chat</title></head>

<body>

<ul id="messages"></ul>

<input id="msgInput" autocomplete="off" /><button
```

```
onclick="send()">Send</button>

<script src="/socket.io/socket.io.js"></script>

<script>

const socket = io();

const input = document.getElementById('msgInput');

const messages = document.getElementById('messages');

socket.on('chat message', msg => {

    const item = document.createElement('li');

    item.textContent = msg;

    messages.appendChild(item);

});

function send() {

    socket.emit('chat message', input.value);

    input.value = "";

}
```

</script>

</body>

</html>