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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>