

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Admin Inquiry System</title>
  <script src="/socket.io/socket.io.js"></script>
  <script>
    document.addEventListener("DOMContentLoaded", () => {
      const socket = io();

      const form = document.getElementById('inquiryForm');
      const input = document.getElementById('messageInput');
      const messages = document.getElementById('messages');

      form.addEventListener('submit', (e) => {
        e.preventDefault();
        if (input.value) {
          socket.emit('admin inquiry', input.value);
          input.value = "";
        }
      });

      socket.on('admin inquiry', (message) => {
        const item = document.createElement('li');
        item.textContent = message;
        messages.appendChild(item);
        window.scrollTo(0, document.body.scrollHeight);
      });
    });
  </script>
</head>
<body>
  <ul id="messages"></ul>
  <form id="inquiryForm">
    <input id="messageInput" autocomplete="off" /><button>Send</button>
  </form>
</body>
</html>

```

```

const express = require('express');
const http = require('http');
const socketio = require('socket.io');

```

```
const app = express();
const server = http.createServer(app);
const io = socketio(server);

app.use(express.static('public'));

io.on('connection', (socket) => {
  console.log('A user connected');

  socket.on('admin inquiry', (message) => {
    console.log('Admin Inquiry:', message);
    // Broadcast the message to all connected clients
    io.emit('admin inquiry', message);
  });

  socket.on('disconnect', () => {
    console.log('A user disconnected');
  });
});

const PORT = process.env.PORT || 3000;
server.listen(PORT, () => {
  console.log(`Server is running on port ${PORT}`);
});
```

