

INSTRUCTIONS:

Goal of the Project:

In class 96, you learned how to design kwitter message page, and learned how to send messages along with username and likes to the database.

In this project you have to design a UI for kwitter room page and store the message into firebase database.

**** This is a continuation of the projects we did for Classes 93, 94, 95. Please complete those projects before attempting this project ****

Story:

St. Fairy School is going digital! In the first phase, they created a very detailed website. In the next phase of digitization, the school wants to launch a chatting app. This should be a platform where all the students can communicate with each other and the teachers about various events happening in the school. Kids and teachers should be able to login, enter specific chat rooms and share their ideas. They should also be able to view what is being planned for a particular event.

Your task for this project is to create a logout functionality, create a kwitter message page and write code to store the messages in the firebase database.

Getting Started:

1. Create a new HTML, CSS, and JS files for kwitter message page, name it **kwitter_page.html**, **kwitter_page.css**, and **kwitter_page.js** respectively.
2. Put these files in the kwitter folder which you had created in project 93.

Specific Tasks to complete the Project:

1. Add **logout()** function in the **kwitter_room.js** file such that it redirects to index.html.
2. HTML file of kwitter message page should include the following:
 - A logout button with onclick functionality such that it logs out the user.
 - A HTML tag for holding all the messages coming from firebase. Give id to this element for updating its value whenever required.
 - An input box for taking the message, make sure that this input box has an id for identification of this input box.

- A send button with onclick functionality. This function will be used to add the message in the firebase database.
 - Give some bootstrap classes to make all the preceding elements attractive, you can also give some additional style in `kwitter_room.css`.
3. Copy and paste the firebase links in **kwitter_page.js**.
 4. Write code in **kwitter_page.js** for taking the username and room name from the localStorage and store it inside the variables. Use the same variable name as the below image as these names will be used while storing the username in the firebase database.

```
user_name
room_name
```

5. Write code for the **send()** function such that it:
 - Gets the message from input field and store it in message variable
 - Stores the message, username and number of likes in firebase database
 - Updates the value of the input box of message to empty

Submitting the Project:

- If you have created **Let-Chat-Web-App** folder on github then -

Upload **all the** files on which you have worked in the current project, in the **Let-Chat-Web-App** folder (this folder has been created by you in the previous project) on GitHub.

You can get the steps to do this by clicking on this [link](#).

- If you have **not** created **Let-Chat-Web-App** folder on github then -

Create a folder **Let-Chat-Web-App** and upload all the files related to the **Let-Chat-Web-App** project on GitHub.

You can get the steps to do this by clicking on this [link](#).

Copy the hosted link which you will get after uploading all your files on GitHub and submit it in the Student Dashboard Projects panel against the correct class number.

Hints:

1. In the send function, following is the code to store the message in firebase database:

```
firebase.database().ref(room_name).push({  
  name:user_name,  
  message:msg,  
  like:0  
});
```

2. Use bootstrap to make your design more attractive.
 - Here are some links which will help you in making the bootstrap framework
 - [Grid system](#)
 - [Bootstrap Templates](#)
3. Refer to the information given in this [link](#) to see how a value can be stored in a localStorage.

REMEMBER... Try your best, that's more important than being correct.

After submitting your project your teacher will send you feedback on your work.

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