

# Simulate a Two-Way Conversation

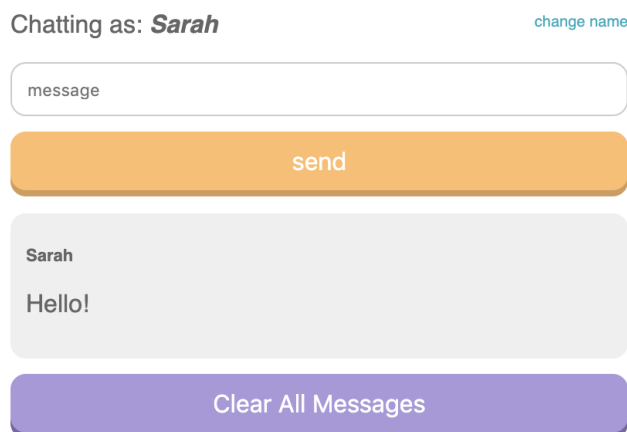
In the last lesson we created our first message and displayed all messages from the database in a chat stream. I am going to show you how to simulate a two-way conversation in this lesson.

## We'll cover the following ^

- Run the Application
- Change Your Name
- Summary

## Run the Application #

To start this process, you can run the app just as you normally would. When prompted, choose a name. Then you can send a message using the input and the send button.



The screenshot shows a chat application interface. At the top, it says "Chatting as: Sarah" with a "change name" link in blue text to its right. Below this is a text input field with the placeholder text "message". Under the input field is an orange "send" button. Below the send button is a chat stream area with a light gray background, containing the text "Sarah" and "Hello!". At the bottom of the interface is a purple button labeled "Clear All Messages".

## Change Your Name #

Click **change name** from the UI. This will remove your name from the browser's `localStorage` and prompt you to enter your name again. Choose a name that is different than the one you used previously. Once your new name is chosen you can send another message as that person!

Chatting as: **Eric** [change name](#)

send

Eric

Hi Sarah. Welcome to the chat!

Sarah

Hello!

Clear All Messages

## Summary #

That's it, now you know how to create fake users by removing yourself from `localStorage` and supplying a new name. By doing this you are verifying that your app will work when deployed live. In the next lesson, I will show you how to delete all the messages in the database. You will likely want to do so periodically if you use this app as-is.