Discord in JavaScript

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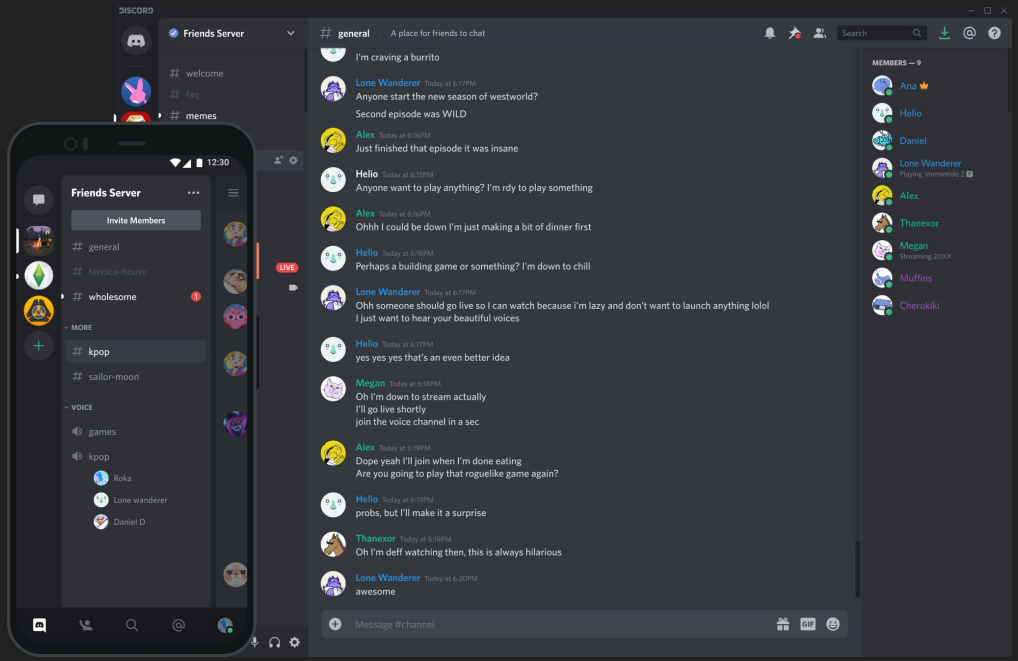
Presentation Walkthrough

- Discord General Overview (What is discord?)
- Discord Bot Overview (What is a bot?)
- Class Sample Exercise
- Our Demo Application

What is Discord?

- Discord is a VoIP (voice over internet protocol) that allows millions of users to connect by voice/video calls, text messages, as well as servers so communication can connect. It can also be used on almost any platform (Windows, Mac, Linux, IOS, Android, and web browsers)



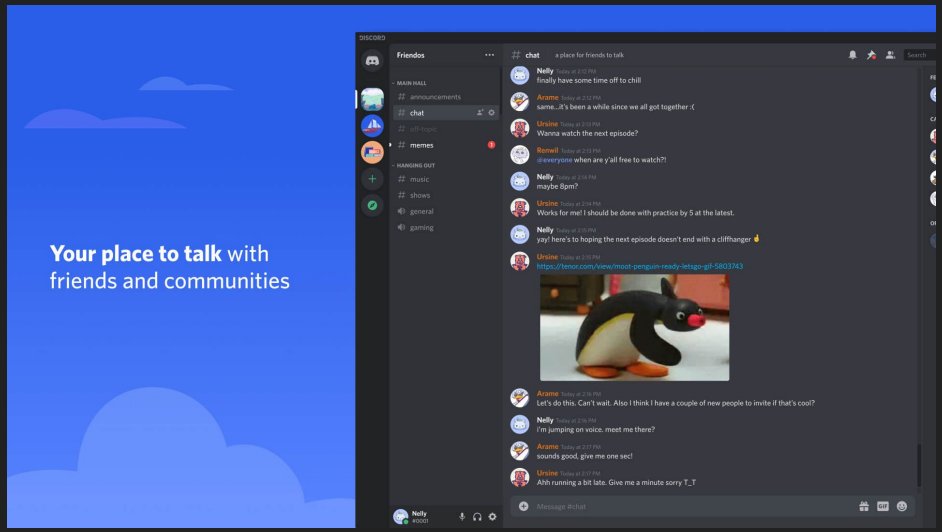
How was it programmed/created?

The languages listed below are the languages that were used to created discord

- JavaScript(React)
- Python
- Elixir
- Rust
- C++

What is discord used for?

- Discord has many different uses the main purpose as I said before is for people to connect and communicate online across the world
- It can also be used in school/work environments so students/employees can communicate with each other.
- Discord also has features such as file sharing, screen sharing, gifting, music listen along session, and much more especially when it comes to bots.



Who created discord?

- The 2 founders of discord are Jason Citron and Stan Vishnevskiy. Their goal was to solve a big problem which was “How to communicate with friends around the world while playing online games”
- Jason Citron before creating discord founded OpenFeint which is a platform for mobile games. On the other hand Stan founded Guildwork which is another social network for MMORPG players.

Guildwork

OpenFeint

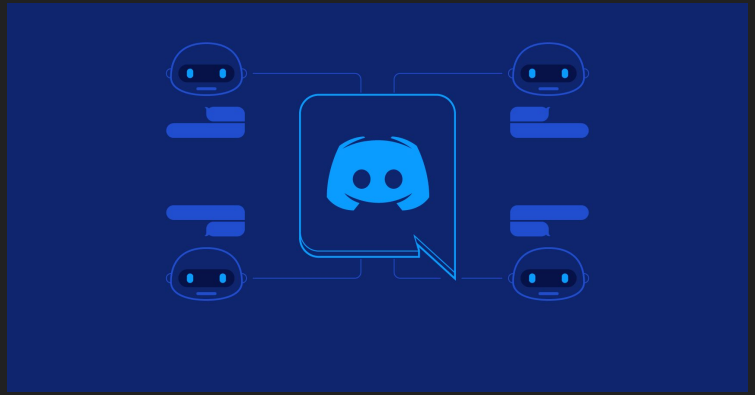
What is a Bot?

- Program that behaves like a member

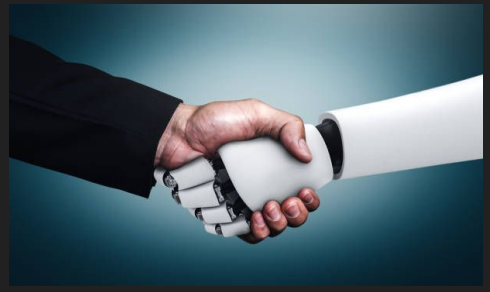
- Programmed with automatic responses

- Identified by “Bot” in its name

- Performs actions using the Discord API



What are Bots used for?



- Introduce new members
- Ban members
- Control user interaction
- Play music
- Share links / images
- Display specific info (e.g Helper Bot displays due dates)

Some popular Discord Bots

MEE6

- Welcomes new users to the server
- Bans users who violate guidelines
- Uses a loyalty level system for users to compete
- Can assign roles to users
- Sends direct messages

Some popular Discord Bots (cont.)

ProBot

- Moderation tool bot

- Fully customizable guidelines by programmer

- The programmer can decide what happens to users that violate guidelines

- Uses auto-moderation to mute users, delete spam content, etc.

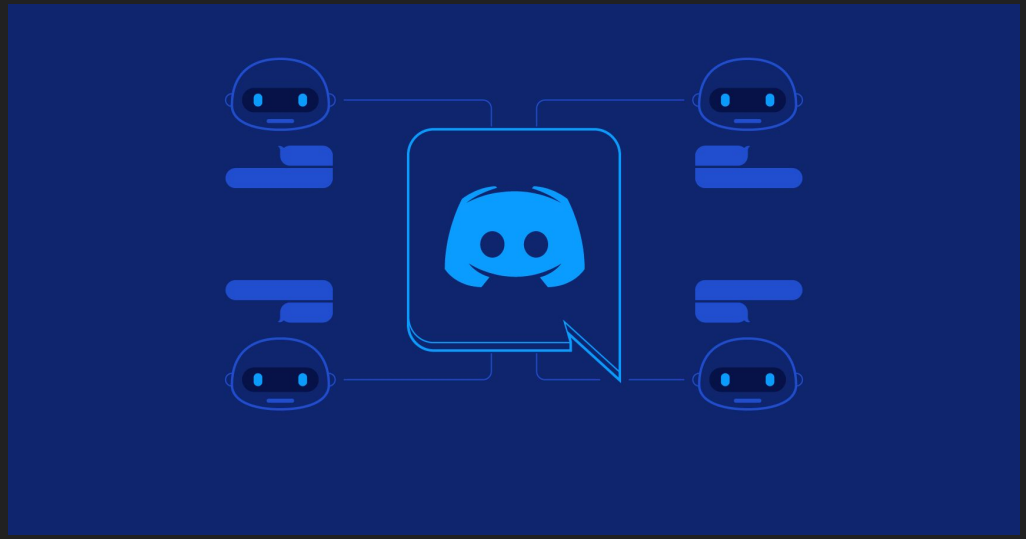
Top GG

- Platform for Discord bot promotion and discovery
- Search function helps users find desired bots
- Ratings and reviews assist users in selection
- Leaderboard ranks bots by server invites
-Popular resource for bot developers and users
-Additional features include advertising and analytics

https://top.gg/servers/list/top

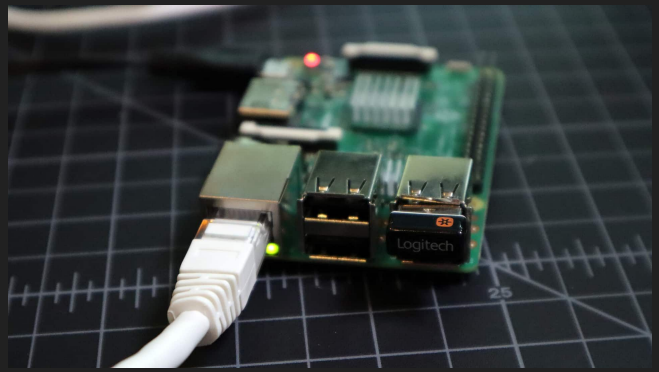
Hosting a discord bot

- A Discord bot can be very powerful and perform many tasks. So to maximize security, productivity, and more control over your bot you can host it.
- Bot hosting also ensures that the bot is up 24/7 and you won’t have to worry about lag or downtime



- 3 free hosting solutions
- Heroku
- AWS Free Tier
- Digital Ocean

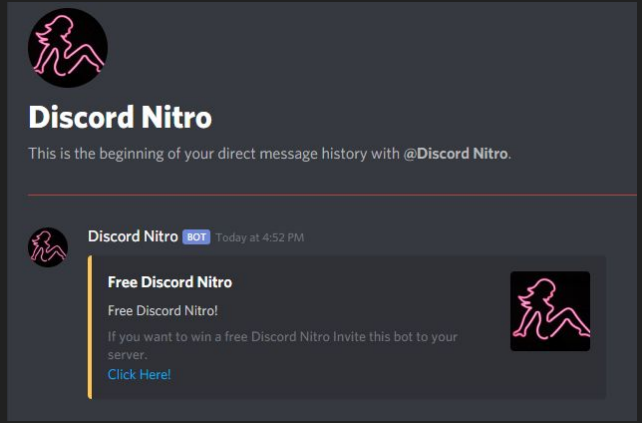
Hosting Your Discord Bot on Personal Hardware



- Choose low-power device: Raspberry Pi is ideal for energy efficiency and long-term use.Old computer would work fine as well
- Install lightweight OS: Use Raspbian Lite or Ubuntu Server for minimal resource usage.
- Set up remote access: SSH or VNC for remote management and troubleshooting.
- Use process manager: PM2 monitors bot status and automatically restarts if needed.

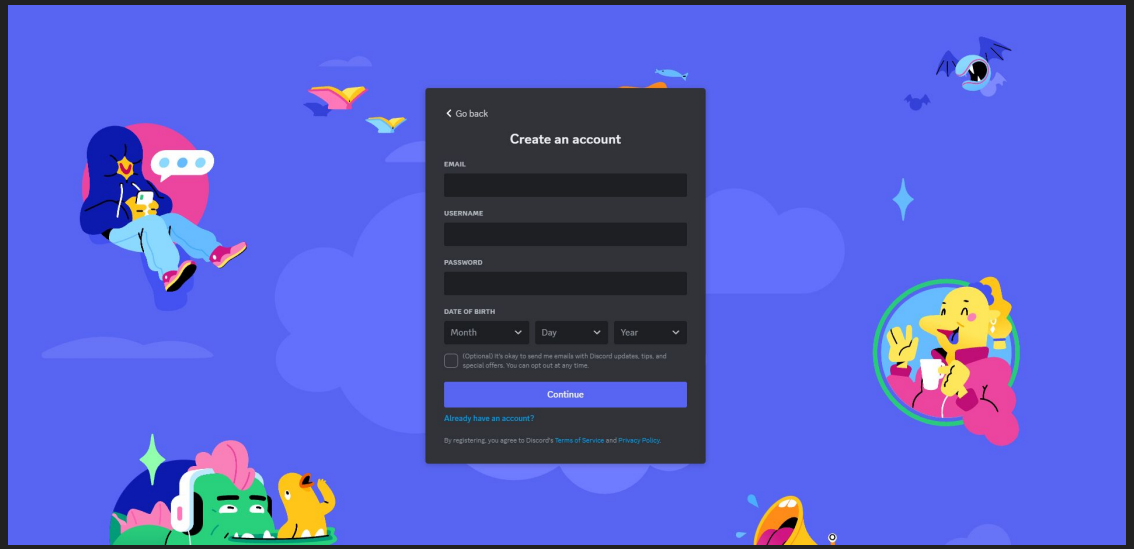
Security Considerations

- Malicious code: Careful development avoids harmful code; only trust verified libraries and reviewed code.
- Token leaks: Protect the bot token; leaking it allows access to the server. Keep it private and secure.
- Phishing attacks: Beware of suspicious messages asking for bot token or sensitive information.
- Permissions: Grant only necessary bot permissions to avoid abuse.
- Third-party integrations: Review third-party integrations and security policies to ensure trustworthiness



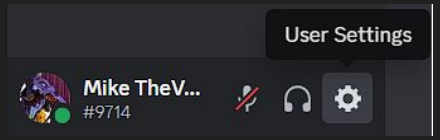
Sample Exercise - Creating Discord account(If applicable)

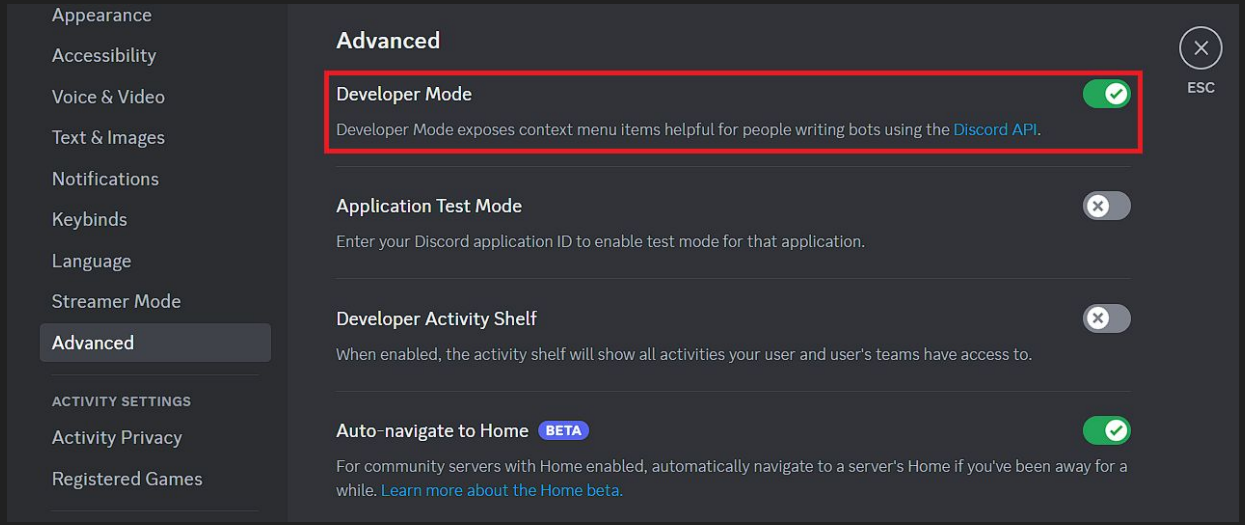
- To register for a discord account just click here
- Follow the instructions to create the account



Sample Exercise - Discord setup

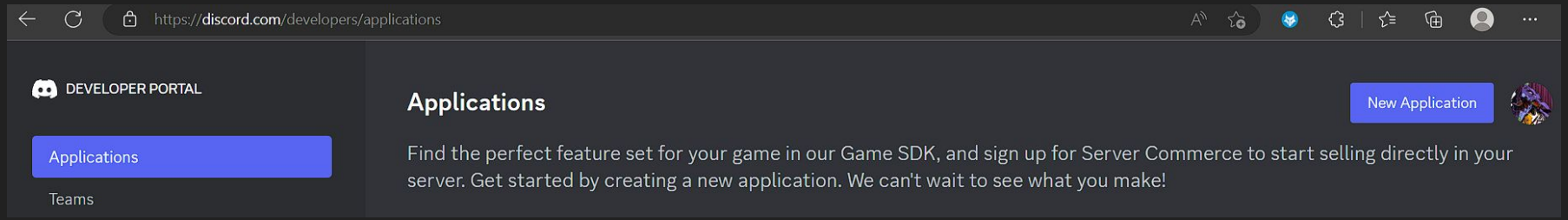
- Turn developer mode on for your Discord account





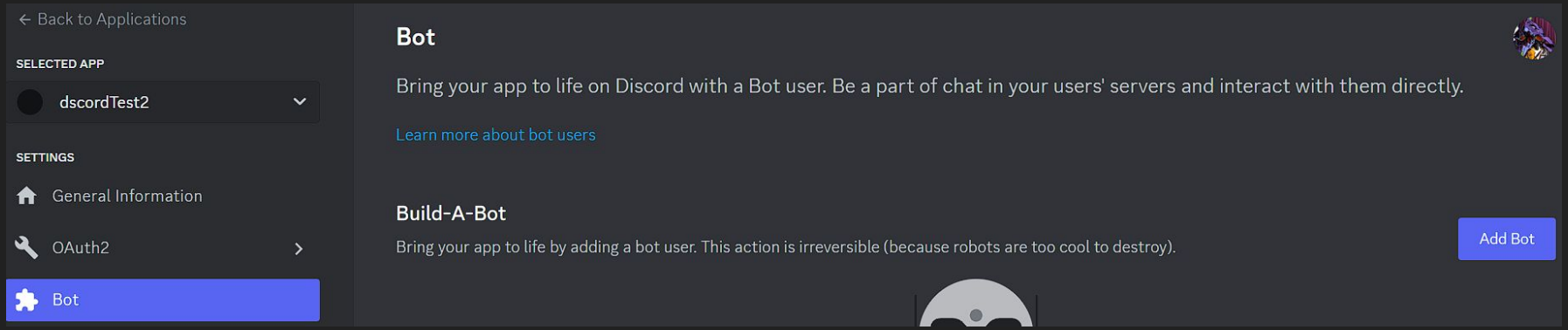
Sample Exercise - Discord setup (cont.)

- Go to the Discord developer portal (https://discord.com/developers) and create a new application



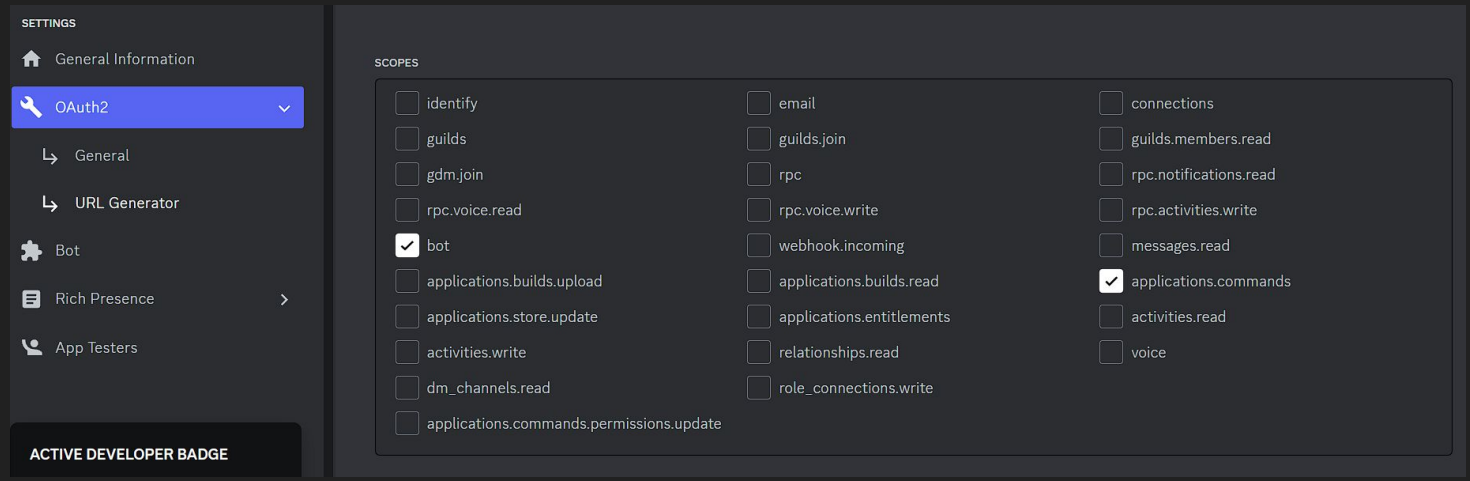
Sample Exercise - Discord setup (cont.)

- Select your new application, go to the “Bot” section, and add a bot to the app

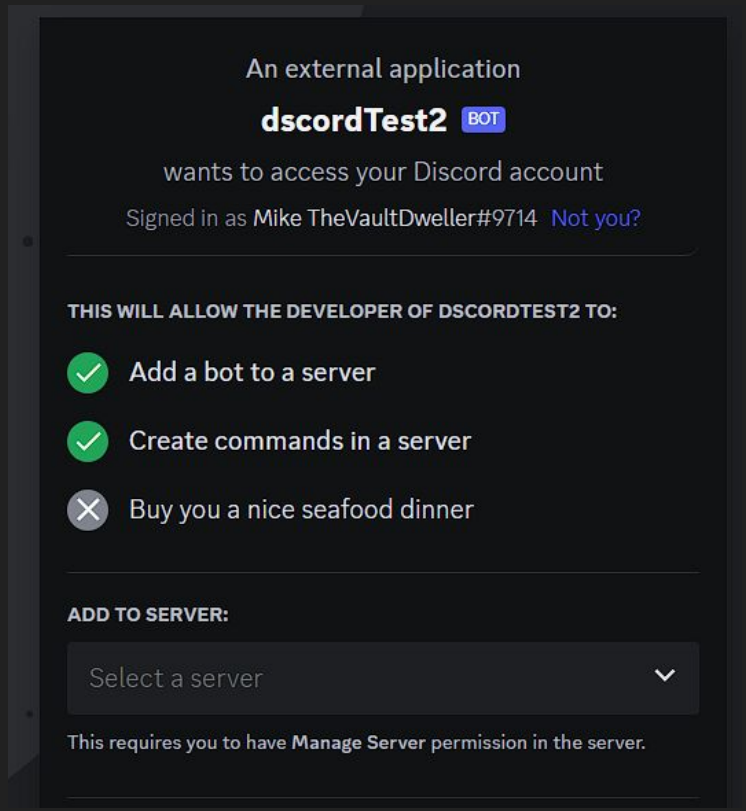


Sample Exercise - Discord setup (cont.)

- Use the OAuth2 URL Generator to create an invite link for your application, selecting the appropriate options (For this app, just use bot & applications.command)



Sample Exercise - Discord setup (cont.)



Sample Exercise - Environment setup

- Environment Setup - First we are going to create a Project folder and run the Command **npm init** to setup package.json file to keep track of dependencies. (-y can be added to the end to auto-generate)

```
mikeb@Mikes-Linkwave-Laptop MINGW64 ~/OneDrive/Desktop/Lakehead Work/2022 Winter Semester/Javascript/Testing/TutorialTester
$ npm init -y
Wrote to C:\Users\mikeb\OneDrive\Desktop\Lakehead Work\2022 Winter Semester\Javascript\Testing\TutorialTester\package.json:

{
  "name": "tutorialtester",
  "version": "1.0.0",
  "description": "",
  "main": "index.js",
  "scripts": {
    "test": "echo \"Error: no test specified\" && exit 1"
  },
  "keywords": [],
  "author": "",
  "license": "ISC"
}
```

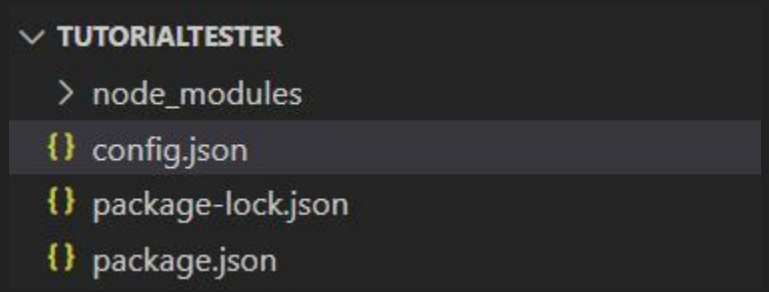
Sample Exercise - Environment setup (cont.)

- Run **npm i discord.js** to install the dependencies for discord

```
mikeb@Mikes-Linkwave-Laptop MINGW64 ~/OneDrive/Desktop/Lakehead Work/2022 Winter Semester/Javascript/Testing/TutorialTester
$ npm i discord.js

added 33 packages, and audited 34 packages in 6s

7 packages are looking for funding
  run `npm fund` for details

found 0 vulnerabilities
```

Sample Exercise - Bot Configuration

- Create a config.json file in the root project directory and add the key to it. **BE SURE TO ADD THIS FILE TO GITIGNORE!**



config.json > ...

```
{
    "token": "MTD5NTAyOTEyMjcyOTc3MTExOA.Gl3J73.N3DXiYH0jlaGel0IKaD4ENmCuWigv1MxBosfDg"
}
```

Sample Exercise - Bot Configuration (cont.)

- Create an index.js file and add the following code

index.js

```
// Require the necessary discord.js classes
const { Client, Events, GatewayIntentBits } = require("discord.js");
// require the config.json file
const { token } = require("./config.json");

// Create a new instance of the Client (comes from discord.js)
const client = new Client({ intents: [GatewayIntentBits.Guilds] });

// When the client is ready this code is run
// it only runs once, after logging in
// c is used as the event parameter, which is the client but use c for less confusion.
client.once(Events.ClientReady, (c) => {
    // Log to the console that the bot is ready
    console.log(`Ready! Logged in as ${c.user.tag}`);
});

// Log in to Discord with your client's token
client.login(token);
```

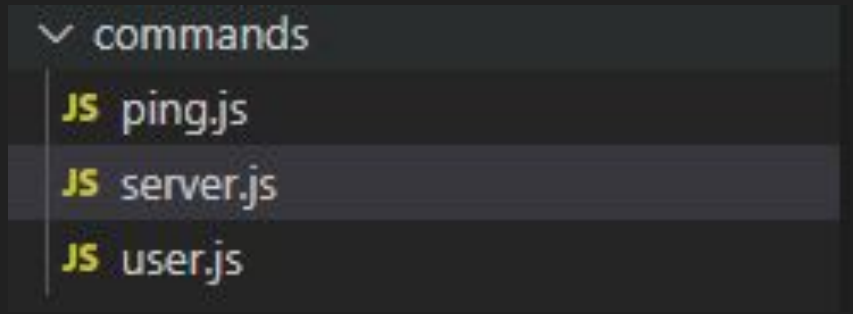
Sample Exercise - Bot Configuration (testing)

- Open the terminal and run node index.js. You should see “Ready!” in the terminal after a few seconds - this means your bot can log on to the server and is ready for the next steps!

```
mikeb@Mikes-Linkwave-Laptop MINGW64 ~/OneDrive/Desktop/
$ node index.js
Ready! Logged in as dscordTest2#7061
```

Sample Exercise - Creating Bot Slash Commands

- Now we are going to create a few simple commands. To start we will create a folder called commands.
- Now create three files in the command folder ping.js, server.js, and, user.js.
- Then we will add the code to the files.



Sample Exercise - Creating Bot Slash Commands (Cont.)

ping.js

```
const { SlashCommandBuilder } = require('discord.js');

module.exports = {
    data: new SlashCommandBuilder()
        .setName('ping')
        .setDescription('Replies with Pong!'),
    async execute(interaction) {
        await interaction.reply('Pong!');
    },
};
```

Server.js

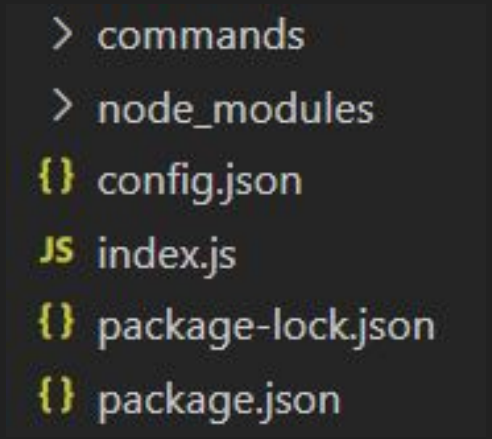
```
const { SlashCommandBuilder } = require('discord.js');

module.exports = {
    data: new SlashCommandBuilder()
        .setName('server')
        .setDescription('Provides information about the server.'),
    async execute(interaction) {
        // interaction.guild is the object representing the Guild in which the command was run
        await interaction.reply(`This server is ${interaction.guild.name} and has ${interaction.guild.memberCount} members.`);
    },
};
```

user.js

```
const { SlashCommandBuilder } = require('discord.js');

module.exports = {
    data: new SlashCommandBuilder()
        .setName('user')
        .setDescription('Provides information about the user.'),
    async execute(interaction) {
        // interaction.user is the object representing the User who ran the command
        // interaction.member is the GuildMember object, which represents the user in the specific guild
        await interaction.reply(`This command was run by ${interaction.user.username}, who joined on ${interaction.member.joinedAt}.`);
    },
};
```

Sample Exercise - Creating Bot Slash Commands (Cont.)

- Slash commands are an easy way for users to interact with the Bot, using commands that start with the “/” (Below is what your project should look like)



Sample Exercise - Handling commands

- Now we need to have the bot load the command files on startup. In index.js, add the following code:

```
//fs is the file system module, used to read the commands directory
const fs = require('node:fs');
//path is the path module, used to get the path of the commands directory
const path = require('node:path');
//collection is a discord.js class, used to store the commands
const {Collection} = require('discord.js');
```

```
//create a new collection to store the commands
client.commands = new Collection();
```

Sample Exercise - Handling commands (cont.)

- Now we will set the bot to loop through all of the commands in the folder and save them each as a separate command (still in index.js)

```
16  //create a new collection to store the commands
17  client.commands = new Collection();
18
19  //get the path of the commands directory
20  const commandsPath = path.join(__dirname, 'commands');
21  //read the commands directory and filter out any files that don't end with .js
22  const commandFiles = fs.readdirSync(commandsPath).filter(file => file.endsWith('.js'));
23  //loop through the command files
24  for (const file of commandFiles) {
25    //get the path of the command file
26    const filePath = path.join(commandsPath, file);
27    //require the command file
28    const command = require(filePath);
29    // Set a new item in the Collection with the key as the command name and the value as the exported module
30    if ('data' in command && 'execute' in command) {
31      //set the command in the collection if it has a data and execute property
32      client.commands.set(command.data.name, command);
33    } else {
34      //log a warning if the command is missing a required property
35      console.log(`[WARNING] The command at ${filePath} is missing a required "data" or "execute" property.`);
36    }
37  }
```

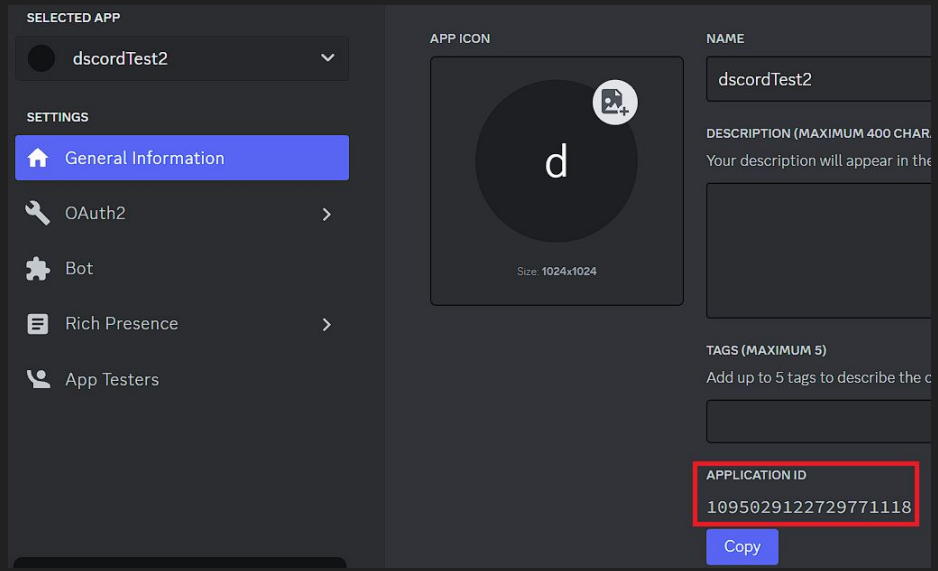
Sample Exercise - Receiving slash commands

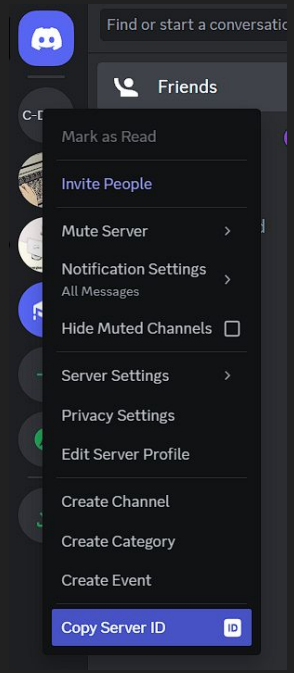
- In index.js, we will add the following code, which tells the bot how to handle slash interactions by trying execute the commands we created earlier.

```
// When the client receives an interaction, this code is run
client.on(Events.InteractionCreate, async interaction => {
    // If the interaction isn't a slash command, return
    if (!interaction.isChatInputCommand()) return;
    // Get the command
    const command = interaction.client.commands.get(interaction.commandName);

    // If there is no command, log an error and return
    if (!command) {
        console.error(`No command matching ${interaction.commandName} was found.`);
        return;
    }

    try {
        //try to execute the command
        await command.execute(interaction);
    } catch (error) {
        //if there is an error, log it and reply to the interaction
        console.error(error);
        //check if the interaction has already been replied to or deferred
        if (interaction.replied || interaction.deferred) {
            //if the interaction has already been replied to, use followUp
            //ephemeral makes the message only visible to the user who triggered the interaction
            await interaction.followUp({ content: 'There was an error while executing this command!', ephemeral: true });
        } else {
            //if the interaction hasn't been replied to, use reply instead
            await interaction.reply({ content: 'There was an error while executing this command!', ephemeral: true });
        }
    }
});
```

Sample Exercise - Registering slash commands

- Before we do anything else, we need to update our config.json file to add the guildId (Server ID) and the clientId (Application ID)





Sample Exercise - Registering slash commands (cont.)

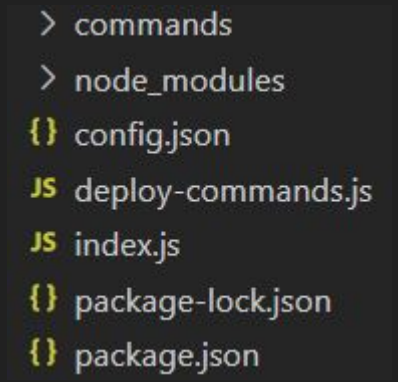
- Our config.json file should now look like this

config.json > ...

```
{
    "token": "MTA5NZXyOTEyMjcyOTc3MTExOA.Gl3J73.N3DXiYH0jlaGel0IKaD4ENmCuWigv1MxBosfDg",
    "clientId": "1045029122729771118",
    "guildId": "1094410009458905150"
}
```

Sample Exercise - Registering slash commands (cont.)

- Now we register the slash commands with Discord. These only need to be registered once, and then updated if the definition (description, options, etc.) changes.
- Discord limits the number of registrations a day, so we will create a separate script to handle registering commands.
- Create a new file in the root directory, and call it deploy-commands.js



Sample Exercise - Registering slash commands (cont.)

- Now we can write the script for deploy-commands.js

deploy-commands.js > ...

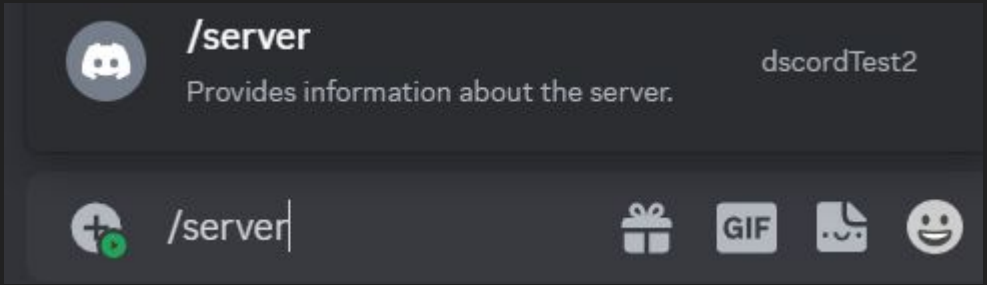
```
const { REST, Routes } = require('discord.js');
const { clientId, guildId, token } = require('./config.json');
const fs = require('node:fs');
const path = require('node:path');

const commands = [];
// Grab all the command files from the commands directory we created earlier
const commandsPath = path.join(__dirname, 'commands');
const commandFiles = fs.readdirSync(commandsPath).filter(file => file.endsWith('.js'));

// Grab the SlashCommandBuilder#toJSON() output of each command's data for deployment
for (const file of commandFiles) {
    const command = require(`./commands/${file}`);
    commands.push(command.data.toJSON());
}

// Construct and prepare an instance of the REST module
const rest = new REST().setToken(token);

// deploy the commands to the server
(async () => {
    try {
        console.log(`Started refreshing ${commands.length} application (/) commands.`);

        // The put method is used to fully refresh all commands in the guild with the current set
        const data = await rest.put(
            Routes.applicationGuildCommands(clientId, guildId),
            { body: commands },
        );

        console.log(`Successfully reloaded ${data.length} application (/) commands.`);
    } catch (error) {
        // catch and log any errors
        console.error(error);
    }
})();
```

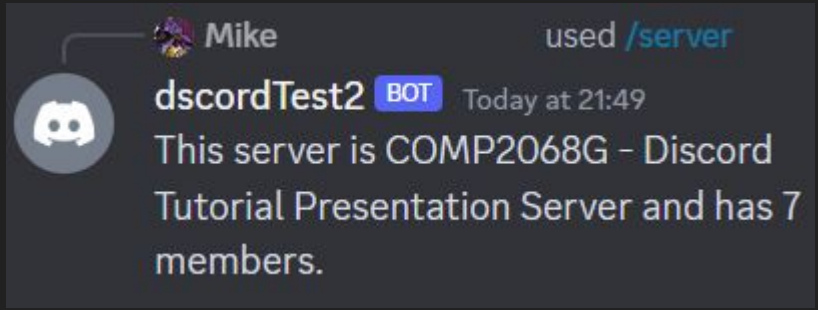
Sample Exercise - Registering slash commands (cont.)

- With our script finished, we can now run node deploy-commands.js in a new terminal to upload the commands to our server.

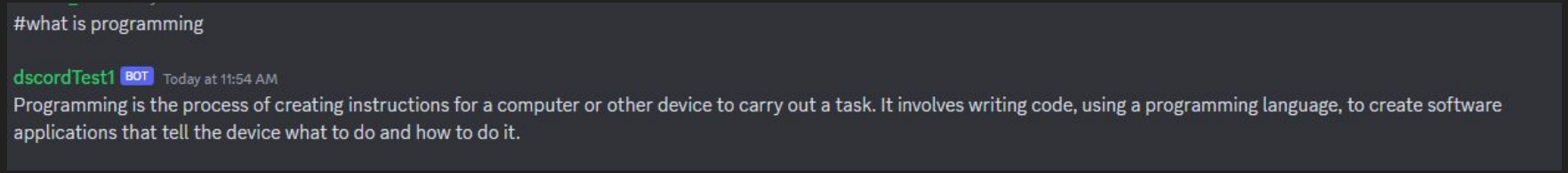
```
mikeb@Mikes-Linkwave-Laptop MINGW64 ~/OneDrive/Desktop/Lakehead Work/2022 Winter Se
$ node deploy-commands.js
Started refreshing 3 application (/) commands.
Successfully reloaded 3 application (/) commands.
```

- If it is successful and your index.js is still running in another terminal, your bot should now work! Go and test it with one of the new slash commands





Preview of our demo application!



- For our Demo Application we created a discord bot that uses ChatGPT to answer any question you ask the bot.
- To ask the bot a question you just use the prefix #

Our Bot's Extra Features

- Command cooldowns
- Get input from the user
- ChatGPT Integration

Links and Resources

- Sample Exercise
- ChatGPT Bot Resource
- Developer Portal
- ChatGPT Site
- Creating Discord Bot with Node
- Discord.js npm package
- Discord.js Documentation
- Discord.js Public Server
- How to Create a Discord Bot on Developer Portal

Questions?