

Test (web chat application)

- ✓ Please build a basic *web chat application* with one public chat room.

Basic Functionality:

Users log in with a nickname and go straight to a public chat room with the following basic functionality:

- ✓ ● send messages to the public chat room,
 - see the last 10 messages (prior to the connection / entering the public chat room),
- ✓ ● receive new messages (semi-real time) in the public chat room while connected,
- ✓ ● each user should have an avatar by his message in the chat.

Enhanced Functionality:

Think about the UX and implement a nice UI (WhatsApp like), the design should be responsive and fill the available screen space (i.e. use stretched layout not boxed layout).

Guidelines:

- ✓ - please use javascript (node.js) for the backend
- ✓ - use front-end library bootstrap or material with **React**
- ✓ - use mysql to store data with ORM (**Sequelize**)
- ✓ - **USE** websocket for “real-time” with **socket.io** or similar open source pub\sub drivers.

Delivery:

- ✓ ● Please send us a link to the functioning web chat application
- ✓ ● Please send us the full source code in a .zip file
- ✓ ● The client/server should be on separate servers (No SSR or “isomorphic app”)
- ✓ ● Deploy to heroku / aws or any similar solution
- ✓ ● For MySql you can use <https://www.db4free.net/> , <https://www.freesqldatabase.com/>, <https://www.freemysqlhosting.net/> or similar