Experiment 8

CODE:

```
connectWebSocket() {
                      if (this.socket) return; // Prevent multiple connections
                      if (!this.token) return;
                      // Connect to the API server's WebSocket endpoint
                      this.socket = io('http://localhost:3000');
                      this.socket.on('connect', () => {
                          console.log('Connected to WebSocket server.');
                      });
                      this.socket.on('disconnect', () => {
479
480
                          console.log('Disconnected from WebSocket server.');
                      });
                      // Listen for the 'todoUpdate' event from the server
484
                      this.socket.on('todoUpdate', async (data) => {
                          console.log('Real-time update received:', data);
```

```
bindAuthEvents() {
    document.getElementById('loginBtn').addEventListener('click', () => this.handleAuth('login'));
    document.getElementById('registerBtn').addEventListener('click', () => this.handleAuth('register'));
}

showApp() {
    this.authScreen.style.display = 'none';
    this.mainContainer.classList.remove('hidden-app');
}

showAuth() (
    this.authScreen.style.display = 'block';
    this.mainContainer.classList.add('hidden-app');
}

blocalStorage.classList.add('hidden-app');

this.todos = ();
    this.todos = ();
    this.todos = ();
    this.todos = ();
    this.render():
```

```
console.log('Real-time update received:', data);

486

487

// Re-fetch and re-render the list immediately upon update signal
this.todos = await this.fetchTodos();

489

this.render();

490

this.updateStats();

491

});

492

}
```

```
if (this.socket) {
    this.socket.disconnect();
    this.socket = null;
}
```

```
(type === 'login') {
   this.token = data.token;
   this.userId = data.userId;
   localStorage.setItem('token', this.token);
   localStorage.setItem('userId', this.userId);
   this.showNotification('Login successful!');
   this.showApp();
   this.bindAppEvents();
   this.connectWebSocket(); // NEW: Connect socket after login
   this.todos = await this.fetchTodos();
   this.render();
   this.updateStats();
} else {
   this.authMessage.textContent = 'Registration successful. Please log in.';
   this.authUsername.value = '';
   this.authPassword.value = '';
```

```
// NEW: Create HTTP server instance for Express and Socket.io
const server = http.createServer(app);

// NEW: Initialize socket.io server
const io = new Server(server, {
   cors: {
    origin: "*", // Allows connections from any frontend origin (essential for testing)
    methods: ["GET", "POST"]
   }
});
```

```
io.on('connection', (socket) => {
    console.log(`A user connected: ${socket.id}`);

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

});

});
```

OUTPUT:

FIG: OPENED APP IN SAFARI AND MADE CHANGES

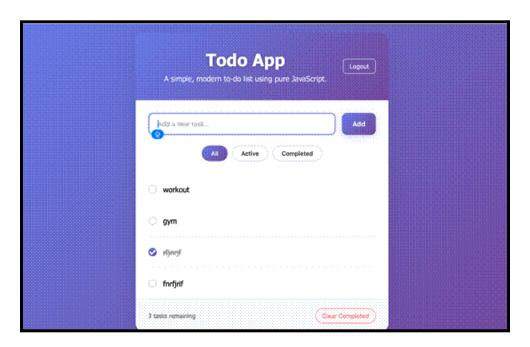


FIG 2: CHANGES APPEARED IN THE CHROME EXTENSION

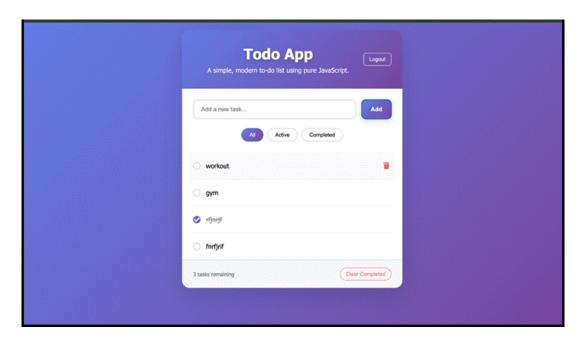


Fig: 3 task added in safari

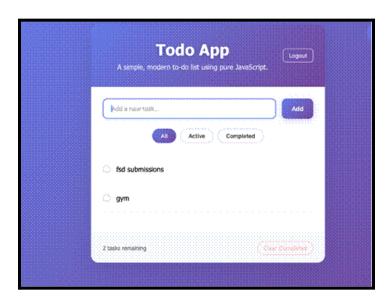


Fig: 4: task updated in chrome

