**COMP 3133 – Web Dev. App. II**

**Lab Test 1**

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// index.html

Note: ran out of time so I decided to have another button to test the implementation of Socket.IO

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// REGISTER

Note: I was able to implement registration,

* able to register a user
* validate user password if it matches the confirm password
* validate user if it already exists in the database

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* when the password matches, the database gets populated with user credentials

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// LOGIN

* Couldn’t implement it; ran out of time

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// SOCKET.IO

* Both browsers were able to see the chat

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