**Ashley Dube Simple iOS Chat App**

**Web Server Utilized:** Socket.io (needs to be run via the Terminal since it’s a Node.js server)

**Chats Storage DB:** Realm DB

**Using the App**

The chat app allows users to chat in a group setup. On first time launch, the app will ask for your name so type your name and press okay. The app will show you any online and offline users that have used the app before. If you want to chat with other users, press the ‘**Join**’ button on the top right in the navigation bar. Type your message at the bottom in the text field then press the ‘**Send**’ button next to the text field. All your messages are saved so you’ll find them the next time you come back to the chat app. Your Name is also saved so you won’t have to keep typing it every time you run the app.

**How to successfully run the app:**

1. Unzip the ‘Ashley Dube Chat App.zip’ folder.
2. There should be 2 folders; ‘AshDube Chat App’ and ‘Node.js Server’.
3. Open terminal and type: **cd “*the Node.js Server folder path*”** then type: **node server.js**
4. If there’s a message from the terminal that says: “Server is running on port: 3000”, you can proceed.
5. Open the ‘AshDube Chat App’ folder and click the ‘AshDube Chat App.xcodeproj’
6. Once in Xcode, please wait for all the Swift Package Dependencies to download before doing anything.
7. Wait for the project to finish indexing.
8. Build the project.
9. The first view controller to display is the HomeVC and the second is ChatVC.
10. Run the app on both the iPhone 12 and iPhone 11 Simulators.
11. **\*Note**: There’s a bug with the **ViewDidAppear()** function. If you run the app from XCode instead of clicking the icon on the simulator, the App successfully fetches the username from the Realm DB and populates the HomeVC with all online or offline users. However, if you run the app by clicking the icon on the simulator/device, it won’t update the HomeVC with all online or offline users, you have to click the ‘**Join**’ button and back button then it’ll execute all the code in the **ViewDidAppear()** function. For best experience, when running the app on the second device, run it from Xcode.