# Live Chat App - Documentation

## Introduction

Live Chat App is a simple, interactive web-based platform where users can communicate with each other instantly. The app leverages Socket.IO and Node.js to provide simple, fast messaging without having to reload the page. This app is perfect for understanding the basics of instant messaging and turning instant messaging into a web project.

## Features

- Users are asked to enter a unique username to set themselves up in the conversation.  
- Messages sent by a user instantly appear on the screens of all connected users without requiring a page refresh.  
- Sent messages have a blue background, while received messages have a backlight.  
- The chat window displays a history of messages for quick access.

## Technology Stack

The Live Chat App is built using the following technologies:

### Socket.IO

- Enables true two-way communication between the client and the server.  
- Manages WebSocket connections and facilitates message handling for each client.

### Node.js

- Powers the backend of the application.  
- Handles user login, message sending, and real-time UI updates.

## Application Flow

1. When a user first opens the application, they are prompted to enter a username.  
2. After entering their username and clicking 'Add User,' they gain access to the interactive chat screen.  
3. The user can type a message in the input box and click 'Send' to share it with other participants in the conversation.  
4. Messages are instantly updated for all users and displayed in the chat window.

## User Interface

- Messages sent by the user are displayed with a blue background.  
- Messages received from others have a backlight to differentiate them.  
- The interface is clean and provides easy access to the conversation history.

## Conclusion

The Live Chat App demonstrates the basic principles of real-time communication using modern web technologies. It is a great starting point for learning about WebSocket-based applications and building more complex messaging platforms.