



Ocean App – An Elixir Project

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Project Description

- Chat apps are essential medium of communication
 - Multi-user chat application with database functionality
 - Texting, and if possible sending images
 - Customization with sending fishes around
 - Multiple chatrooms
 - Used Phoenix because :
 - Web development framework written in Elixir
 - it's made for highly concurrent applications with lots of users, high performance app
 - Channels: real time communication between connected clients and server.
 - sending and receiving messages from server to client / client to server
 - Made use of PubSub functionality of Phoenix
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Discussion of solution

- Phoenix WebSocket and channel

```
defmodule ChatWeb.UserSocket do
  use Phoenix.Socket

  # Socket handler
  # It's possible to control the websocket connection and
  # assign values that can be accessed by the channel topics.

  ## Channels

  channel "room:*", ChatWeb.RoomChannel
```

Discussion of solution

- Channels with subtopics

```
defmodule ChatWeb.RoomChannel do
  use ChatWeb, :channel

  @impl true
  @spec join(<<_::80>>, any, any) :: {:ok, any}
  def join("room:lobby", _payload, socket) do
    send(self(), :after_join)
    {:ok, socket}
  end

  @impl true
  def join("room:chat1", _payload, socket) do
    send(self(), :after_join1)
    {:ok, socket}
  end
end
```

Discussion of solution

- Loading messages from the PostgreSQL database

```
def handle_info(:after_join1, socket) do
  Chat.Message.get_messages(1)
  |> Enum.reverse() # reverse to display the latest message at the bottom of the page
  |> Enum.each(fn msg -> push(socket, "shout", %{
    name: msg.name,
    message: msg.message,
    inserted_at: msg.inserted_at
  }) end)
  {:noreply, socket} # :noreply
end
```

Discussion of solution

- Broadcasting a message inside a subtopic

```
def handle_in("shout", payload, socket) do
  Chat.Message.changeset(%Chat.Message{}, payload) |> Chat.Repo.insert
  broadcast(socket, "shout", payload)
  {:noreply, socket}
end
```

Discussion of solution

- Handling database access with the Ecto Framework changesets

```
@doc false
def changeset(message, attrs) do
  message
  |> cast(attrs, [:name, :message, :chatroom])
  |> validate_required([:name, :message, :chatroom])
end

@spec get_messages(any, any) :: any
def get_messages(chatroomin, limit \\ 20) do
  Chat.Message
  |> where([m], m.chatroom == ^chatroomin)
  |> limit(^limit)
  |> order_by(desc: :inserted_at)
  |> Chat.Repo.all()
end
```

Discussion of solution

- Client-Side: JavaScript

```
function changeTopic() {  
  chatselected = chatrooms.value;  
  chatString = "room:chat"+ chatselected;  
  channel = socket.channel(chatString, {});  
  channel.join();  
  location.reload();  
}
```

```
var channel = socket.channel(chatString, {});  
  
channel.on('shout', function (payload) {  
  render_message(payload)  
});  
  
channel.join(); // join the channel.  
  
function sendMessage() {  
  channel.push('shout', {           // send the message  
    name: name.value || "guest", // get value of "name"  
    message: msg.value,           // get message text  
    chatroom: chatselected,  
    inserted_at: new Date()       // date + time of message  
  });  
  msg.value = '';                 // reset the message  
  window.scrollTo(0, document.body.scrollHeight);  
}
```

Discussion of solution

- Functionality to send images in the chatrooms
 - Ecto changeset - database issues
 - How to save images - binary field in schema
 - Implemented all Frontend and Elixir handling - similar to messages
 - Ran out of time

Lessons Learned

- Look for tutorials that are not depreciated, recently updated
 - Working with Framework like Phoenix is preferable, bc makes a lot for us beforehand
 - But still very important to understand code that was generated by the framework
 - First ever project with database, server-frontend, client-backend
 - Time management is key
 - a lot of time wasted on database and phoenix related issues instead of focusing on Elixir
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Demonstration

<https://www.youtube.com/watch?v=mSrQhnMA3wY>
