## Task 13: Add the Event Handler

Configure the `/usercode/consumer/assets/js/user_socket.js` file to handle the event generated by the consumer. Then, plot the chart whenever the event is pushed.

Follow the steps below:

1. Import `RealTimeLineChart` from `./line_chart`.
2. Create a chart object in `<div>` containing the `<canvas id="chart-canvas">` tag that you added in the `index.html.heex` file.

> The `id` should be the same as the one given to the `<canvas>` tag in Task 7.

3. Remove the topic name present in the `join` request and modify the request to include the memory channel and topic name that you created.
4. Tell the `channel` object to listen to the event that was pushed from the consumer i.e., `memory:latest:new`. Then, call the `chart.newPoints(label, value)` method to add the newly-received points to the dataset.
5. Lastly, import this in your `app.js` file.

If you need a hint, click on the “Show Hint” button below.

Hide Hint

- Use the `channel.on()` method to handle events passed through the channel.
- The topic name is `memory:latest`.

If you’re unsure how to add an event handler, click the “Show Solution” button below:

Hide Solution

- This is the final `/usercode/consumer/assets/js/user_socket.js` file:

```
import {Socket} from "phoenix"
```