

# Flask\_SocketIO

## General Information & Licensing

Code Repository	<a href="https://github.com/miguelgrinberg/Flask-SocketIO">https://github.com/miguelgrinberg/Flask-SocketIO</a>
License Type	MIT
License Description	<ul style="list-style-type: none"><li>• Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.</li><li>• Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.</li><li>• The names of the contributors may not be used to endorse or promote products derived from this software without specific prior written permission.</li></ul>
License Restrictions	<ul style="list-style-type: none"><li>• Liability</li><li>• Warranty</li></ul>
Who worked with this?	Everyone in the group

*Use as many of the sections below as needed, or create more, to explain every function, method, class, or object type you used from this library/framework.*

# SocketIO Object

## Purpose

- What does this tech do for you in your project?
  - The SocketIO object gives Flask applications access to low latency bi-directional communications between the clients and the server.
  - It helps to make a permanent connection from the client to the server.
  -
- Where specifically is this tech used in your project? Give us some details like file location and line number, if applicable. If too cumbersome, a general description of where it's used for a given purpose is fine as well.
  - This tech is used in app.py.
  - We use it on lines 31-67 in app.py

Dispel the magic of this technology. Replace this text with some that answers the following questions for the above tech:

- How does this technology do what it does for you in the **Purpose** section of this report? Please explain this in detail, starting from after the TCP socket is created. Remember, to be allowed to use a technology in your project, you must be able to know how it works.
  - The socketio object gets used after the server loads up.
  - We are using the socketio object on a few different keywords in the application.
  - We are using it for connect, disconnect, and dm.
  - When a user connects to the server, we add them to a list and display it on the screen.
  - When a user disconnects, we remove the name from the list and the screen.
  - We use it for dm that allows users to interact with each other.
  - We use it for the general chat as well and we get it to display for all users.
- Where is the specific code that does what you use the tech for? You **must** provide a link to the specific file in the repository for your tech with a line number or number range.
  - <https://github.com/ethannhan/codebusters/blob/main/flaskProject/app.py>
  - We use it on lines 31-67 in app.py

\*This section may grow beyond the page for many features.

# emit method

## Purpose

Replace this text with some that answers the following questions for the above tech:

- What does this tech do for you in your project?
  - This method helps us to emit a SocketIO event to all the connected users. This is a function that can only be called from a SocketIO event handler, as it obtains some information from the current client context.
- Where specifically is this tech used in your project? Give us some details like file location and line number, if applicable. If too cumbersome, a general description of where it's used for a given purpose is fine as well.
  - <https://github.com/ethannhan/codebusters/blob/main/flaskProject/app.py>
  - We use it on lines 31-67 in app.py

Magic ✨🌟🌙🌈🌟🌟🌟🌟🌟

Dispel the magic of this technology. Replace this text with some that answers the following questions for the above tech:

- How does this technology do what it does for you in the **Purpose** section of this report? Please explain this in detail, starting from after the TCP socket is created. Remember, to be allowed to use a technology in your project, you must be able to know how it works.
  - Once we start the server, we are able to emit certain messages based on the rules that we set up.
  - Depending on what rule the incoming data contains, it allows us to go to the correct next steps.
  - We use emits to send dms to other connected users.
- Where is the specific code that does what you use the tech for? You **must** provide a link to the specific file in the repository for your tech with a line number or number range.
  - In our codebase it is being used on lines 31-67 in app.py  
<https://github.com/ethannhan/codebusters/blob/main/flaskProject/app.py>