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Multimedia Authoring

Dev Design Process

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PROCEDURE

Inside app.js socket.emit is calling the join and other events, and socket.on is creating events called from backend like for storing messages, users data.

- This is the main component and will call all other components by sending parameters like usernames, messages to show in chat.
- Whenever users access this page, a join event will be called from the backend.
- Whenever messages or user data changes i.e. if any user joins or leaves or any user posted a message event will be called and nickname event will be called inside use effect to show the message of user entry or leaving and storing it in nickname array.
- Text container will show the name of all users online. Messages will show all messages in chat. Input will take the input, store it in an array, and fire sendmessage event to send the message with the user name.

Note: There are two methods added in app.js

- Connection: whenever a user joins the room, connection event will be fired and everyone in the room will get the message that the user had joined and online
- disconnect : when the user leaves, the disconnect event will get fired and the user is removed from the array of nicknames/users and the message will be sent that the user is offline/disconnected