To Subscribe To Channel From Client Side:

```
x-init="
       console.log('Test Ok !!!');
       Echo.channel('chat');
"
```

Then Inside The Reverb Console:

****

```
x-init="
       console.log('Test Ok !!!');
       Echo.channel('chat')
             .listen('Example\\ExampleEvent', (event)=> {
                   console.log(event);
             });
">
```

```
{
    "event": "App\\Events\\Example\\ExampleEvent",
    "data": [],
    "channel": "chat"
}
```

```
Test Ok !!!                                    VM201:4
▼ [] i                                         VM201:7
    length: 0
  ▶ [[Prototype]]: Array(0)
```

****

Note 1: We Create ExampleEvent Inside The Example Folder, so the Event Name is:

- **Name is**: **Example\\ExampleEvent**

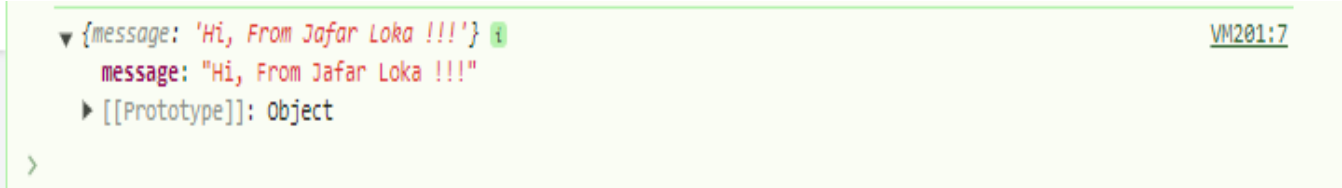
****

After Creating New Variable For Our Event Class:

- Declaration is: public string $message = 'Hi, From Jafar Loka'

```
public string $message = 'Hi, From Jafar Loka !!!';
```

Then We Broadcast Event Then The Console Will Be:



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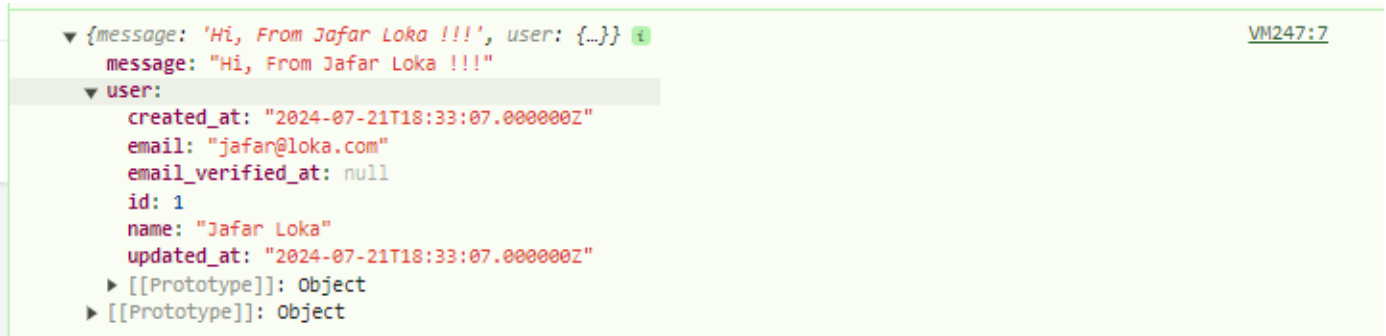
After We Set User As Attribute For ExampleEvent We Do:

```
public function __construct(User $user)
{
        $this->user = $user;
}
```

Broadcast Again, and The Result Will Be:



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Note 1: If We set User property As Protected Then It Will Not Be Broadcasted Any More.

****

To Control What We Broadcast we define broadcastWith-method and return array:

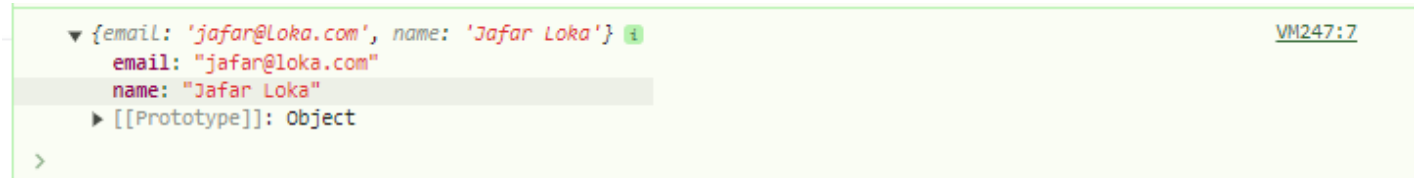
```
public function broadcastWith(): array {
        return [

        ];
    }
```

Broadcast Event Again, Even user is public:

After We Set The Valid Parameters:

```
public function broadcastWith(): array {
        return [
            'email' => $this->user->email,
            'name'  => $this->user->name,
        ];
    }
```



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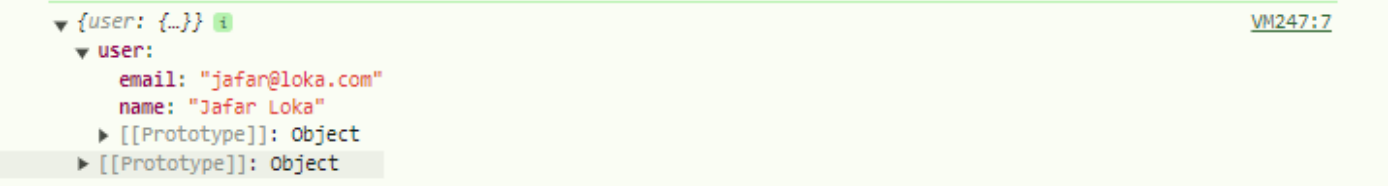
With More Organization:

```php
public function broadcastWith(): array {
        return [
            'user' => [
                'email' => $this->user->email,
                'name'  => $this->user->name,
            ],
        ];
    }
```



****

For More Security, we define: `protected User $user;`

****

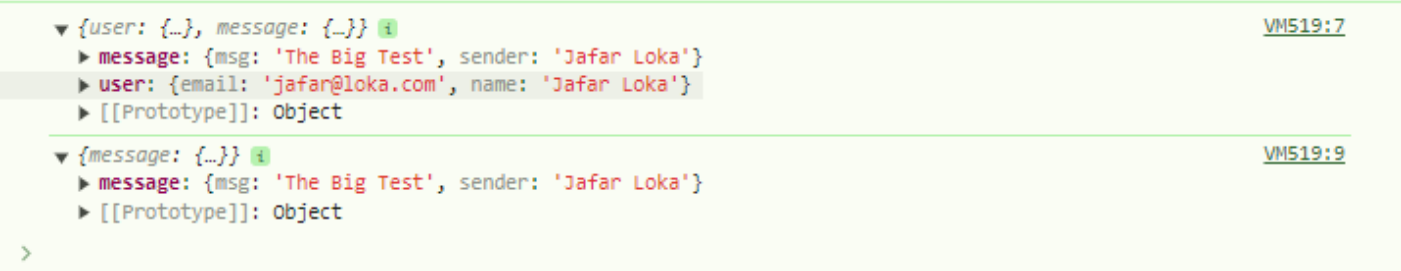
If We Set Our Event Class Inside Another Folder, for Listening We Set dot (.) Before The Full Path Of Event Name:

```
x-init="
       console.log('Test Ok !!!');
       Echo.channel('chat')
             .listen('Example\\ExampleEvent', (event)=> {
                   console.log(event);
             }).listen('.App\\Events\\Chat\\MessageEvent', (event) => {
                   console.log(event);
      });
">
```

```
Route::get('/broadcast-example-event', function(){

    broadcast(new ExampleEvent(User::find(1), Message::find(1)));

    broadcast(new MessageEvent(Message::find(1)));

    return "Event is Broadcasted Successfully....";

});
```

****

After We broadcast The Events:



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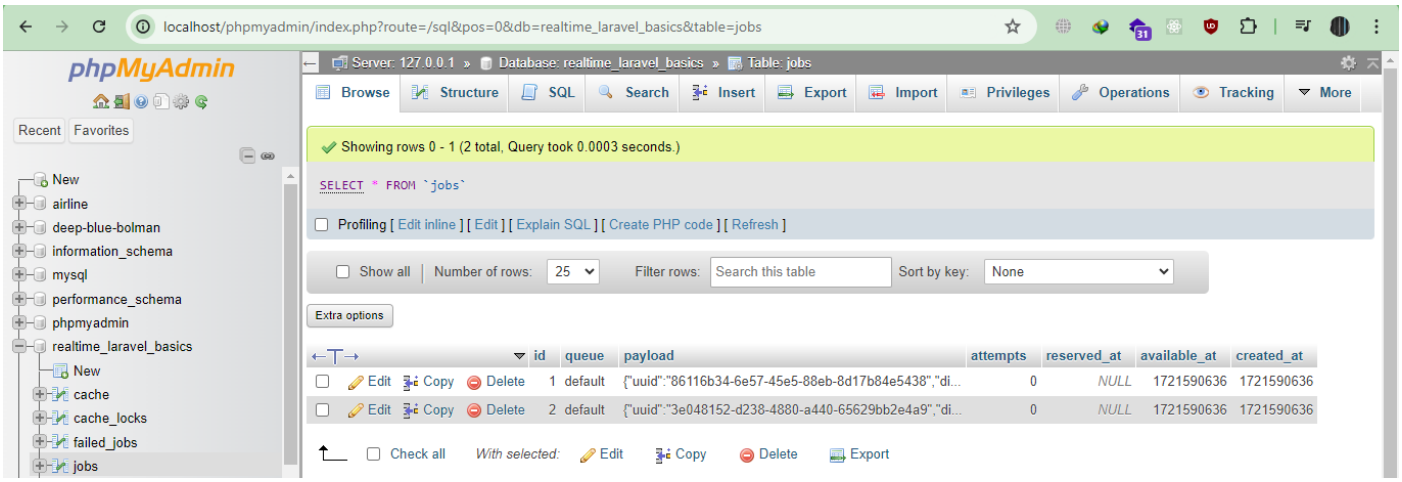
Note: Inside The Echo Configuration, We Can Define **namespace-property** For All Namespaces In Our Application.

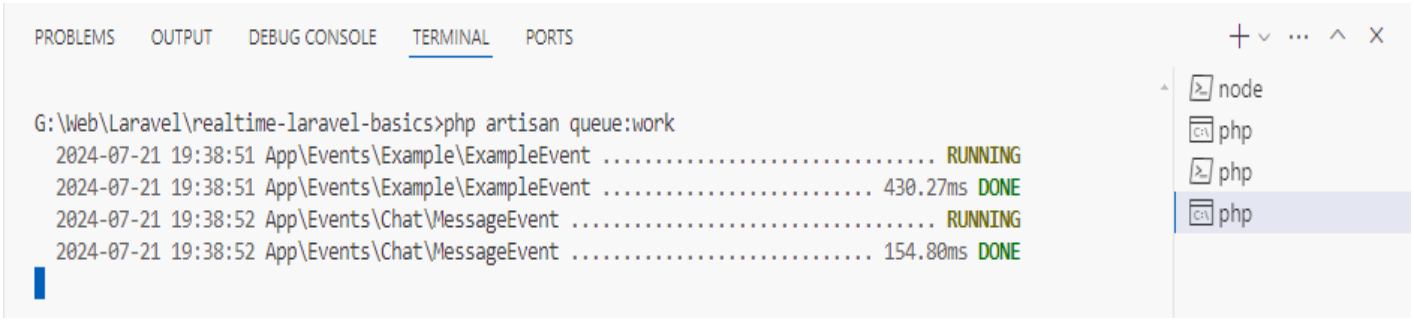
****

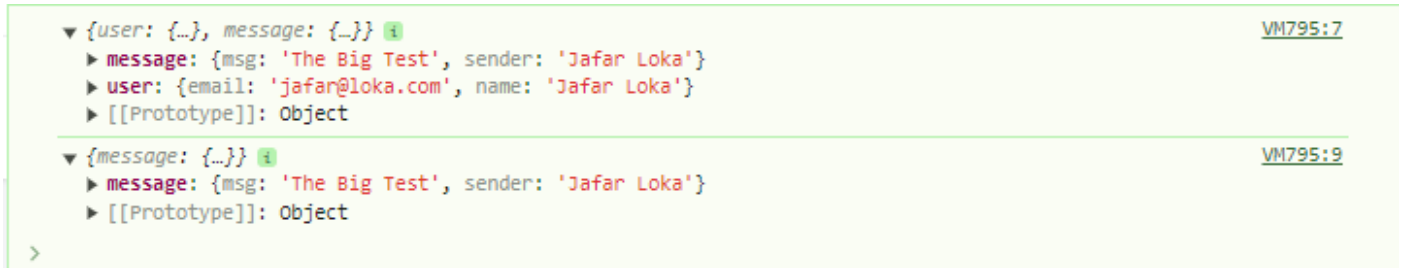
If We Set ShouldBroadcast-interface as The Implements-Interface, Then We Must Handle Queues:

```
class MessageEvent implements ShouldBroadcast
{...}
class ExampleEvent implements ShouldBroadcast
{...}
```

After We broadcast The Events The Jobs-Table Will be (We Don't Run The Queue Now):





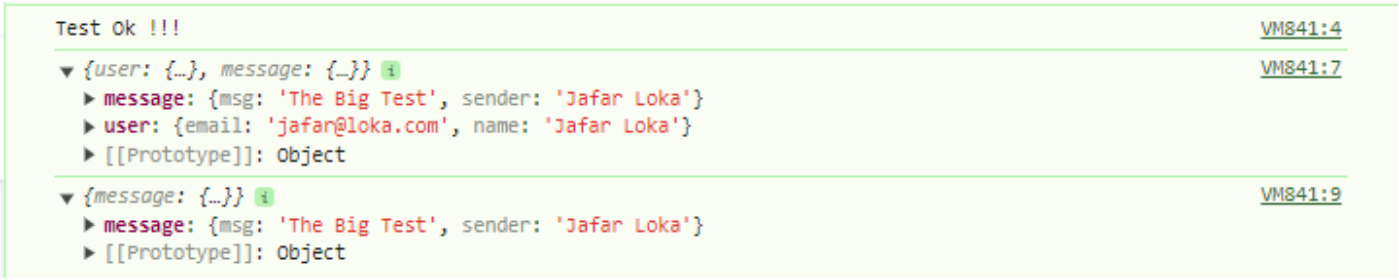


****

```php
class MessageEvent implements ShouldBroadcast
{
    use Dispatchable, InteractsWithSockets, SerializesModels;

    public string $queue = 'chat';
       ...
}
```

After We Broadcast The Event, The Result will be:



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To Define Our Queue Name, In Functional Way We Can use broadcastQueue()-method:

```php
public function broadcastQueue() {
        return 'chat';
    }
```

Then Broadcast Again, And The Result Will Be:

****

To Create New Private Channel For Our Users, With id-as-parameter:

```
Broadcast::channel('users.{id}', function (User $user, int $id) {
    return (int) $user->id === (int) $id;
});
```

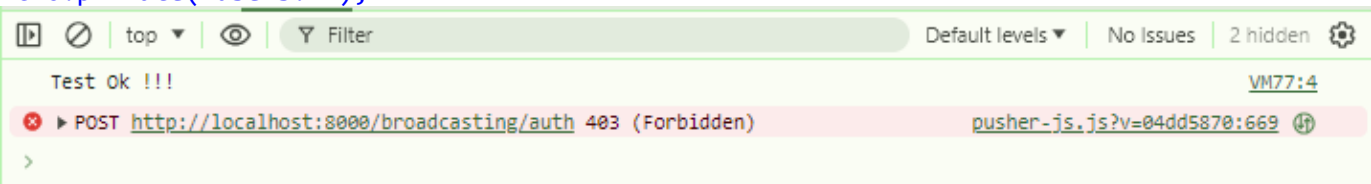
****

Then On Client Side, We Use: Echo.private('users.1'), Where 1 is Our Id:

****

Note: If We Change The Id (here is: 1), Then The Result **403 Forbidden**

```
Echo.private('users.2');
```



****

Note (From Me): Private Channels Not Worked With ShouldBroadcast And With Queues.

****

When We Want To Join The Room, The Channel Of Broadcast-class Must Return The Data That We Want To Display:

```
Broadcast::channel('room.{roomId}', function(User $user, int $roomId) {

    return $user->only('id', 'name');

});
```

****

The Event is: **member_added**

```
{
    "event": "pusher_internal:member_added",
    "data": {
        "user_id": "1",
        "user_info": {
            "id": 1,
            "name": "Jafar Loka"
        }
    },
    "channel": "prese...
```

****

To Get List Of Here Users We Can Use here-function:

```
<div
    class="p-6 text-gray-900"

    x-data="{
                        usersHere: []
    }"

   x-init="
                        Echo.join('room.{{ $room->id }}')
                            .here((users) => {
                                console.log(users);

                                usersHere= users;
                            });
                    ">
*************************************************************
```

Note: We Can Check If User Exists Before push To The Array, in the joining:

```
<div
      class="p-6 text-gray-900"

      x-data="{
                        usersHere: []
                    }"

      x-init="
      Echo.join('room.{{ $room->id }}').here((users) => {
            console.log(users);
             usersHere= users;
      }).joining(user => { usersHere.push(user); })
        .leaving((user) => {
            usersHere = usersHere.filter(el => el.id != user.id);
      });
">
*************************************************************
```

To Send Event From User To All User Except The Sender, We Can Use whisper-method:

```
x-init="
                            const channel = Echo.private('app');

                            setTimeout(()=> {

                                channel.whisper('typing', {
                                    id: 1,
                                });

                            }, 2000);
                        "
                    >
**********************************************************
```