Team: Tea Distribution

### Repo Link:

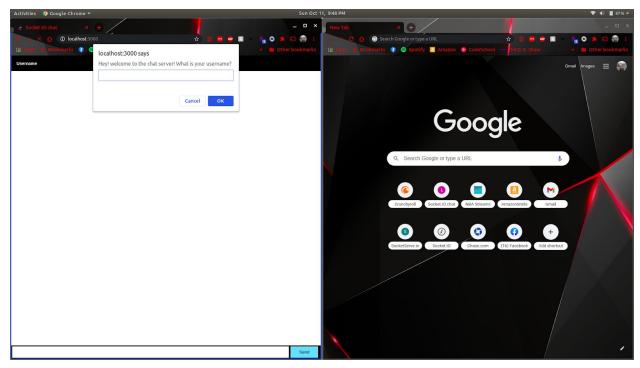
https://github.com/gtgan/cmpe207hw/tree/master/hw3JS

#### Description:

This application is built on the source code provided by socket.io here: https://socket.io/get-started/chat/

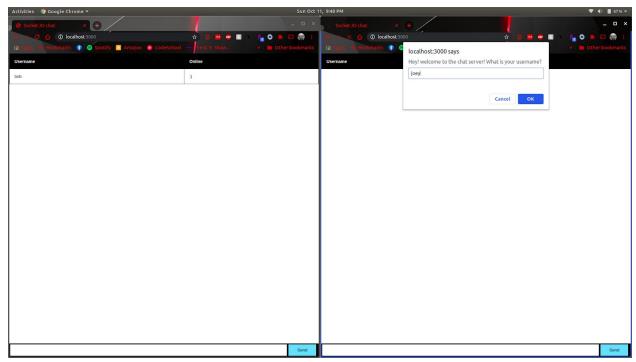
This application utilized sockets to allow for multiple clients to talk to each other. It shows what users are online, if they are typing, and their messages. The application uses socket events using .on() and .emit() methods. The server side code is on index.js and the client side code is in the public folder under script.js.

#### Screenshots:

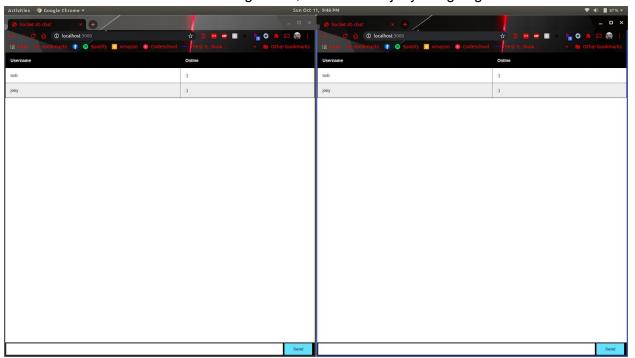


• In this first Image there are two browsers side by side. The left one is on the application. When first visiting it will ask the user to enter in a username as a nickname

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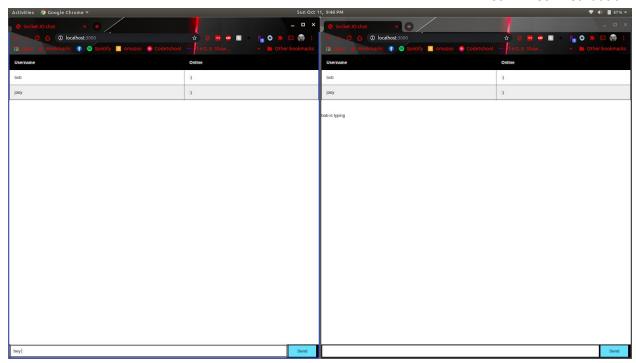


• In this image, on the left side the user is signed on and it shows that the user, bob, is online on his screen. On the right side, another user joey is signing on.

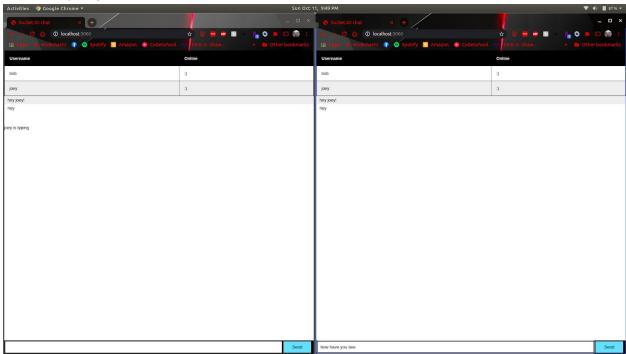


 Here both users are signed on and the table atop of the application shows that both users are online under the online column with a happy face, ":)".

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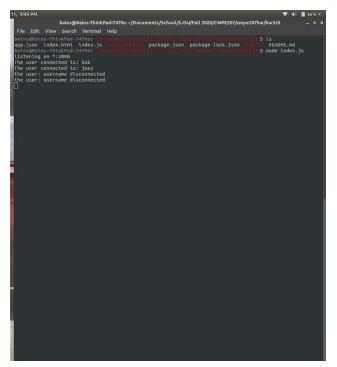


• On the left side, bob is typing his first message. Joey, on the right side, can see that bob is typing.



• In this image, bob sent the message he was composing in the previous image. Now joey is responding and bob can see that joey is typing.

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• This last image shows the terminal running the application. There is not much communication, although the server does print when a user is connected, the user's nickname, and when the user is disconnected.