```
const express = require("express");
const http = require("http");
const socketIo = require("socket.io");

const app = express();
const server = http.createServer(app);
const io = socketIo(server);

app.use(express.static("public")); // folder client

let rooms = {}; // data room

// hitung nilai kartu Samgong
function hitungNilai(kartu) {
  let nilai = 0;
  kartu.forEach(c => {
    let angka = c.slice(0, -1);
    if (["J", "Q", "K"].includes(angka)) angka =
10;
    else angka = parseInt(angka);
    nilai += angka;
  });
  return nilai % 10; // aturan Samgong
}

// buat deck kartu
function buatDeck() {
  const simbol = ["♠️", "❤️", "♦️", "♣️"];
  const angka =
["A","2","3","4","5","6","7","8","9","10","J","Q","K"];
  let deck = [];
  simbol.forEach(s => angka.forEach(a =>
deck.push(a+s)));
  return deck.sort(() => Math.random() -
0.5);
}

io.on("connection", (socket) => {
  console.log("Player connect:", socket.id);
  socket.on("joinRoom", (room) => {
    if (!rooms[room]) rooms[room] = {
players: {}, deck: [] };
    rooms[room].players[socket.id] = { hand:
[], score: 0 };
    socket.join(room);

    io.to(room).emit("updatePlayers",
Object.keys(rooms[room].players));
  });

  socket.on("startGame", (room) => {
    if (!rooms[room]) return;
    rooms[room].deck = buatDeck();


Object.keys(rooms[room].players).forEach(
pid => {
      let hand =
rooms[room].deck.splice(0,3);
```

```
      let score = hitungNilai(hand);
      rooms[room].players[pid] = { hand,
score };
    });

    io.to(room).emit("gameResult",
rooms[room].players);
  });

  socket.on("disconnect", () => {
    for (let room in rooms) {
      if (rooms[room].players[socket.id]) {
        delete rooms[room].players[socket.id];
        io.to(room).emit("updatePlayers",
Object.keys(rooms[room].players));
      }
    }
    console.log("Player disconnect:",
socket.id);
  });
});
```

```
server.listen(3000, () =>
console.log("Server jalan di http://
localhost:3000"));

<!DOCTYPE html>
<html lang="id">
<head>
  <meta charset="UTF-8">
  <title>Samgong Online</title>
  <script src="/socket.io/socket.io.js"></
script>
  <style>
    body { font-family: Arial; text-align:
center; background: #2c3e50; color: white;
}
    #players { margin-top: 20px; }
    .hand { margin: 10px; padding: 10px;
background: #34495e; border-radius: 8px;
display: inline-block; }
  </style>
```

```
</head>
<body>
  <h1>Game Kartu Samgong (Mabar)</h1>
  <input id="room" placeholder="Nama Room">
  <button onclick="joinRoom()">Gabung Room</button>
  <button onclick="startGame()">Mulai Game</button>

  <div id="players"></div>

  <script>
    const socket = io();
    let room = "";

    function joinRoom() {
      room = document.getElementById("room").value;
      if(room) socket.emit("joinRoom", room);
    }
    function startGame() {
      socket.emit("startGame", room);
    }

    socket.on("updatePlayers", (players) => {

document.getElementById("players").inner
HTML = "<h2>Pemain:</h2>" +
players.join(", ");
    });

    socket.on("gameResult", (data) => {
      let html = "<h2>Hasil Permainan</h2>";
      for (let pid in data) {
        html += `<div class="hand">
                  <b>${pid}</b><br>
                  Kartu: ${data[pid].hand.join(", ")}
<br>
                  Nilai: ${data[pid].score}
                 </div>`;
      }

document.getElementById("players").innerHTML = html;
    });
  </script>
</body>
</html>
```