

COMP 504: Graduate Object-Oriented Programming and Design

Lecture 20: Web Sockets for Chat App cont.

Mack Joyner (mjoyner@rice.edu)

<https://www.clear.rice.edu/comp504>



Announcements & Reminders

- Quiz #3 (Command, Visitor, Strategy) due Wed. Oct. 14th at 11:59pm
- Hw #3 UI Peer Review due Thu. Oct. 15th at 11:59pm
- Hw #4 due Wed. Oct. 21st at 11:59pm



j2html

- j2html is a library that is used to quickly build HTML5
- Web socket on server side might use j2html
- View (client) displays message sent by controller (server)
- Don't forget to **render** the j2html



j2html Example

Controller tells view what to display

```
import static j2html.TagCreator.*;

public class Main {
    public static void main(String[] args) {
        body(
            h1("Hello, World!"),
            img().withSrc("/img/hello.png")
        ).render();
    }
}
```

```
<body>
  <h1>Hello, World!</h1>
  
</body>
```



Send a Message to Client(s)

- The message send to client is a message event.
- Client message needs to to JSON (create a Gson `JsonObject`)
- `JsonObject` has an `addProperty(key, value)` where
 - Key identifies the type of data (String)
 - Value is the html (can be generated using `jhtml`)



Send a Message to Client(s)

```
JsonObject jo = new JsonObject();  
jo.addProperty( "property: \"userMessage\", p( text: sender + \" says: \" + message).render());
```



Send a Message to Client(s)

- Send message to client with user *session*

```
session.getRemote().sendString(String.valueOf(jo));
```

- Pass string representation of JSON object (jo) to client
- On client side, parse string as JSON
 - enables client to select object fields



Send a Message to Client(s)

- The message send to client is a message event.
- Client websocket `onmessage` has `message` argument
- Access message data sent to client using `message.data`
- View the origin (web socket url) with `message.origin`



JSON Parse

JSON.parse will parse String objects as JSON:

```
let data = JSON.parse(message.data);
```



Web Socket onMessage

- Event handler triggered each time other end of web socket sends a message
- Messages from the server (controller) can be formatted



Client Message Button Event Handler

- Need event handler for send message after button click
- Get value from HTML5 input tag using JQuery: `$("#imsg").val()`



Deploy to Heroku

- Heroku apps are deployed using secure http:

<https://netid-ex7-chat.herokuapp.com>

- Web sockets need a secure protocol when using secure http (https) protocol
 - wss instead of ws for https
 - ws for http (localhost)



In-Class Exercise 7 GitHub Repo

GitHub ex7 repo: https://classroom.github.com/a/Y8mK36_p



In-Class Ex 7: Chat App Web Sockets

Exercise 7 handout is in Piazza

- Experience using Chat app web sockets
- Host ex #7 code on Heroku: [netid]-ex7-chat
- We'll work together on this in-class exercise



Chat App Web Sockets

