

WriteUp : Socket Code

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Code of socket connection in backend, and various endpoints of socket and there code in Node.js + Typescript

Socket connection output at console

```
Running at 7000
User Connected to socket socket id : KrTlI6gwEJFYoy8pAAAB
Connected
User disconnected: KrTlI6gwEJFYoy8pAAAB
User Connected to socket socket id : CEciXMlTk3yLpUHjAAAE
User disconnected: CEciXMlTk3yLpUHjAAAE
User Connected to socket socket id : lYlRZCwn4FyEy1G2AAAH
User disconnected: lYlRZCwn4FyEy1G2AAAH
User Connected to socket socket id : p5EL1otcSUUafSorAAAK
User disconnected: p5EL1otcSUUafSorAAAK
User Connected to socket socket id : xV0rG6CdNfzuMnGsAAAN
User disconnected: xV0rG6CdNfzuMnGsAAAN
User Connected to socket socket id : 4zJ8uDaGlz1vvuJxAAAQ
```

2. Code For Socket connections and its endpoints(chat.ts)

```
import Server, Socket from "socket.io";
import userModel from "../models/UserModel";
const users: { [key:string]:string } =
const conn: { [key:string]:boolean } =
export const ChatHandler = async(io:Server)=>{
io.on("connection", (socket:Socket) =>{
console.log("User Connected to socket socket id : ",socket?.id);
conn[socket?.id] = true;
socket.on('privateMessage',async( targetmail, email, message :any)=>{
console.log( email, targetmail, "line 9")
const user = await userModel.findOne(email:email);
let friend :any = user?.friends.filter((e)=> return e.fEmail == targetmail )[0];
const arr:Array<Object> = friend?.messages;
arr.push(message, senderId:email)
friend.messages = arr;
await user?.save()
const frnd = await userModel.findOne(email:targetmail);
let friend1 :any = frnd?.friends.filter((e)=> return e.fEmail == email )[0];
const arr1:Array<Object> = friend1?.messages;
```

```

arr1.push(message, senderId:email)
friend1.messages = arr1;
await frnd?.save()

    io.to(users[targetmail]).emit('incomingPrivateMessage', senderId: email, mes-
sage ) )
socket.on('addMe',async(email:string)=>{
users[email] = socket?.id
})
socket.on('friendsData',async(email:string)=>{
const user = await userModel.findOne(email:email);
io.to(users[email]).emit('incomingdata', user?.friends) )
socket.on('disconnect', () =>{
conn[socket?.id] = false;
console.log('User disconnected: socket.id');
});

```