

# GROUPEM

### Presentació tècnica



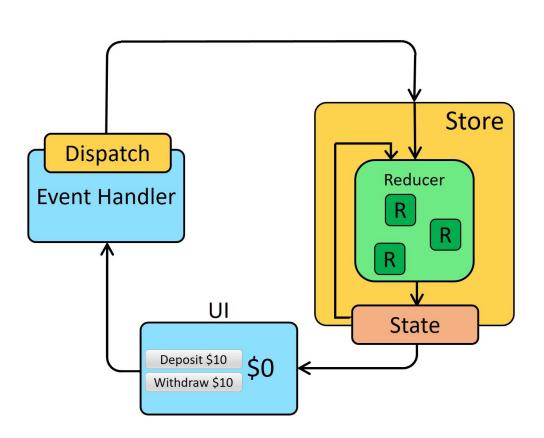
Albert Chao Vasco Eric Clemente Casals Arnau Orts Brichs

#### useWebsocket.js

```
socket.onopen = () => {
  console.log("Connected to server");
  let message = JSON.stringifv({
    meta: "connection",
    userID: user.uid,
    username: user.username,
  });
  socket.send(message);
socket.onmessage = (event) => {
  let { data } = event;
  data = JSON.parse(data);
  const { meta } = data;
  switch (meta) {
    case "receive message":
      receiveMessage(data);
      break;
    default:
      break:
```

```
function sendMessage(messageData) {
 dispatch(sendMessageAction(messageData));
  socket.send(JSON.stringify(messageData));
function receiveMessage(messageData) {
 delete messageData.meta;
 delete messageData.groupID;
  dispatch(receiveMessageAction(messageData));
function createGroup(groupData) {
  socket.send(JSON.stringify(groupData));
function loadGroupMessages(groupID) {
 dispatch(loadGroupMessagesThunk(groupID));
```

#### **REDUX**



#### const dispatch = useDispatch();

```
const reducers = combineReducers({
  auth: authReducer,
  chat: chatReducer,
  groups: groupReducer,
});
```

```
(alias) createStore<CombinedState<{
    auth: {
        user: any;
        isAuthenticated: boolean;
    };
    chat: {
        activeGroupID: any;
        messages: any[];
    };
    groups: {
        ...;
    };</pre>
```

```
const initialState = {
 user: null,
 isAuthenticated: false,
const authReducer = (state = initialState, action) => {
 let newState;
 const { type, payload } = action;
 switch (type) {
   case authTypes.LOGIN:
     newState = {
       user: payload,
       isAuthenticated: true,
     break:
   case authTypes.UPDATE_USER:
     newState = {
       ...state,
       user: payload,
     break;
   case authTypes.LOGOUT:
     newState = {
       user: null,
       isAuthenticated: false,
     break;
   default:
     newState = { ...state };
     break;
 return newState;
```

```
export const loginAction = (user) => {
 return {
   type: authTypes.LOGIN,
   payload: user,
export const logoutAction = () => {
 return {
   type: authTypes.LOGOUT,
export const updateUserAction = (user) => {
 return {
   type: authTypes.UPDATE USER,
   payload: user,
 const authTypes = {
    LOGIN: "AUTH_LOGIN",
```

```
const authTypes = {
  LOGIN: "AUTH_LOGIN",
  LOGOUT: "AUTH_LOGOUT",

  UPDATE_USER: "AUTH_UPDATE_USER",
};
```

```
export const loginThunk = (email, password) => {
 return async (dispatch) => {
   try
     await setPersistence(auth, browserLocalPersistence);
     const { user: firebaseUser } = await signInWithEmailAndPassword(
       auth,
       email,
       password
     const response = await fetch(
        `${process.env.REACT APP API URL}/user/${firebaseUser.uid}`
     );
     if (response.ok) {
       const user = await response.json();
       dispatch(loginAction(user));
     return response.status;
     catch (err) {
     console.log(err);
```

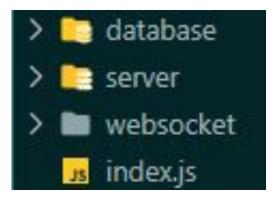
## Sidebar components

```
function MenuLink({ data }) {
  const navigate = useNavigate();
  const { label, icon: Icon, to } = data;
  const { classes } = useStyles();
  function handleClick() {
   navigate(to, { replace: true });
 return (
    <UnstyledButton
      key={label}
      className={classes mainLink}
      onClick={handleClick}>
      <div className={classes.mainLinkInner}>
        <Icon size={25} className={classes.mainLinkIcon} />
        <span>{label}</span>
      </div>
    </UnstyledButton>
```

```
function AllGroups() {
 const { classes } = useStyles();
 const { groups } = useSelector((state) => state.groups);
 return (
   <Navbar.Section className={classes.section}>
     <Group className={classes.groupsHeader} position="apart">
       <Text size="s" weight={500} color="dimmed">
         All your groups
       </Text>
     </Group>
     <ScrollArea className={classes.groups} offsetScrollbars>
       {groups.map((group, index) => (
         <GroupLink key={index} data={group} />
       ))}
     </ScrollArea>
   </Navbar.Section>
```

```
function GroupLink({ data }) {
  const { name, imgLink, uid } = data;
 const { classes } = useStyles();
  const navigate = useNavigate();
  const dispatch = useDispatch();
  const handleSelectGroup = () => {
   dispatch(setActiveGroup(data));
   dispatch(setActiveChatGroupAction(uid));
  function handleClick() {
   navigate(PATHS CHAT, { replace: true });
 return (
    <div style={{ position: "relative" }}>
       href="/"
       onClick={(e) => {
         e preventDefault();
         handleSelectGroup();
         handleClick();
       key={name}
       className={classes.groupLink}>
       <Group>
          <Avatar src={imgLink} radius="xl" />
          {name}
```

#### Backend



```
app.use("/user", userRoutes);
app.use("/group", groupRoutes);
```

```
router.get("/all-groups", getAllGroups);
router.get("/:idGroup", getGroupInfo);

router.post("/create", createGroupInDatabase);
router.put("/:idGroup/join", joinGroupInDatabase);
router.delete("/:idGroup/leave", leaveGroupInDatabase);
router.get("/:idGroup/messages", getPreviousMessages);
```

```
router.post("/register", register);

router.get("/:id", getProfileInfo);
router.get("/:id/load-groups", getUserGroups);
router.put("/:id/set-favourite-group", setFavouriteGroup);
router.put("/update-profile", updateProfileInfo);
```

```
allUserGroups.forEach(async ({ uid }) => {
   if (!checkRoomExists(uid, activeGroups)) {
      await createAndJoinRoom(ws, username, uid, activeGroups);
   } else if (!checkUserInRoom(uid, username, activeGroups)) {
      await joinRoom(ws, uid, username, activeGroups);
   }
});
```

```
const getProfileInfo = async (req, res) => {
  const userID = req.params.id;
  const userInfo = await profileInfo(userID);
  if (userInfo.status)
    return res.status(userInfo.status).json(userInfo.message);
  return res.status(200).json(userInfo);
};
```