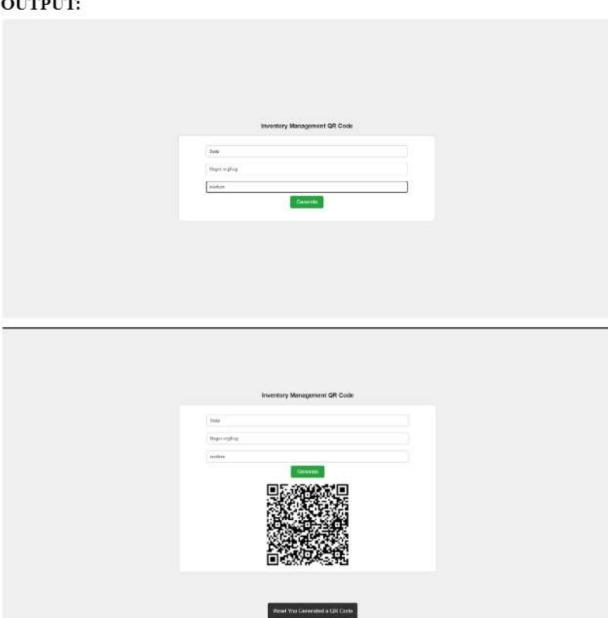
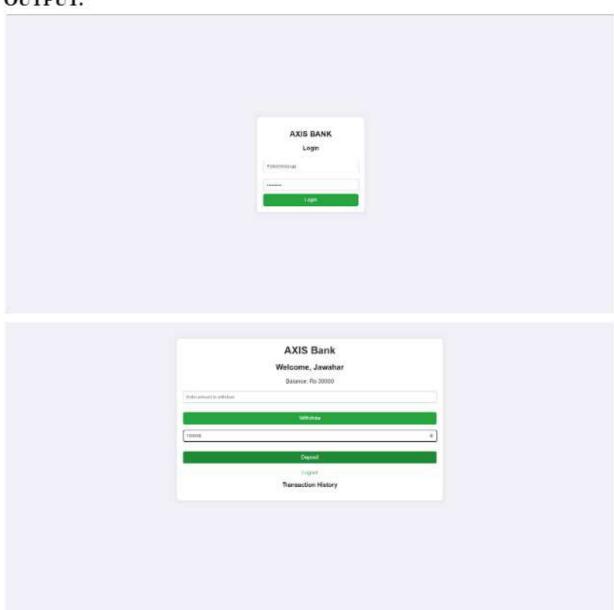


# Rock Paper Scissors You chose paper. Computer chose rock. You win! Score: 1





### BACKEND:

```
const express = require('express');
const http = require('http');
const socketIo = require('socket.io');
const path = require('path');
const app = express();
const server = http.createServer(app);
const io = socketIo(server);
// Serve static files from the frontend directory
app.use(express.static(path.join(__dirname, '../frontend')));
// Serve the index.html file at the root path
app.get('/', (req, res) \Longrightarrow \{
 res.sendFile(path.join(__dirname, '../frontend/index.html'));
}):
io.on('connection', (socket) => {
 console.log('New user connected');
 socket.on('message', (msg) => {
  io.emit('message', msg);
 }):
 socket.on('disconnect', () => {
  console.log('User disconnected');
 }):
});
const PORT = process.env.PORT || 3000;
server.listen(PORT, () => console.log(`Server running on port ${PORT}'));
```

### FRONTEND:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Chat Application</title>
</head>
<body>
  <div id="chat-container">
    <div id="chat-box"></div>
    <input id="chat-input" type="text" placeholder="Type a message...">
  <script src="/socket.io/socket.io.js"></script>
</body>
<style>
  body {
 font-family: Arial, sans-serif;
 display: flex;
 justify-content: center;
 align-items: center;
 height: 100vh;
 background-color: #f0f0f0;
 margin: 0;
}
#chat-container {
 width: 500px;
 max-width: 100%;
 background: #fff;
 padding: 20px;
 box-shadow: 0.0 10px rgba(0, 0, 0, 0.1);
 border-radius: 5px;
#chat-box {
 height: 300px;
 overflow-y: auto;
```

```
margin-bottom: 10px;
 border: 1px solid #ddd;
 padding: 10px;
 background: #fafafa;
#chat-input {
 width: calc(100% - 20px);
 padding: 10px;
 border: 1px solid #ddd;
 border-radius: 5px;
</style>
<script>
  const socket = io.connect();
    const chatBox = document.getElementById('chat-box');
    const chatInput = document.getElementById('chat-input');
    chatInput.addEventListener('keypress', function (event) {
       if (event.key === 'Enter') {
         const message = chatInput.value;
         socket.send(message);
         chatInput.value = ";
       }
    });
    socket.on('message', function (msg) {
       const messageElement = document.createElement('div');
       messageElement.textContent = msg;
       chatBox.appendChild(messageElement);
    });
</script>
</html>
```

