**Task List 5** ( 2/27/14)

About the server

I need to make decision because the two lists on client are not correct.

I need to have some assumptions defintion:

**- When logout**

clear the two lists.

- When login

get the two lists from server

then check to see if you need to send "adduser' to server

- login in again.

server reboot:

db.user.remove()

no client

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click play => "winner message"

users shift from waiting to players correctly for now,

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But the waiting user should not able to click play,

need to fix this

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Now is passing argument incorrectly

It works now.

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2/28/14

no empty() in array

check **value of an elem** of array

arry[i] can be null, "", 0 => if (arry[i] => False

if ( typeof array[i] !== 'undefined' )

if (typeof array[i] !== 'undefined' && array[index] != null)

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MISTAKE of using stateMap

stateMap.$winner.text

jqueryMap.$winner.text( winner\_text );

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I found the problem:

even thought in bet I emit one object { }

But in model I got an array of object [ { }]

problem solved

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next

why the next login, it goes to waiting area.

I understand, because the playerList[], occupied with null

the problem solved by itself, perhaps, because

I misused the elem value of array,

no empty() in array

check **value of an elem** of array

arry[i] can be **null, "", 0 => if (arry[i] => False**

if ( typeof array[i] !== 'undefined' )

if (typeof array[i] !== 'undefined' && array[index] != null)

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problem

the winning message need to be broadcast to all

all other client got winning message**, not the click "play" client,**

**solved the broadcast winner message**

Each client need to subscribe to on('played') event in login

otherwise, they will not get the winner message.

**Big logic mistake**

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Now let handler,

login user, but the user is not in the playerList

but the user click 'Play'

so server send out 'no play',

it works

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Now I need back up

before doing more things