Task List 6 (2/28/14)

**Business decision:**

one user one login

Web Developer has to be careful about same user on many browsers.

I need to decide, same user cannot login to two browsers

Because, it will be **more difficult to implement chat late**r. it is hard to keep track of multiple browser for the same user.

----------------

added the last winner message to new login user

=> works

-------------

"Add me" button

"Remove me" button

limit on waiting list

--------------

a bug

"there is **no waiting** message" for **first login**

because I check waitingList[0] and emit that message

before I do listbroadcast in server.

I commented the emit(), now it fit.

---------

a bug

waiting list are shifted, but the waitingList[] array are not clear

waitingList[] in server is shifted, but not on clients

I tested 7 users, click 'play' => winner, waiting shifted, and waiting is empty

it works now.

---------

**1) 'limitwaiting' in server**

'limit-waiting' in shell

it seems works, test again

But, kieu16 is added to DB is good

Even though kieu16 can not play, she should able to see who are on players and waiting list, and last winner

-------

limitwaiting works

I have 15 login, kieu16 => message otherlist,

I even test, after two plays, I added more up to kieu26

=> limitwaiting message, and all lists (player, waiting, lastwinner)

so it works

-----------

2) "Add me" button

shell invoke model.people.login

model send 'adduser' to bet, then every like before.

it works, it is amazing.

---------

a logic bug

kieu1 in playerList on browser 1

kieu1 is waitingList on browser 2

Business decision: **one user one login**

it fit

-------------

a bug

let test "Add me" button

kieu1, kieu2, kieu3, click play => winner

kieu1 logout, kie1 login => kieu1 in waiting

'play' is not working appropriately

3 players, hit play => playerList[] is not clear

--------

a bug

login in kieu1 in one browser1, login kieu1 browser2 => no alert message

right now I do nothing, I need to check if the user is online

then I can do something,

but I want to focus on "Add me" botton

--------

I think "Add me" works well

---------------

Now I need to add "Remove me"

redesign

"Remove me" " $5000" "Add me"

done

---------

**logic of "Remove me"**

shell check login

no login => alert("Need to login to do things");

yes login => **model.people.remove()**

model

people.remove()

login=> emit('removeplay' , name );

**server bet**

socket.on( 'removeplay' , onRemoveplay( {name } )

if ( (userIdx= playerList.indexOf( name) ) !== -1 ) {

playerList.splice( userIdx, 1);

listbroadcast( io, 'updateplayers', playerList);

}

if ( (userIdx= waitingList.indexOf( name) ) !== -1 ) {

waitingList.splice( userIdx, 1);

listbroadcast( io, 'updatewaiting', waitingList);

}

----------------

it works

login kieu1, remove kieu1, try to remove kieu2 => nothing

------

let send playerList and waitingList last winner to startup browser

**shell:**

L296 in initModule() {

ibet.model.people.betInfo()

**model:**

betinfo = function() {

emit( 'betinfo' );

}

**server:**

on( 'betinfo', function() {

listbroadcast( io, 'updateplayers', playerList);

listbroadcast( io, 'updatewaiting', waitingList);

if ( lastwinner ) {

socket.emit( 'lastwinner', lastwinner );

}

)}; // end of on 'betinfo'

------------

kieu1, kieu2, kieu3, kieu2 click play => winner

playerList is not empty, kieu1, kieu2, kieu3

it works now

----------

Done a big job

need to save this version

I think it work pretty well,

but I got two alert message bout I am not on the player list

but I am lazy to debug it. no harm for more alert message for now.