**bet.js Info** ( 2/26/14)

**1) Utility methods:**

**signIn** = function ( io, user\_map, socket )

**signOut** = function ( io, user\_id )

**2) Public methods**

// in side this betObj I have connect() function (server)

**betObj** = {

connect : function ( server ) {

**// Begin io setup**

io.set('blacklist', [] ).of( **'/bet' )**.**on( 'connection'**, function ( socket ) {

**socket.on( 'adduser'**, function ( user\_map ) {

// try to read in the user

**crud.read**( 'user', { name : user\_map.name }, {},

function ( result\_list )

if ( result\_lise.length > 0 ) {

result\_map.cid = cid;

**signIn(** io, result\_map, socket );

}

else {

// insert new user

**crud.construct**( 'user', user\_map

function (result\_list ) {

// after inserted new user in DB

result\_map = result\_list[ 0 ];

result\_map.cid = cid;

betterMap[ result\_map.\_id ] = socket;

socket.user\_id = result\_map.\_id;

socket.**emit( 'userupdate'**, result\_map );

if playerList.push( new user)

socket.in( 'bet room' ).emit( **'update players',**

playerList);

socket.in( 'bet room' ).emit( **'update waiting'**,

waitingList);

// end of 'adduser'

socket.on( 'disconnect', function () {

**signOut(** io, socket.user\_id );

});

// End of io setup

**return io;**

}

};

**module.exports = betObj**;