



A terrible thing just happened! The mIRC has been wiped from the planet and nobody has a copy of its installation file! The **CWS** (*Chat World Service*) wants you to create a new mIRC so the world can chat once again! Will you lend us your helping hand?

# **Assignment description**

In this assignment, you should write a chat program using **React** and <u>socket.io</u>. Below is an enlisting of all the functionality for this assignment:

- (10%) The user should upon arrival specify his/her nickname. If the nickname is free, i.e. no other user is currently active with the same nickname, he/she can proceed, otherwise a new nickname must be provided. Note: no password is required, only nickname
- (10%) After the user has been identified, he/she should see a list of chat rooms already active
- (12.5%) The user should be able to join a chat room, and leave a room as well. It should of course also be possible to create a new room
- (15%) Inside a given room, the user should be able to send messages to the room, see previous messages, and see new messages appear in real time (without having to refresh the page manually)
- (12.5%) It should be possible to send a private message to another user
- (15%) The creator/ops of a room should be able to kick a user from a room. A user which has been kicked from a room can re-enter. The creator/ops can also ban a user, which means he/she won't be able to join the room again
- (15%) The creator/ops can give other group members an "op". An op is similar to granting someone admin privilege

In addition, the following technical requirements are given:

- (5%) Each component should reside in a single folder, where the implementation of the component is and a test for each component
  - Each component should be tested using Jest
  - Each component should make use of **PropTypes** (if it accepts props)
- (5%) All external dependencies should be installed with npm/yarn

#### Server

The server can be downloaded in the assignment section in **Canvas**. It is a **NodeJS** server and information on how to use the server is in the **README.md** file in the .zip file for the server.

## **Dependencies**

All dependencies are allowed in this project

#### **Penalties**

You must remember to exclude **node\_modules/** from your submission. If you fail to do this you will get a penalty of -1. Please don't forget this!

### **Submission**

A single compressed file (\*.zip, \*.rar) should be submitted to Canvas.

Note: unless you make changes to the supplied server, then <u>DON'T</u> hand in that code! The server code should not be a part of your application folder.