



# Chat application - Socket Implementation

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# We will cover with the following concepts

- 1) Installing Socket.IO and creating connection.
- 2) Exchanging the token and authorizing user.
- 3) Using Socket Object
- 4) Handling disconnect

# You have to install socket.io on both client and server side.

- 1) [Official docs](#)
- 2) Our chat api doc - <https://chatapi.edwisor.com/eventDoc>
- 3) Let write the code for the same

# Default Socket object can be used for multitasking

- 1) `socket.on()`
- 2) `socket.emit()`
- 3) `socket.join()`
- 4) `socket.emit()`

# The process of authorization is simple

- Client comes online. Server detects that and asks for authorization
- Client sends the authorization token.
- Server verifies the claim and emits response based on that. If the user is authorized, he joins the room and is added to the list of online users and if he is not, an error event is triggered.
- On disconnect, user is unsubscribe from him own channel and then removed from the online user list.

# The next steps are ...

→ SocketIO - Advance concepts