Chatap

A simple chat app

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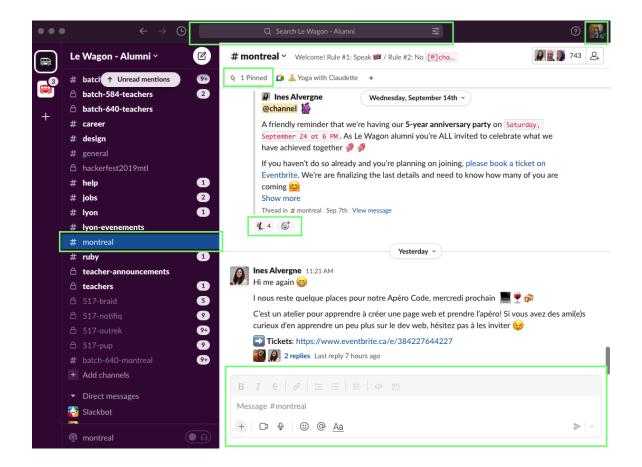


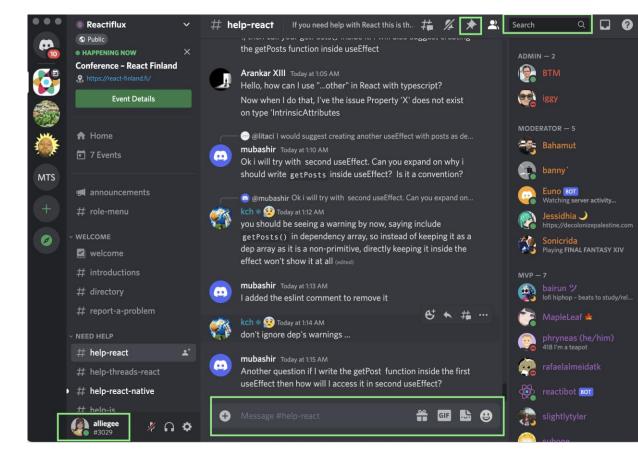
Create channels around topics. Chat with others in real time.

- A simple way to chat with friends around topics
- Complex UIs can contribute to visual clutter and hinder accessibility
- Extra bells and whistles? Who the hell needs 'em?



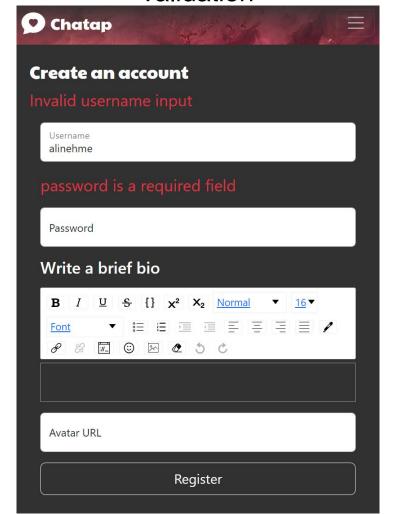
Inspiration



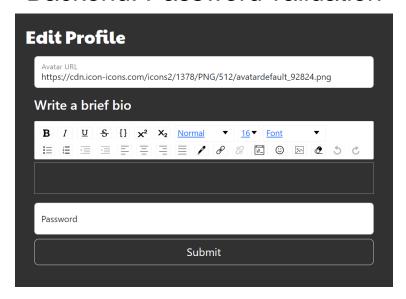


Registration & Profile

Frontend & backend validation



Backend: Password validation



Frontend: Confirm password Backend: valid old password

Edit Profile	
Old Password	
New Password	
Confirm Password	
Submit	

Authorization

Frontend: links



Frontend: Protected Routes



```
import React from "react";
import { Navigate } from "react-router-dom";
import { Outlet } from "react-router-dom";

function ProtectedRoute({ isAllowed, redirectPath = "/", children }) {
   if (!isAllowed) {
      return <Navigate to={redirectPath} replace />;
   }

   return children ? children : <Outlet />;
}
```

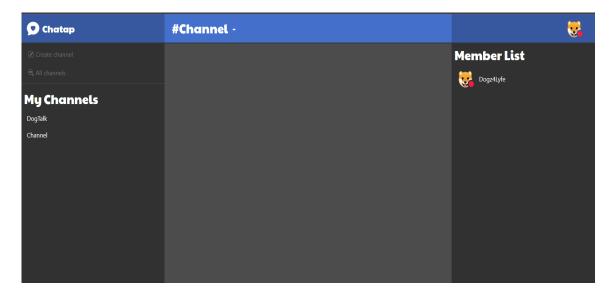
Backend: JWT token

```
const { verify } = require("jsonwebtoken");
const validateToken = (req, res, next) => {
 const accessToken = req.header("accessToken");
 if (!accessToken) {
   return res.status(401).send({
     message: "user not logged in!",
 try {
   const decoded = verify(accessToken, "ljskffgoSAFKBISDHF", {
     maxAge: "2 days",
   if (decoded) {
     req.user = decoded;
     return next();
  } catch (err) {
   return res.status(401).send({
     message: "You are not authorized",
module.exports = { validateToken };
```

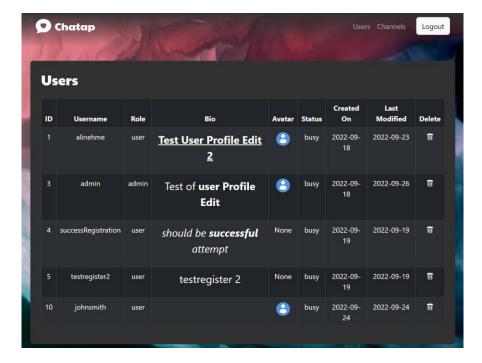
Except login and registration, all actions require backend authorization by JWT

Roles

Users



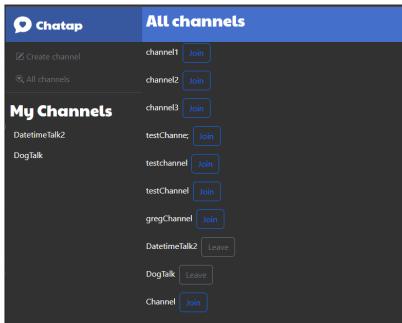
Admin



Solution Overview: Channels

- Users interact with each other in private channels
- Users can create a new channel and become owner of that channel
- Users can view existing channels and join them



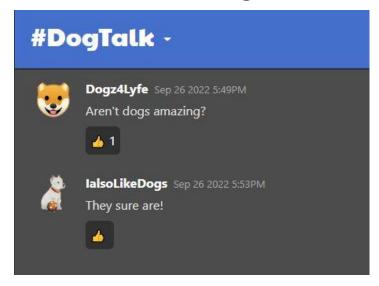


Solution Overview: Messaging

- Users post messages in real-time to all users in the channel
- An indicator shows when another user is typing
- Users can react to each other's messages by "liking" them

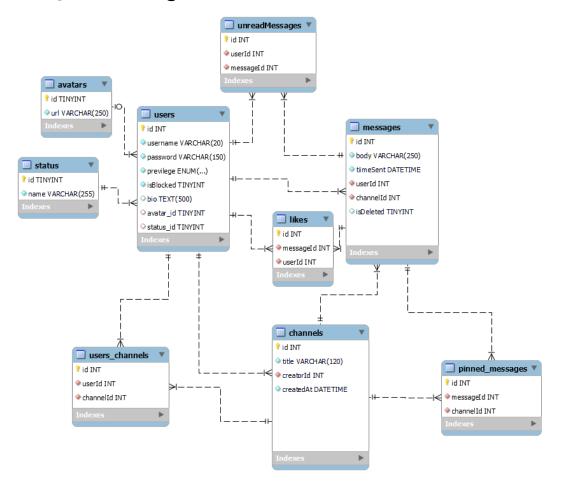


Users can delete their own messages

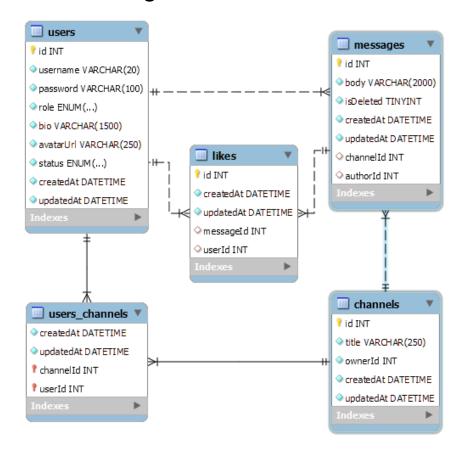


Challenges and Solutions: (D)evolving Database

Original Design

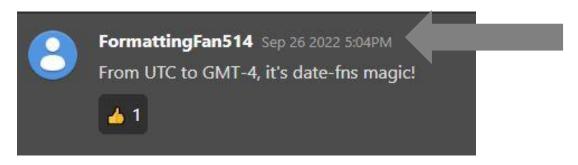


Final Design



Challenges and Solutions: Date Formats

- Sequelize automatically creates createdAt and updatedAt columns
- Retrieved from DB in UTC format string ex: 2022-09-26T21:04:15Z (V) date-fns
- JS date utility library
- 2022-09-26T21:04:15Z becomes...



Challenges and Solutions: Socket.IO

Real-time delivery of information to other users in the channels



Independent from, but works with, React/Node.js

Sender

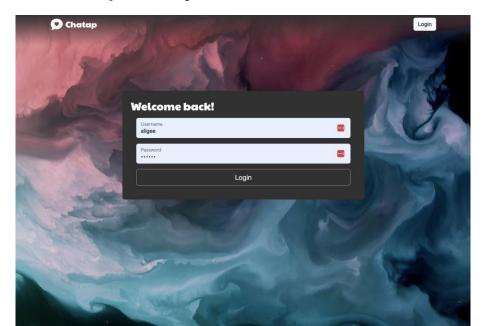
backend

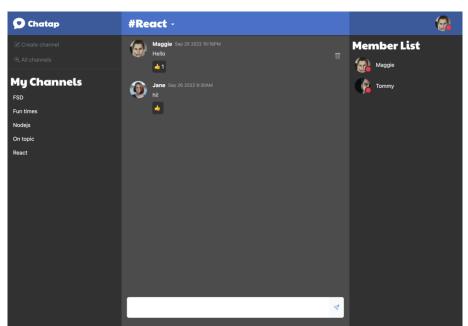
```
socket.on("send_message", (messages) => {
   socket.broadcast.emit("receive_message", messages);
});
```

Receiver

Teaching: Wrapper components

- Use cases:
 - Many components that share the same layout?
 - Part of the page UI stays the same while other components change? (ex. Grid system)
 - Frequently used UI elements with unknown children?





Teaching: Wrapper components

- Step 1: Create your wrapper component
- Step 2: Insert {children} don't need to know them in advance
- Step 3: Wrap children in the wrapper (don't forget to import!)

Add as many children to the wrapper as you like!

Utils File + Passing functions

- Code Reuse: DRY
- A Utilities file to hold reusable functions
- Example from the Home page

~40 lines of code

A function that adds a user to a channel (if not exist) by creating a new record in the users_channels table cport const joinChannel = ({ if (!!authState && authState.roles === "user") { const accessToken = localStorage.getItem("accessToken"); `\${process.env.REACT_APP_SERVER_URL}/channels/join`, channelId: channel.id, { headers: { accessToken: accessToken } } .then((response) => { if (response.data === 1) { setMsg(`You are now a member of channel "\${channel.title}"`); if (response.data === -1) { const index = joinedChannels.indexOf(channel.id); if (index > -1) { // only splice array when item is found joinedChannels.splice(index, 1); // 2nd parameter means remove one item only setMsg(`You have left channel "\${channel.title}"`); fetchChannels({ setChannelsData }); // setMsg(response.data.message); // setMsgType("text-success"); .catch((error) => { console.log(error); if (error.response) { setMsgType("text-danger"); setMsg(error.response.data.message);

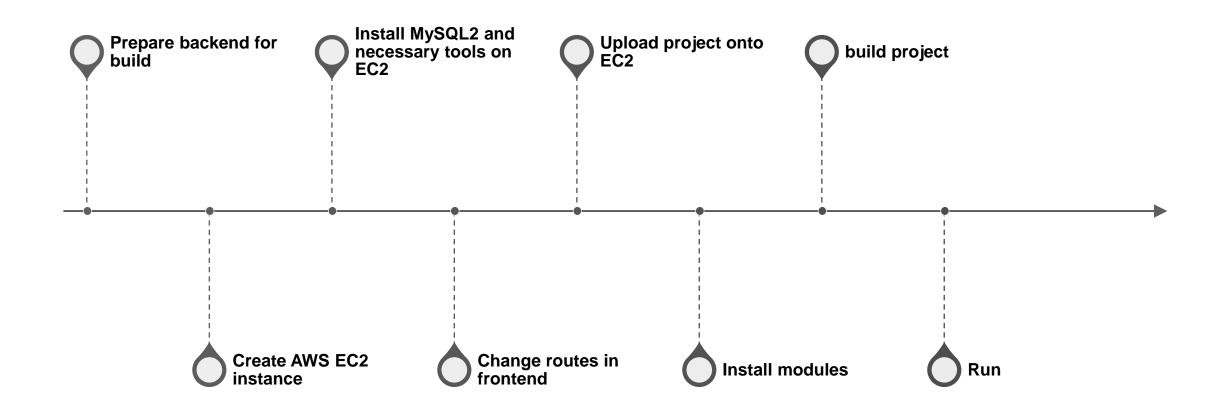
2 lines of code

```
import { joinChannel } from '../helpers/Utils';
```



```
onClick={() =>
    joinChannel({
        channel,
        authState,
        setMsg,
        setMsgType,
        joinedChannels,
        setChannelsData
    })
}
```

Deployment

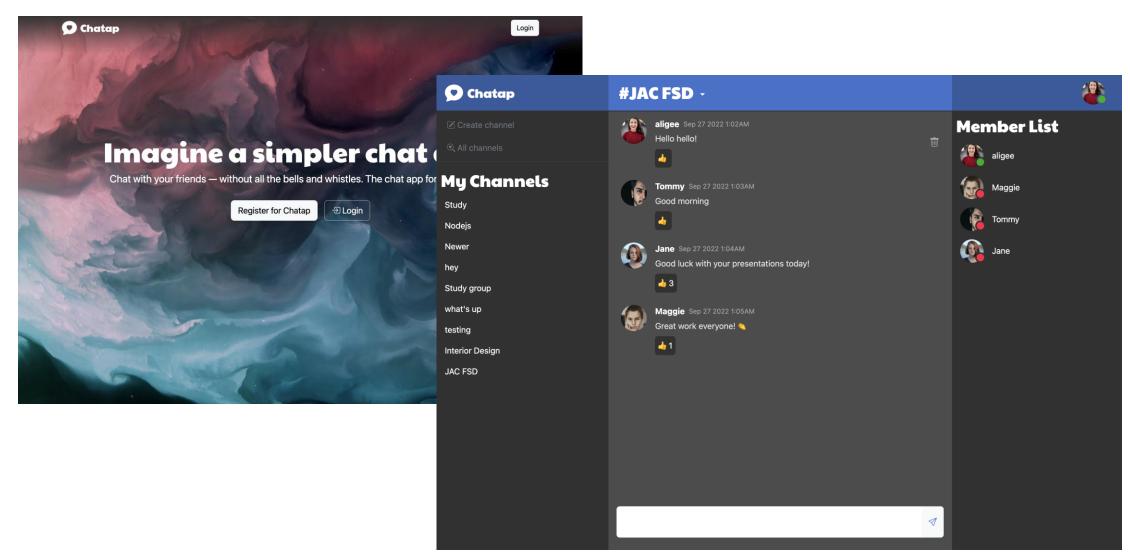


Future Work

```
notification editing
       io ui text socket
unread message user profile
   avatar reappoint channel owner
     channel member
                      layout
        block bottom
                          edit status
                                  scroll
                            pin
                   search
                       styling
```

...Oh, the features we would implement if we had an extra week!

Summary



Chatap

- Github: github.com/nehmea/2022-WDII-chatApp
- Trello: trello.com/b/lJYiJrCL/chat-app
- Hosted site:
 - http://ec2-18-220-245-147.us-east-2.compute.amazonaws.com:3001/
 - Please note that the EC2 instance running the link is shut off because it's not a free Tier

