

```
import { useEffect, useState } from "react";
import { io, Socket } from "socket.io-client";

let socket: Socket;

export default function ChatBox({ room }: { room: string }) {
  const [messages, setMessages] = useState<any[]>([]);
  const [input, setInput] = useState("");

  useEffect(() => {
    fetch("/api/chat"); // initialize server
    socket = io({ path: "/api/socketio" });

    socket.emit("joinRoom", room);

    socket.on("chatMessage", (msg) => {
      setMessages((prev) => [...prev, msg]);
    });

    return () => {
      socket.disconnect();
    };
  }, [room]);

  const sendMessage = () => {
    if (input.trim()) {
      socket.emit("chatMessage", { userId: "anon", room, text: input });
      setInput("");
    }
  };

  return (
    <div className="bg-gray-800 p-4 rounded-lg">
      <h3 className="font-bold mb-2">Chat</h3>
      <div className="h-40 overflow-y-auto bg-gray-900 p-2 rounded mb-2">
        {messages.map((msg, i) => (
          <div key={i} className="text-sm">
            <span className="font-bold">{msg.userId}</span>: </span>
            {msg.text}
          </div>
        ))}
      </div>
      <div className="flex gap-2">
```

```
<input
  value={input}
  onChange={(e) => setInput(e.target.value)}
  className="flex-1 px-2 py-1 rounded bg-gray-700"
  placeholder="Type a message..."
/>
<button
  onClick={sendMessage}
  className="bg-blue-500 px-3 py-1 rounded"
>
  Send
</button>
</div>
</div>
);
}
```