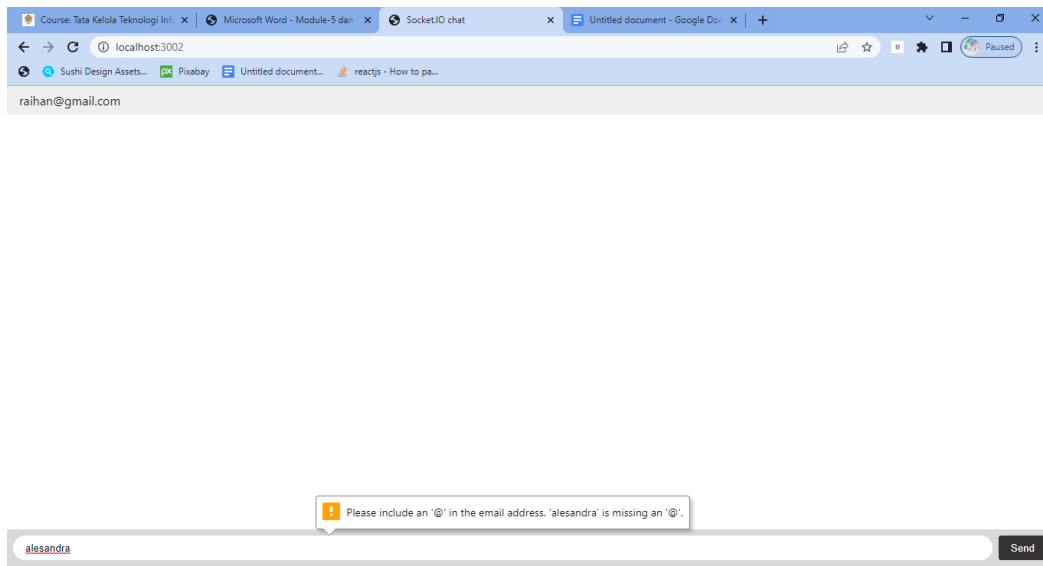


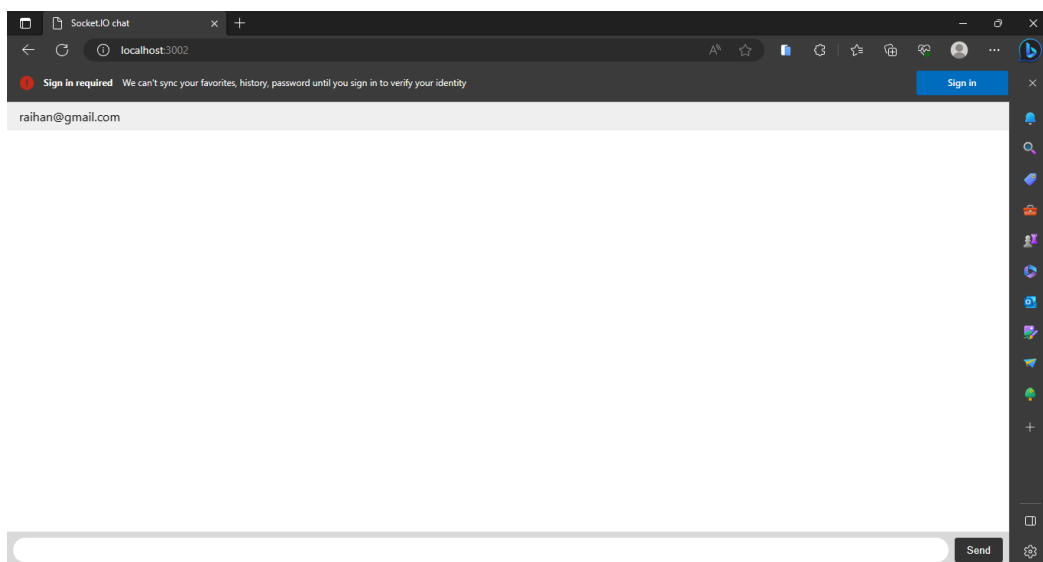
1. Buatlah penggunaan websocket seperti contoh kasus diatas dengan menambahkan inputan user account.

Hanya bisa terkirim apabila menggunakan format email

- Tampilan di chrome



- Tampilan di edge



2. Dapatkah anda membuat replica dari soal nomor 1 kedalam bentuk React JS.

This screenshot shows the initial setup of a React.js project in Visual Studio Code. The Explorer sidebar on the left displays the project structure, including 'index.js', 'index.html', and 'WebSocketjs'. The main editor window shows the 'index.js' file with the following code:

```
1 import React from 'react'
2 import './socket.io/socket.io.js'
3
4 Complexity is 9 It's time to do something...
5 const WebSocket = () => {
6   var socket = io();
7
8   var messages = document.getElementById('messages');
9   var form = document.getElementById('form');
10  var input = document.getElementById('input');
11
12  form.addEventListener('submit', function(e) {
13    e.preventDefault();
14    if (input.value) {
15      socket.emit('chat message', input.value);
16      input.value = '';
17    }
18  });
19
20  socket.on('the chat message', function(msg) {
21    var item = document.createElement('li');
22    item.textContent = msg;
23    messages.appendChild(item);
24    window.scrollTo(0, document.body.scrollHeight);
25  });
26
27  return (
28    <ul id="messages"></ul>
```

The bottom status bar indicates the file is using 'JavaScript React' syntax and is connected to a live server.

This screenshot shows the JSX template for the chat application, continuing from the previous code block. The code defines the UI structure for the messages, form, and input field:

```
26
27   return (
28     <ul id="messages"></ul>
29     <form id="form" action="">
30       <input type="email" id="input" autocomplete="off" />
31       <button>Send</button>
32     </form>
33   );
34
35 };
36
37 export default WebSocket;
```

The bottom status bar shows the file is using 'JavaScript React' syntax and is connected to a live server.