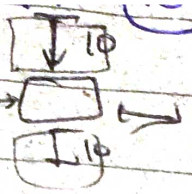
google Docs   Quill

not a Mtrl UI compo..t

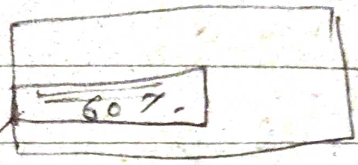
so we can not apply material -UI CSS



Do change in app.css

① ~~Use~~ Add class

```
.container{
    width: 60%
    backgs - white
    ~~Margin~~
    box-shadow: 0 0 5px 0 rgba(0,0,0,0.
    margin: 10p auto 10
            top  right  bottom  auto - left
min-height: 80vh  ← viewpoint
}
```



white #FFF
rgb
auto - left

```
.ql-toolbar.ql{
    display: flex
    justify-text: center
    position: sticky;
    top: 0;
    z-index: 1
```

box-shadow
" Same
backg : #FFF
move 1 in pure

① Making ·DB Saving Work → in Server

① `npm init` — empty package.json (in Server) — terminal

git repository → yes → fol… — folder — package.json, — index.js

② server ↳ index.js → `import {Server} from 'socket.io';` ~~const server = require~~

for Real-time Editing ↓ use socket.io

in NodeJS → package.json ↳ "type": "mo…

terminal `npm i socket.io`

```
const PORT = 9000;
②① new Server( ~~9000~~ PORT , {      ← object
const io =
        cors: {
            origin: "http://localhost:3000",
            methods: ['GET', 'POST']
        }
})
```

② connection

```
io.on('connection', socket => { } );
```

name of Server — callback fn (empty fro… fo…

③ Editor.jsx : import

```
import {io} from 'socket.io-client';
```

useEffect

```
useEffect( () => {   // call करना है server को
    const socket = io('http://localhost:9000');
    return () => {
        socket.disconnect();
    }
})
```

component dismount हो करना है

`npm i socket.io-client`

server दोनों है client

socket.io — Server — Client

④ To run Server

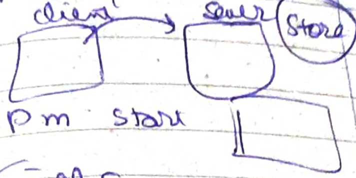
/server `npm i nodemon`

↓ package.json

↳ "start": "nodemon index.js"

↳ `npm start`

⑤ Now, data



`npm start`

⑥ quill Server ↕ Socket Server

```
const [socket, setSocket] = useState();
const [quill, setQuill] = useState();
```

Put quillServer in setQuill

```
useEff
  [ setQuill(quillServer),
useEff
  [ set socket(socketServer].
```

⑦ Detect Editor में हर change

Hello this is Editor → Detects change

want event from quill

text-change → triggers event ↓ catch event

⑧
```
useEffect( () => {
    quill.on('text-change', (delta, oldData, source) => {
        if (source !== 'user') return        // check user
        socket.emit('send-changes', delta)   // ← detect all
    })
})
```
quill set

⑧ catch changes on Server

```
io.so…
    socket.on('send-changes',
    data => {
        console.log(data);
    })
})
```

⑨ send changes → to all user को [illegible]

```
io.on('connection', socket => {
    socket.on('send-changes', delta => {
        socket.broadcast.emit('receive-changes', delta)
    })
})
```

socket ⇉ — quill now → update with

Use " ws //localhost

check

```
if (socket === null ||
    quill === null)
    return;
```

> server `npm start`

> client `npm start`