**Browser Api**

connectSocket.startConnection(hostEndpoint, path)

* hostEndpoint (String) the chat api hosting endpoint to be connected
* path (String) path to connect (provide by the api provider, default: ‘chat’)
* Returns Socket (kindly refer to socket.io client api)

A connection to the api server is initiated

connectSocket.closeConnection(socket)

* socket (socket object – return during a connection to the api is initiated)
* Returns Socket( info of closed socket connection)

The socket connect is disconnected manually

connectSocket.receiveMessage(socket, callback)

* socket – the socket connection session that is registered to receive message
* callback (Function)

Register a callback handler for receive message event

connectSocket.sendChatMessage(socket, options, [acknowledgeCallback])

* socket – current socket connection
* options(object)
* username (string)

message sender name

* message (string)

message intended to be sent

* acknowledgeCallback(function): optional

err (string)

‘success’ will be pass back upon successful activity

Broadcast/ Send message to every connection in a room including own connection

connectSocket.publishMessage(socket, options, acknowledgeCallback)

* socket – current socket connection
* options
* username (string)

message sender name

* message (string)

message intended to be published

* acknowledgeCallback(function): optional

err (string)

‘success’ will be pass back upon successful activity

Sending Message to all rooms(every connection in the room) for a socket’s connection excluding own connection

connectSocket.joinChatRoom(socket, userInfo, [acknowledgeCallback])

* socket (socket object – return during a connection to the api is initiated)
* userInfo (object)
* username(string) sender name
* organization(string) room name to join
* acknowledgeCallback(function): optional
* callback function to be trigger from the api upon successful/ failure joining of chat room

err (string || object)

‘success’ will be pass back upon successful and error object if the activity fails

Join a particular chat room that will allowed the client to receive message from a particular room segment.

**React Setup**

npm i socket.io-client

var connectSocket = require(‘./location-of-service-script-downloaded’)