## Task 4.2 — Room per User (Temporary Stub IDs)

I have a project called Mivton — a multilingual chat platform — in a folder called Mivton on my Desktop. It’s a Node.js + Express.js backend, PostgreSQL DB, vanilla HTML/CSS/JS frontend, deployed to Railway. You must only edit files inside the Mivton folder. I will deploy using Railway CLI, so your changes must run locally with npm start and on Railway without extra setup.

Same as Task 4.1 above (Mivton, Node/Express, PostgreSQL, vanilla JS, deployable on Railway). You are adding to the code from the previous step.  
  
What to do:  
1. In the browser, store a temporary userId in localStorage (generate if missing).  
2. When the client connects to Socket.IO, emit a "join" event with this userId.  
3. On the server, socket.join("user:"+userId).  
4. Add a notify event so the server can send io.to("user:"+targetUserId).emit("notify", payload).  
  
Testing:  
1. In Tab A console:  
 localStorage.setItem('userId','alice'); location.reload();  
2. In Tab B console:  
 localStorage.setItem('userId','bob'); location.reload();  
3. In Tab A console:  
 socket.emit('server:notify',{ to:'user:bob', msg:'hi bob' })  
4. Tab B console should log { msg:'hi bob' }.