Angular - Chat messages

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We will cover with the following concepts

1) Sending and receiving the chat message

2) Loading older chats with a particular user

3) Marking the chats as read

4) Controlling the scroll of the chat window

Sending and receiving messages will be done according to their events

But we also need a bunch of functionalities to make the system work smoothly -

1) On clicking the user's name from left hand side, he should be set as active receiver.

2) All his recent chats should start appearing in the right hand side window

3) Whenever that person messages the online user, that message should be automatically added to the list of messages in the chat.

4) Whenever the online user messages the other person, his message should also be added to the chat list.

5) The chat window should automatically scroll to the bottom to show the most recent message on screen

We have to be careful what state to be maintained

1) Receiver's information has deliberately been stored in Cookies to maintain the state

2) Don't forget that the angular application loses its current state as soon as the window is refreshed.

3) So whenever you want to retain the current state even in scenarios of window refresh, leverage cookies or local storage for that purpose

4) Do not overuse local storage and cookies. Always delete what's not useful anymore.

Controlling the scrolling is not easy

1) Parent component has to control the view of a child element

2) You can do that by creating a reference of that child component.

3) Then you can create a property in the component with the same reference name.

4) Once you have done that, you can apply javascript style changes to that particular child element.

Why don't you give it a go?

Practice ! Practice ! Practice

Write code to load the list of the users whose chat was missed. Follow these conditions -

1. If the user if not online, then show him in unread messages section below online user section

2. If the user is online, just show a dot of blue color marking which tells the currently logged in user that some messages are un-read.

The next steps are ...

Shared components and component interaction