Step 1: Creating a model,

php artisan make:model Room

Step 2: Migration with data,

```
public function up(): void
{
    Schema::create('rooms', function (Blueprint $table) {
        $table->id();
        $table->string('name');
        $table->timestamps();
    });
}
```

Step 3: creating a route, and view,

```
Route::get('room/{room}', function (Room $room) {
    return view('room', ['room' => $room]);
});
```

Presence channel private channel er motoi kaj kore, and ek othoba ekadhik manush same room e add hoa jay permission wise. Now from **channels.php**,

```
<?php
use App\Models\User;
use Illuminate\Support\Facades\Broadcast;

Broadcast::channel('room.{roomId}', function (User $user, $roomId) {
    return $user->only('id', 'name');
});
```

Now HTML snippet,

Js part snippet,

Code Explanation

- 1. Join bolte bojhano hoise ke ke room e joined ase
- 2. **Joining** bolte bojhano hoise je oi room er url trigger korse like http://127.0.0.1:8000/room/1 tar recent event dekhabe je oi time e oi person ta join korse
- 3. **Leaving** trigger hobe tokhon e jokhon kono user oi room theke leave nibe, for an example **usersHere** array store variable theke filter kore oi specific id ke baad dewa hoise
- 4. Presence Channel er khetre kono event create kora lage na proyojon chara