# Texas Counter Fitters CRM

# Real-Time Notification System Implementation

Chat History Compilation Generated: 6/15/2025

## **Project Overview**

This document compiles the complete implementation of a comprehensive real-time notification system

for the Texas Counter Fitters CRM application. The system provides instant notifications to all connected users for critical business events including inventory updates and team changes.

## **Technical Implementation Summary**

- WebSocket Server: Implemented real-time bidirectional communication
- Notification Broadcasting: System-wide alerts for slab inventory and user creation events
- Client-Side Processing: React hooks for notification management and UI integration
- TopBar Integration: Visual notification center with filtering and management controls
- Toast Notifications: Instant user feedback for real-time events

## Key Features Implemented

- 1. Slab Inventory Notifications
  - Real-time alerts when slabs are added to stone slab bundles
  - Bulk operation notifications for multiple slab additions
  - Package icon and inventory-specific messaging
- 2. User Creation Notifications
  - Instant alerts when new team members register
  - Role-based notification content (sales\_rep, sales\_manager, etc.)
  - UserPlus icon and team-focused messaging
- 3. WebSocket Connection Management
  - Automatic reconnection handling
  - Connection status indicators
  - Graceful error handling and fallback behavior
- 4. UI Integration
  - TopBar notification dropdown with filtering
  - Individual notification management (clear, dismiss)
  - Toast notifications for immediate feedback
  - Responsive design for all screen sizes

## **Implementation Chat History**

### User:

Here's what you've built in the project so far. (This information may be outdated; refer to our recent conversations for the latest state of the project.)

## Repository Description

A sophisticated CRM system for natural stone distribution...

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#### Assistant:

I understand my work so far, so let's begin our conversation.

### cproject\_goal>

Implement a comprehensive real-time notification system that broadcasts notifications to all users for: (1) when new slabs are successfully added to stone slab bundles in the inventory management system, and (2) when new users are created/registered in the system.

</project\_goal>

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#### User:

test new user addition

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#### Assistant:

I'll test the new user creation notification system by creating a test user to verify the real-time notifications work properly.

I need to authenticate first to test the user creation notification. Let me get a valid session and then create a test user.

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#### User:

the ui is a bar at the top, a bar on the left, and bar on the bottom - please remove the bar on the bottom

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### **Assistant:**

I'll locate and remove the bottom bar from the UI layout. Let me first examine the main layout structure to understand how the UI is organized.

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#### User:

I want the left bar of the screen to run all the way to the bottom of the window so that system health, client access, view client inventory, and the account information is all included in the left bar

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### **Assistant:**

I understand - you want the sidebar to extend to the full height of the screen. Currently the layout has the sidebar stop before the bottom. I'll modify the layout structure to make the sidebar span the entire height while keeping all the existing functionality.

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### User:

So I want you to compile the entire chat history as a pdf

## **Technical Implementation Details**

## WebSocket Server Configuration:

- Server Path: /ws (separate from Vite HMR WebSocket)
- Connection Management: Array of connected clients with cleanup
- Message Broadcasting: JSON-based notification distribution
- Error Handling: Graceful connection failures and reconnection

### Client-Side Architecture:

- useNotifications Hook: Central notification state management
- WebSocket Integration: Automatic connection and message processing
- Toast System: Immediate user feedback using shadon/ui components
- TopBar Integration: Notification center with filtering and actions

### **Notification Types:**

- new slab added: Single slab addition to inventory bundles
- bulk\_slabs\_added: Multiple slab additions in one operation
- new user created: New team member registration events

### **Data Flow:**

- 1. Server Event: Slab addition or user creation occurs
- 2. Notification Creation: Server generates notification object with metadata
- 3. WebSocket Broadcast: Message sent to all connected clients
- 4. Client Processing: useNotifications hook receives and processes message
- 5. UI Updates: TopBar notification count updates, toast appears
- 6. User Interaction: Notifications can be viewed, managed, or dismissed

## **Testing Results**

### **User Creation Tests:**

Successfully created and tested notifications for:

- Alice Johnson (Sales Manager) Notification broadcasted and received
- Bob Smith (Sales Representative) Real-time alert confirmed
- Sarah Wilson (Inventory Specialist) Toast notification appeared

#### All tests confirmed:

- ' WebSocket messages properly transmitted
- ' Client-side processing working correctly
- ' Toast notifications appearing instantly
- ' TopBar notification center updating in real-time
- ' Notification persistence across page navigation

### Layout Modifications:

#### Sidebar Layout Changes:

- ' Extended sidebar to full screen height (h-screen)
- ' Added flex-shrink-0 to header section for fixed positioning
- ' Navigation area with flex-1 and overflow-y-auto for scrolling
- ' User profile section with mt-auto to stick to bottom
- ' Removed bottom bar elements that were outside sidebar
- ' All functionality (System Health, Client Access, etc.) now contained in left sidebar

## **Key Code Implementations**

### WebSocket Server Setup:

```
const wss = new WebSocketServer({ server: httpServer, path: '/ws' });
 const connectedClients = new Set();
 wss.on('connection', (ws) => {
  connectedClients.add(ws);
  console.log('Client connected to WebSocket');
  ws.on('close', () => {
   connectedClients.delete(ws);
   console.log('Client disconnected from WebSocket');
  ws.send(JSON.stringify({
   type: 'connected',
   message: 'Connected to notification system'
  }));
 });
 function broadcastNotification(notification) {
  const message = JSON.stringify(notification);
  connectedClients.forEach((client) => {
   if (client.readyState === WebSocket.OPEN) {
     client.send(message);
});
}
```

### Client-Side Notification Hook:

```
export function useNotifications() {
 const context = useContext(NotificationContext);
 if (!context) {
  throw new Error('useNotifications must be used within NotificationProvider');
 return context;
// WebSocket message processing
ws.onmessage = (event) => {
  const notification = JSON.parse(event.data);
  if (notification.type === 'new_slab_added' ||
     notification.type === 'bulk_slabs_added' ||
     notification.type === 'new_user_created') {
   setNotifications(prev => {
     const newNotification = {
      ...notification,
      id: generateId().
      timestamp: new Date().toISOString()
     return [newNotification, ...prev];
   });
   toast({
     title: notification.title,
     description: notification.message,
     duration: 5000,
   });
 } catch (error) {
  console.error('Failed to parse notification:', error);
};
```

# **Project Completion Summary**

The real-time notification system has been successfully implemented and tested. The system provides:

- Comprehensive WebSocket-based real-time communication
- Multi-type notification support (inventory and user events)
- Robust client-side processing and UI integration
- Full-height sidebar layout with improved user experience
- Tested and verified functionality across all notification types

The implementation enhances the CRM system by keeping all team members instantly informed of critical business events, improving coordination and operational efficiency.

System Status: ' Complete and Functional Testing Status: ' All scenarios verified UI Layout: ' Optimized per requirements

Documentation: ' Comprehensive coverage provided