COMP 3133 - Lab Test - 1 (06%)

Due Date: 5th Feb 2025 08:00 PM

Create a Chat Application

Objective: In this lab test, you will create a real-time chat application that includes features such as user authentication, room-based messaging, and persistence using MongoDB.

Technologies:

- Use Socket.io, Express, and Mongoose for the backend.
- Use HTML5, CSS, Bootstrap, fetch, and jQuery for the frontend design.

Features to Implement:

1. GitHub Repository:

 Create a GitHub repository named studentID_lab_test1_chat_app and push your code there.

2. Connect to the Chat Server:

 Set up a server that users can connect to in order to use the chat application.

3. Signup Page: (view/signup.html)

- o Implement a **Signup page** where new users can create an account using a **unique username**.
- Store user details in MongoDB.

4. Login Page: (view/login.html)

- o Create a **Login page** to authenticate existing users.
- o Use **localStorage** to keep the user session after successful login.

5. Join Room:

- After logging in, allow users to join any room from a list of predefined rooms (e.g., *devops, cloud computing, covid19, sports, nodeJS*, etc.).
- o Users can only chat within the room they joined.

6. Leave Room:

 Users should have the ability to leave the room they are currently in.

7. Room-based Chat:

- Users should only be able to send and receive messages within the room they are currently in.
- o Implement real-time communication using **Socket.io**.

8. Message Storage:

- Store all chat messages and user details in MongoDB for future retrieval.
- The messages can be either group messages (within a room) or private messages (between two users).

9. Typing Indicator:

o Implement a feature that shows "**User is typing...**" whenever a user starts typing a message.

10. Logout Functionality:

o Allow users to log out of the application.

MongoDB Schemas

• **User Schema**: Store user details when they sign up.

```
{
    "_id": "j35nn35hjdksgjkdsgs",
    "username": "pritamworld",
    "firstname": "pritesh",
    "lastname": "Patel",
    "password": "secret",
    "createon": "01-28-2022 18:30 PM"
}
```

• **Group Message Schema**: Store group chat messages.

```
{
    "_id": "847het8nieigouy4v",
    "from_user": "pritamworld",
    "room": "covid19",
    "message": "What about covid19 vaccine?",
    "date_sent": "01-28-2021 18:30 PM"
}
```

• Private Message Schema: Store private chat messages between users.

```
{
    "_id": "847het8nieigouy4v",
    "from_user": "pritamworld",
    "to_user": "moxdroid",
    "message": "What about covid19 vaccine?",
    "date_sent": "01-28-2021 18:30 PM"
}
```

Evaluation Criteria:

1. GitHub Repository:

Maintain your GitHub repository and commit your code regularly.
 No file upload to GitHub is be accepted. (10 points)

2. Working Signup Page:

 Ensure that the signup page is functional, records user data in MongoDB, and integrates with the Express API. (10 points)

3. Working Login/Logout:

o Implement a login/logout page with session management (use localStorage for storing the session). (10 points)

4. MongoDB Validation:

 Ensure you have proper validation on your Mongoose schemas (e.g., ensure unique usernames). (10 points)

5. Room Join/Leave:

Implement functionality to allow users to join and leave rooms. (10 points)

6. Typing Indicator

Message typing indicator for 1-to-1 chat (10 points)

7. Chat Functionality with MongoDB Storage:

 Users should be able to chat within the room and the messages should be saved in MongoDB. This is the most critical part of the project. (40 points)

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Submission Guidelines:

1. Submission Guidelines:

- **Upload** a ZIP file containing your **source code** to the D2L by the deadline.
- o **Provide** the **GitHub link** to your repository when submitting.
- Include evidence of your application's functionality (screenshots or a short video) and upload it to D2L.
- No email submissions will be accepted. Emails asking for exceptions will not be responded to.

2. Important:

- Any attempt to cheat will result in a grade of **ZERO** for the lab test.
- Cheating includes submitting code written by someone else or copying from online sources.

Good Luck!

Sample Chat screen are only for reference







