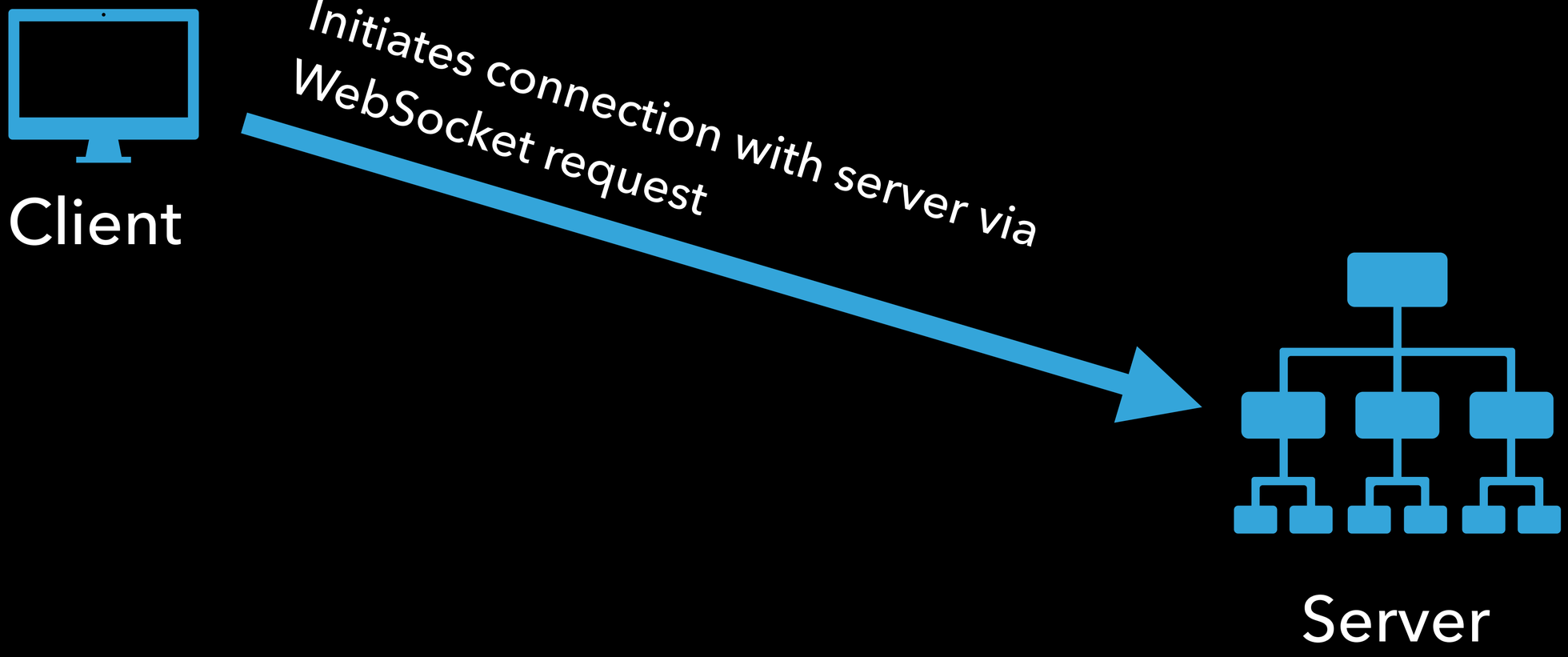
CHAT APP (GENERAL RUBY ON RAILS)

ACTION CABLE SETUP

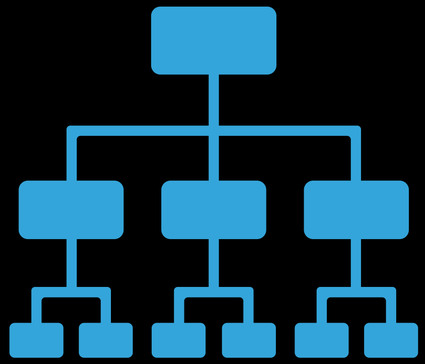
WebSocket


Initiates connection with server via WebSocket request
Client
Server

WebSocket

Client

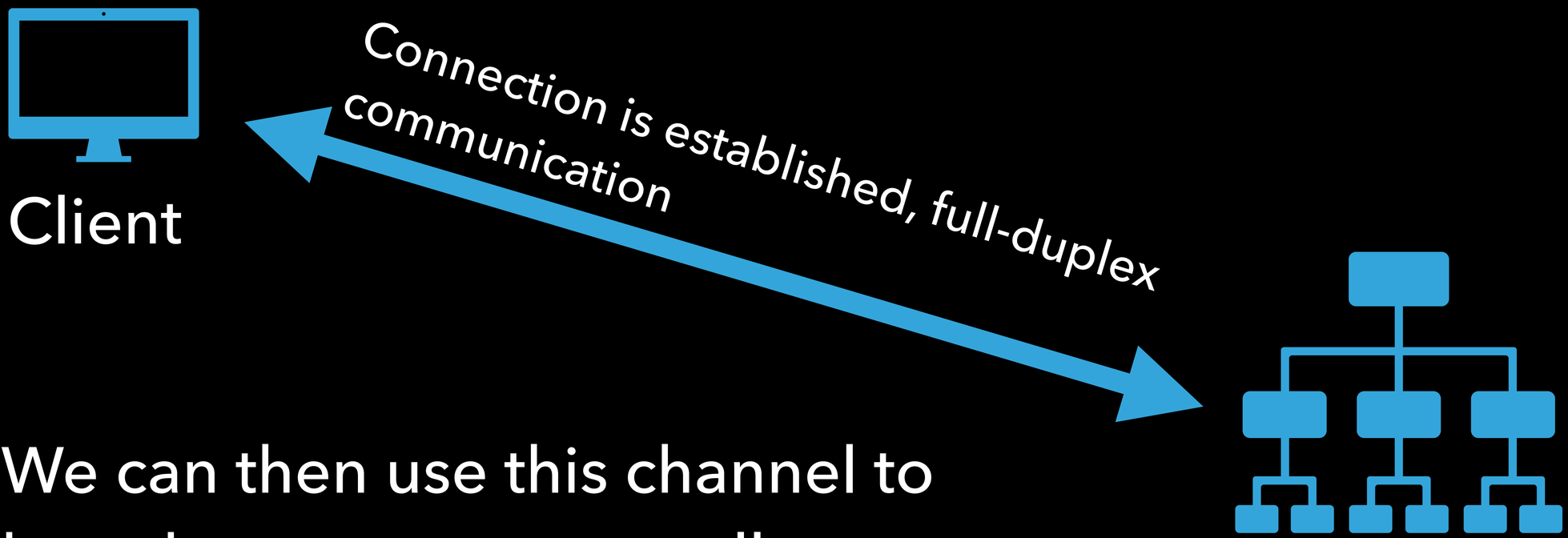
Initiates connection with server via WebSocket request



Server

For a specific feature this is handled by a channel. For our chatroom, we can create a ‘chatroom_channel’

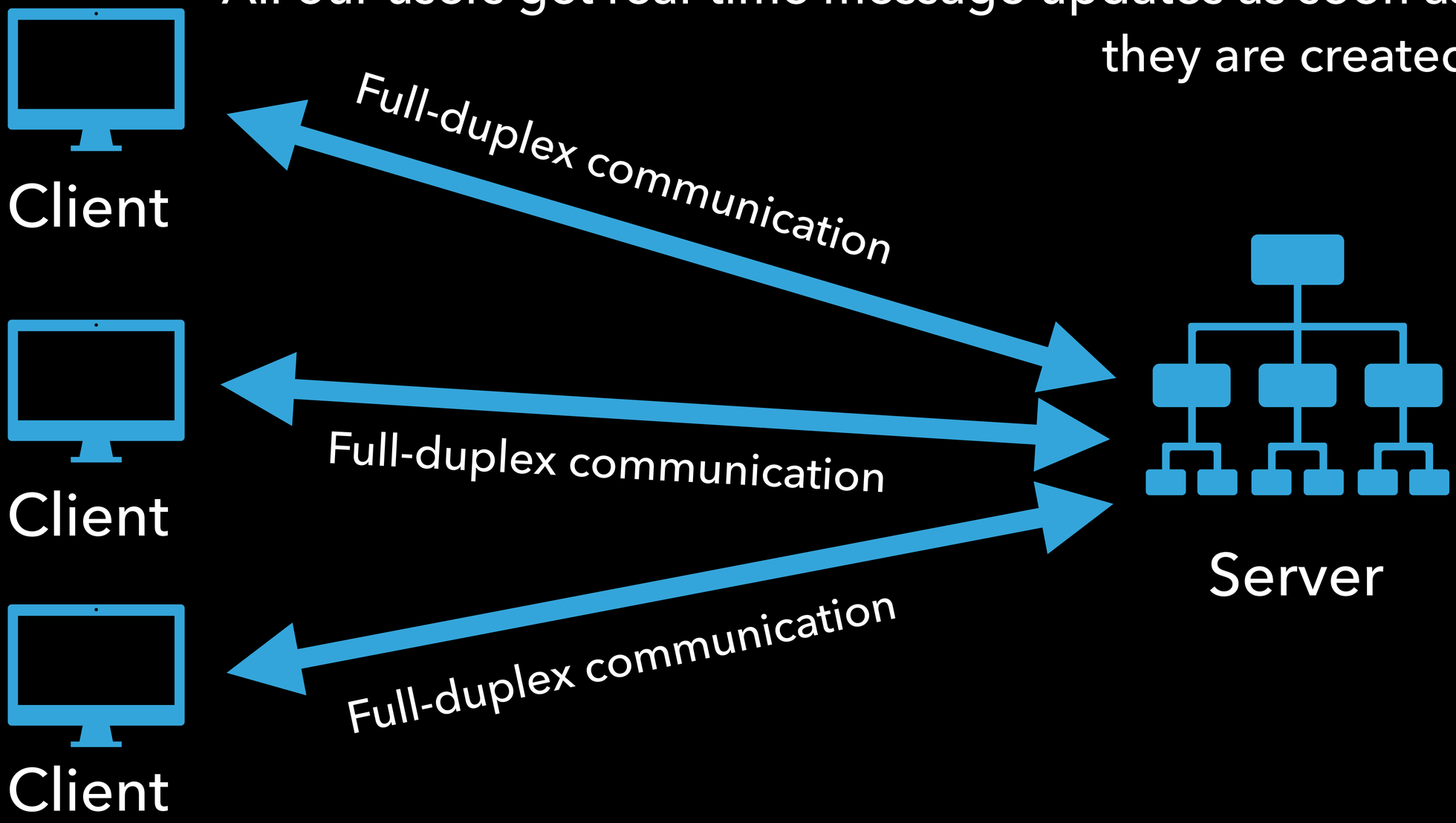
WebSocket



We can then use this channel to broadcast messages to all users who are ‘subscribed’ to the channel. Meaning they have the chat window open

WebSocket

All our users get real-time message updates as soon as they are created



WebSocket

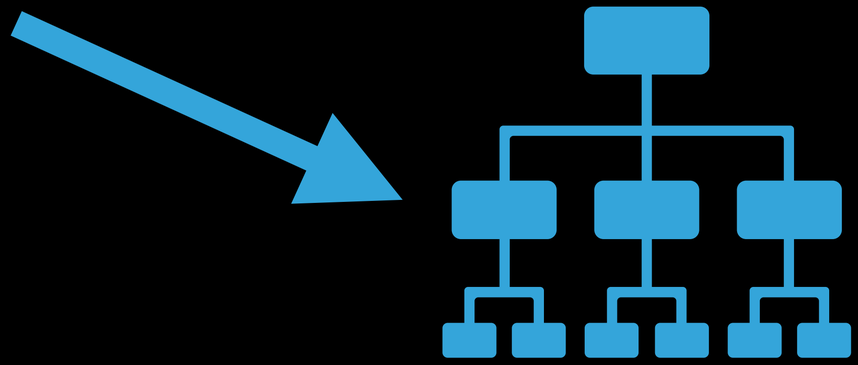
Client

Client

Client

1. Chatroom Channel

- This handles the server side



Server

WebSocket

Client

1. Chatroom Channel

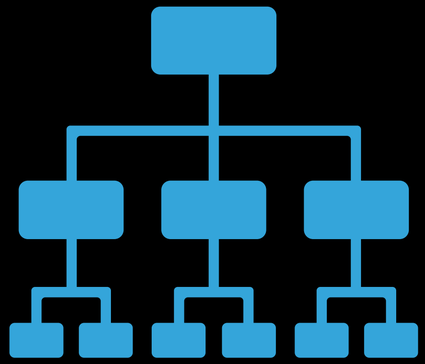
- This handles the server side

Client

2. JavaScript (browser)

- Client side

Client



Server

WebSocket

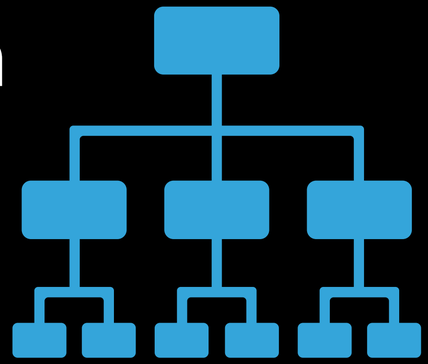
Client

Client

Client

1. Chatroom Channel
   - This handles the server side
     - Messages create action

2. JavaScript (browser)
   - Client side



Server

WebSocket

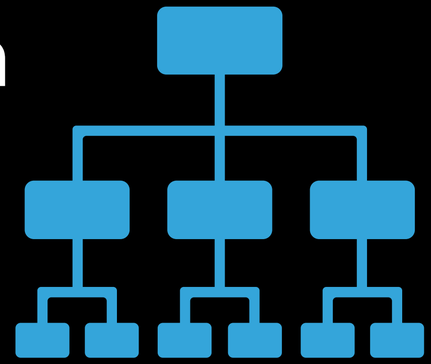
Client

Client

Client

1. Chatroom Channel
   - This handles the server side
     - Messages create action

2. JavaScript (browser)
   - Client side
     - JS side where this is received
       - chatroom.coffee (coffeescript)



Server

WebSocket with ActionCable

1. Generate a chatroom channel
2. Update messages_controller create
    - broadcast data to chatroom channel
3. Write some JS to handle the data
    - receive data and append to chat window

WebSocket with ActionCable

1. Generate a chatroom channel
2. Update messages_controller create
    - broadcast data to chatroom channel
3. Write some JS to handle the data
    - receive data and append to chat window
4. Update styling to handle all this data