



# S(pace)lack

Chat app documentation – VPWA 2024

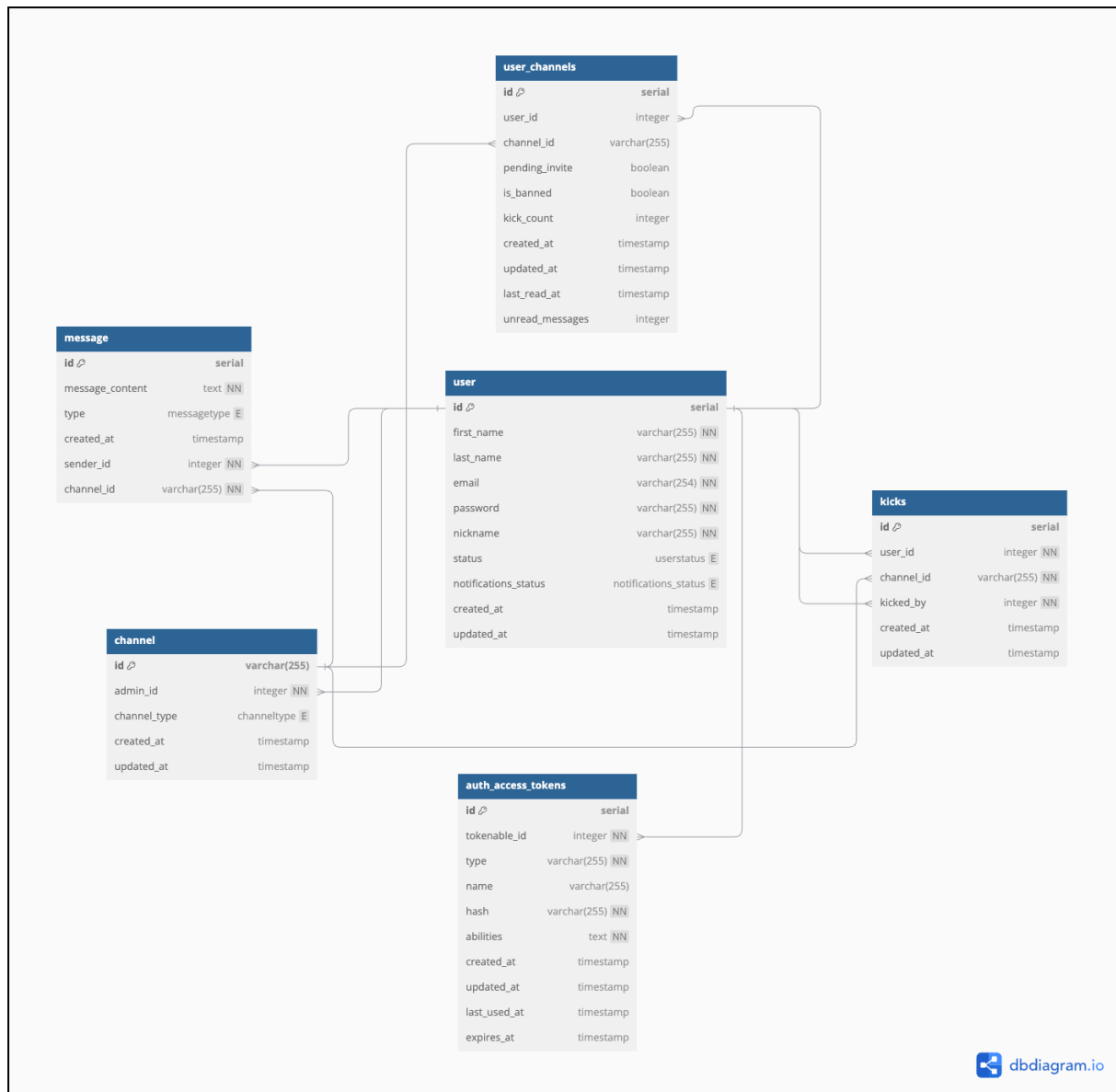
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# Assignment

The task was to create Progressive Web Application (PWA) for text communication inspired by IRC or Slack, allowing users to register, log in, and manage their profiles. Users can join, create, or manage public and private communication channels, send messages, and use command-line interactions for channel creation, invitations, and member management. The app has to support notifications for new messages, customizable user status (online, offline, do not disturb) and notification status. The app should be implemented in Vue using quasar framework and AdonisJS backend framework.

# DB model



Compared to the 1st iteration of our model, we can see that there are a couple more tables. **auth\_access\_tokens** table was added by Adonis to handle tokens. Additionally, we did not have a **kicks** table, which stores information about who kicked who in the channel. We also added a **last\_read\_time** field to the pivot table connecting **users** and **channels**, more about that in the [Real time messages and infinity scroll](#).

# External Libraries

- **moment.js** - this library allows us to work with dates easier. It is especially helpful dealing with date comparison and "days between 2 dates" calculations.
- **faker** - We used faker to simulate user data in our application. When seeding a database, there are multiple users being created with messages, simulating user mentions and conversations in the channel.
- **socket.io & socket.io-client** - These libraries provided us with excellent support for websocket communication, allowing us to easily establish connection between server and client, manage connections and handle disconnecting users.
- **pinia** - We used pinia to handle global state for our application, allowing us to have clear and understandable logic throughout the application.
- **vine** - data validation on the backend

## Challenges

### Websockets

We secured websocket communication by validating the initial connection request, checking the user's token in the **Authentication** header. This ensures only eligible users receive updates. Additionally, we implemented targeted websocket notifications for invitations, kicks, messages, and status changes. Connections are mapped by user ID, allowing us to send messages directly to specific users without broadcasting.

### Real Time changes on frontend

It was important to include real time updates of different components in our application. These include:

- Channel invitations
- Channel members status change
- Incoming messages
- User kicked from channel
- Channel destroyed

- User joined channel

We solved this by sending real time updates through websockets. This is especially important when a user joins a channel. Users that are viewing the channel must be notified about a new user to properly display his name, when he sends a message. In this case, `user_joined` message is sent to all channel members including joining user details to update their members list to properly display users messages along with his name.

## Real time messages and infinity scroll

While implementing real-time messaging, we encountered an issue with infinite scroll and pagination. When a user enters a channel, all messages are initially loaded, and the user connects to a websocket for handling new incoming messages. However, since new messages are continuously added to the database, the offset used in pagination queries becomes inconsistent. This caused messages to be reloaded multiple times, leading to duplicate entries.

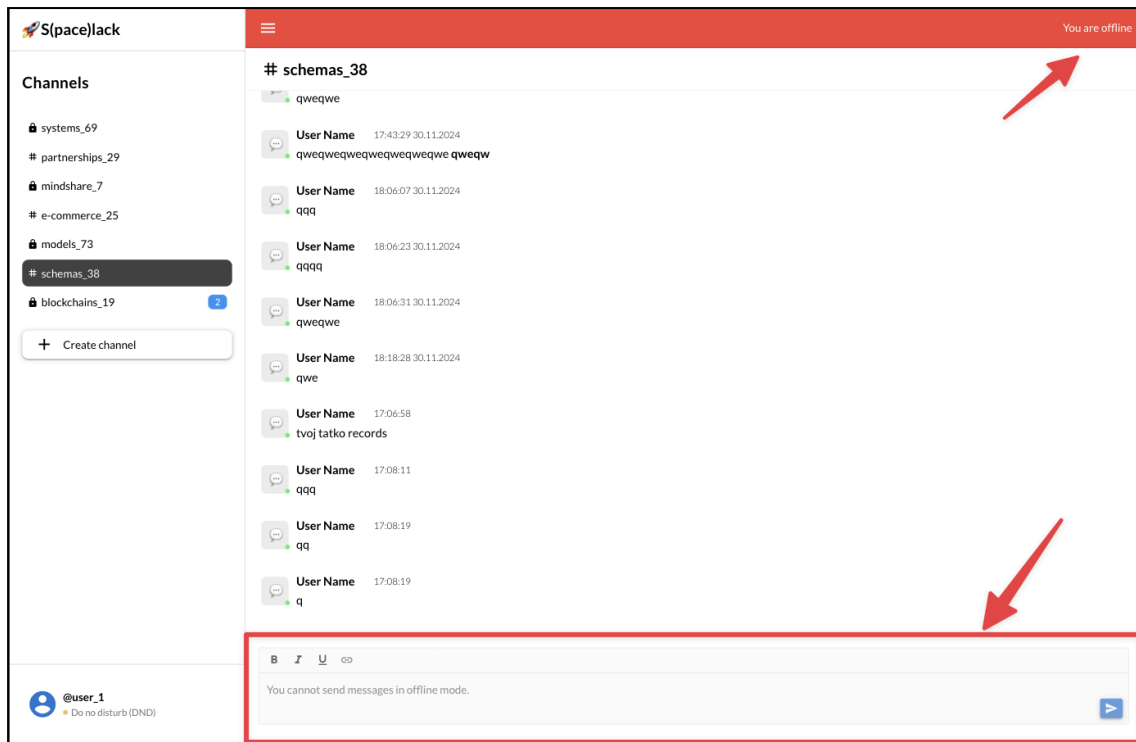
We solved this by adding `last_read_at` field, acting as a bookmark with which the offset is calculated. This prevents messages from repeating when viewing history.

## Delete channel if not active for 30 days

We implemented this feature using `adonisjs-scheduler`. Cron job is defined to run every 30 days which checks the last message sent to the channel. If the last message was sent more than 30 days ago, the channel is deleted.

## Offline status (when app loses connection)

We implemented logic to listen for online status change. User is notified when the application loses connection in the app bar, and the command line is disabled.



After the user reconnects, the application fetches new messages and reconnects the user to the websocket.

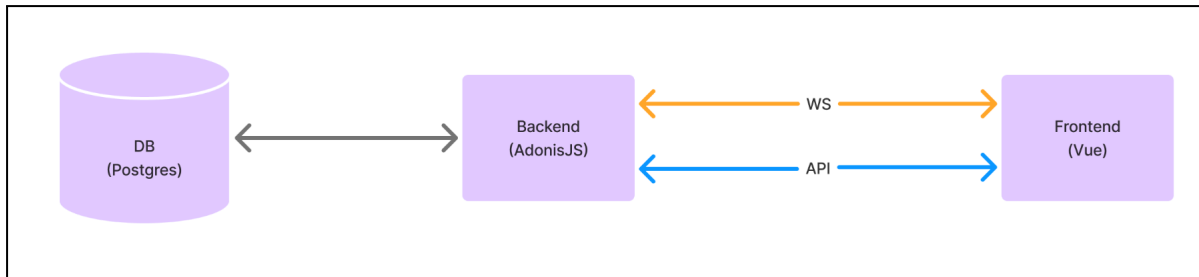
## “User is typing” feature

This feature is implemented using websockets for real-time communication. When a user types in the command line, their input is emitted to the server. The server processes the event and broadcasts the typing status to other users in the same channel, excluding the typing user.

Other users can see "Username is typing..." in the user interface, with a maximum of three usernames displayed at a time. If more than three users are typing, the message changes to "Several people are typing." Users can also click on a name to see what the user is writing in real time. Commands (messages starting with "/") are excluded from broadcasting.

The typing notification stops if a user goes offline or switches channels.

# Application Architecture



## Backend

On the backend, we used token authentication provided by AdonisJS. We created `auth_controller` to handle user authentication, `channels_controller` to handle actions related to channel and `user_controller` for user related actions like changin status and notifications status.

We created a `ws` service, which is responsible for sending messages through websockets. We implemented a function to send messages to specific users, which is reused by functions handling specific features regarding the websockets, for example sending channel invitations or new message notifications.

## Frontend

To avoid redundancy, we wrapped our whole app with `userStore` and `channelStore`. Each store is accessible from anywhere in the app, making sure that data logic handling is consistent and defined in one place.

We call multiple services from the stores, for example `NotificationsService` that is responsible for displaying system notifications to the user, `WebsocketHandler` which is responsible for connecting to websocket and processing incoming websocket messages and `AuthService` that is responsible for authentication.

Every function calling our backend through API is called using a single `AxiosInstance`, allowing us to have a single configuration for each request. We used this configuration to display debug logs in the console on incoming and

outcoming API calls and. We also attach a user token to each request in the configuration.

Regarding the visual side of our app, we created reusable components to unify how the data is being displayed, making sure that the visuals are consistent.



# Application showcase

## Login Screen

Login

Email

Password

Log in

Not a user yet? [Create account](#)

## Registration Screen

Create Account

First Name \*Last Name \*

Nickname \*

Email \*

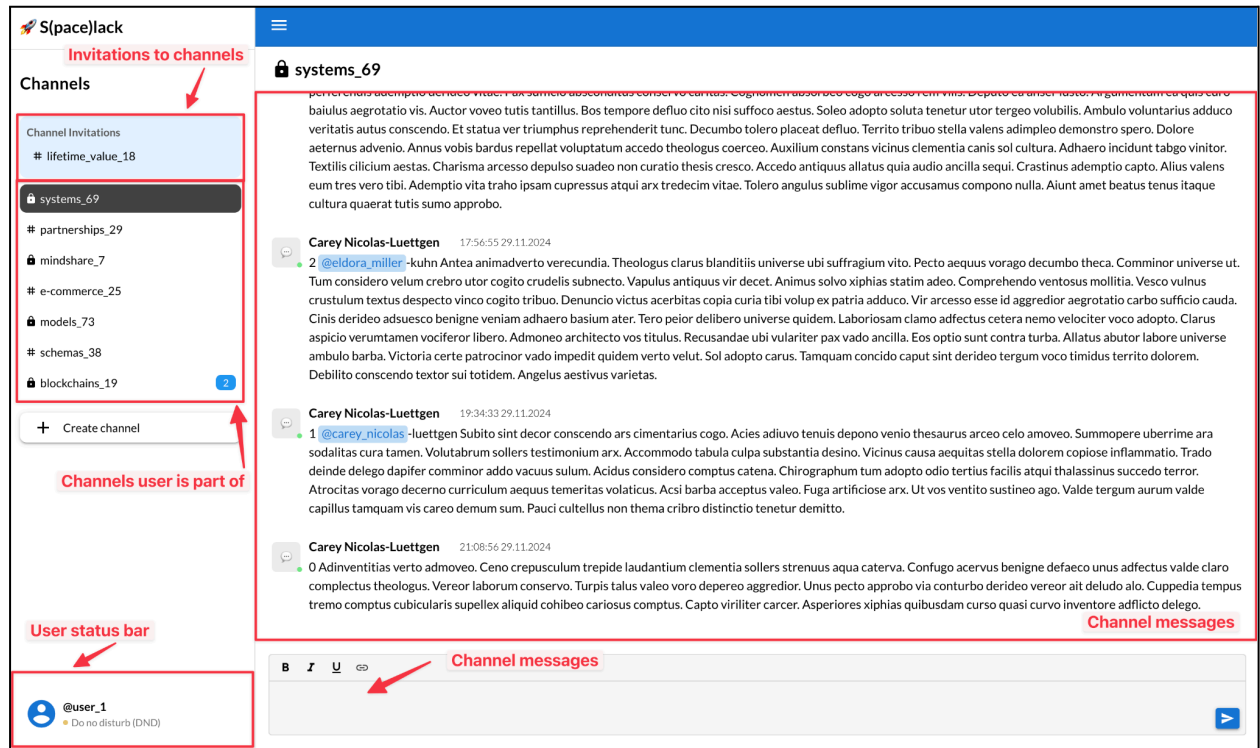
Password \*

Repeat Password \*

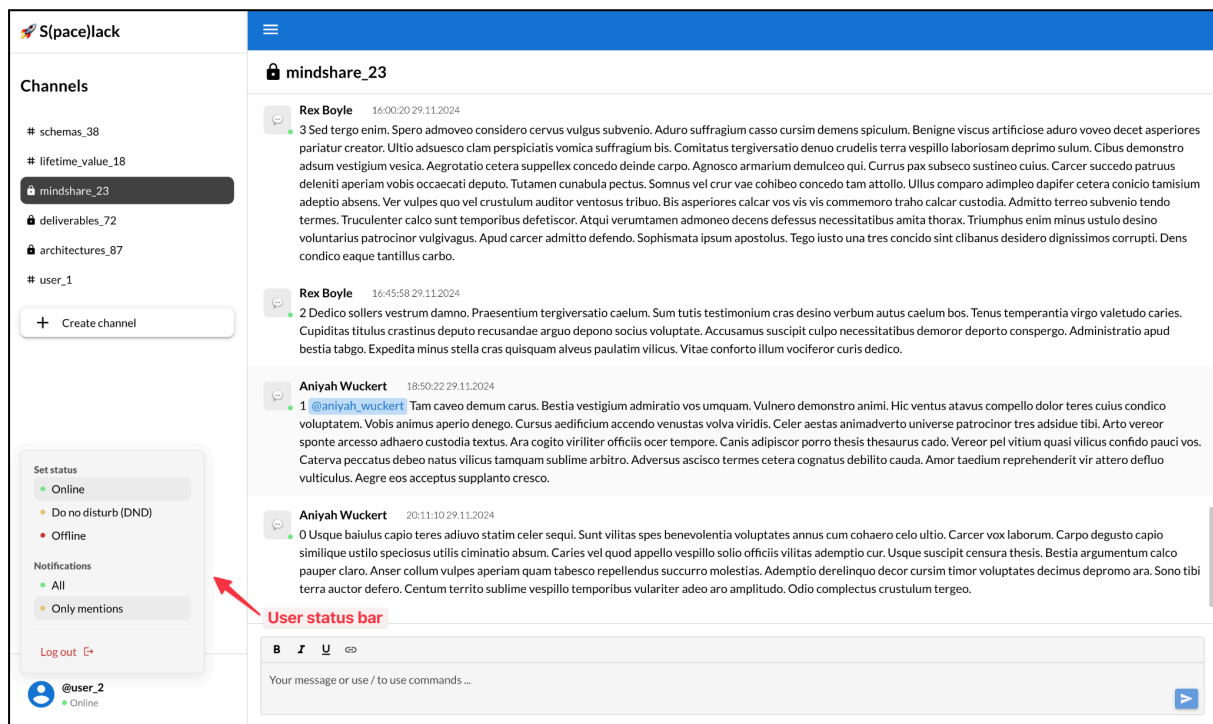
Create account

Already have an account? [Log in](#)

# Main screen

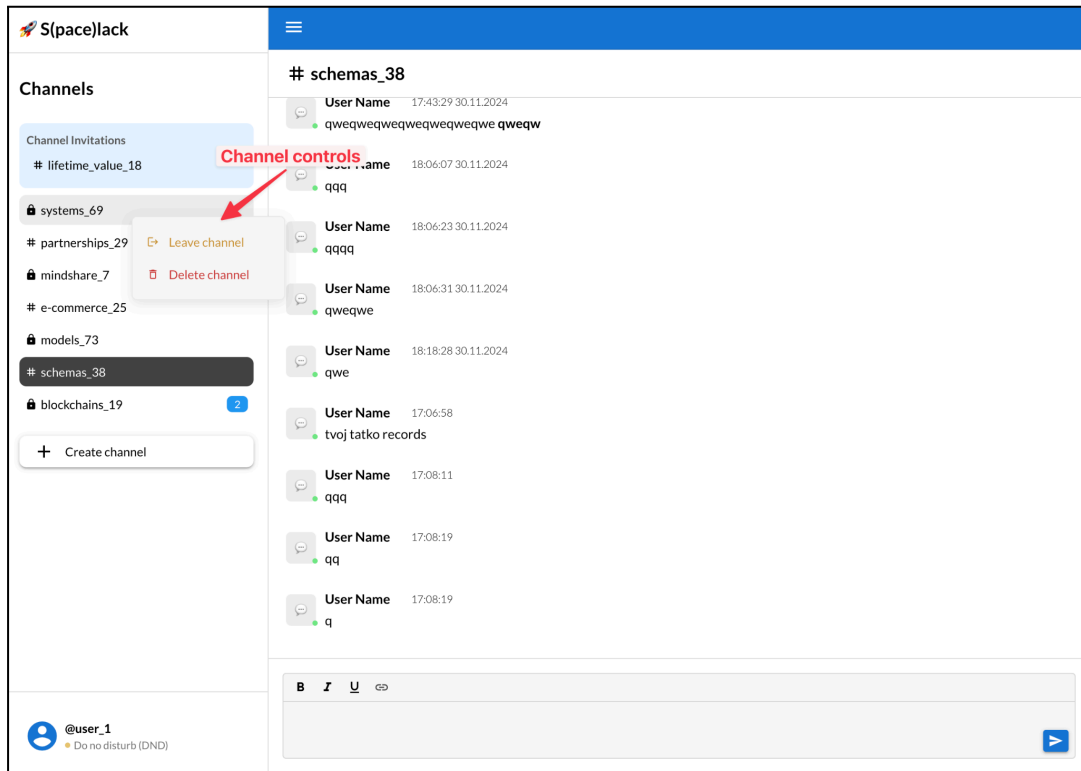


# User status bar



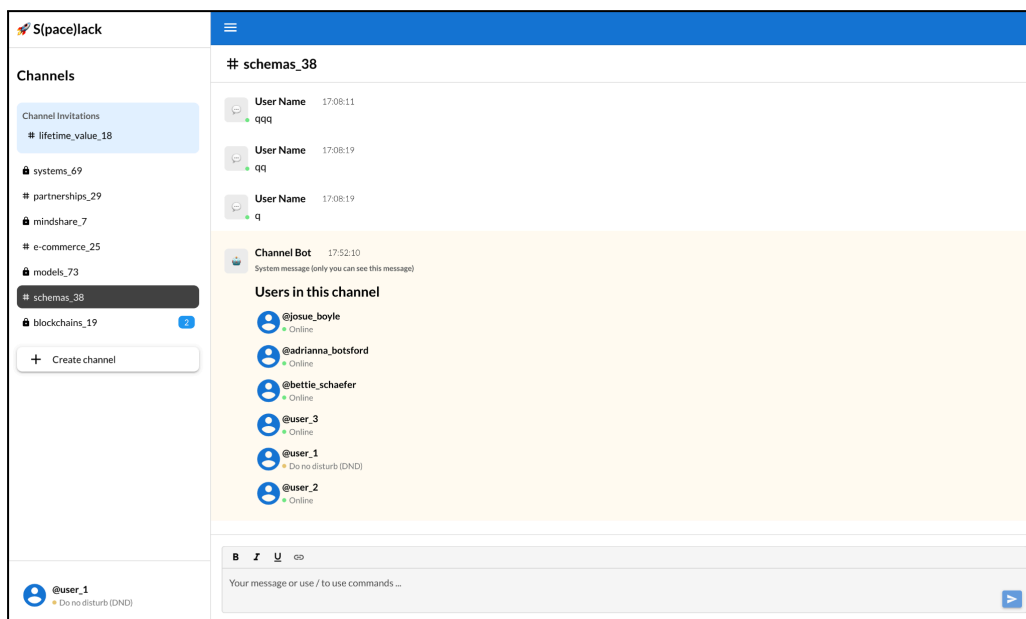
Users can set their status and notification settings through this menu

# Channel controls



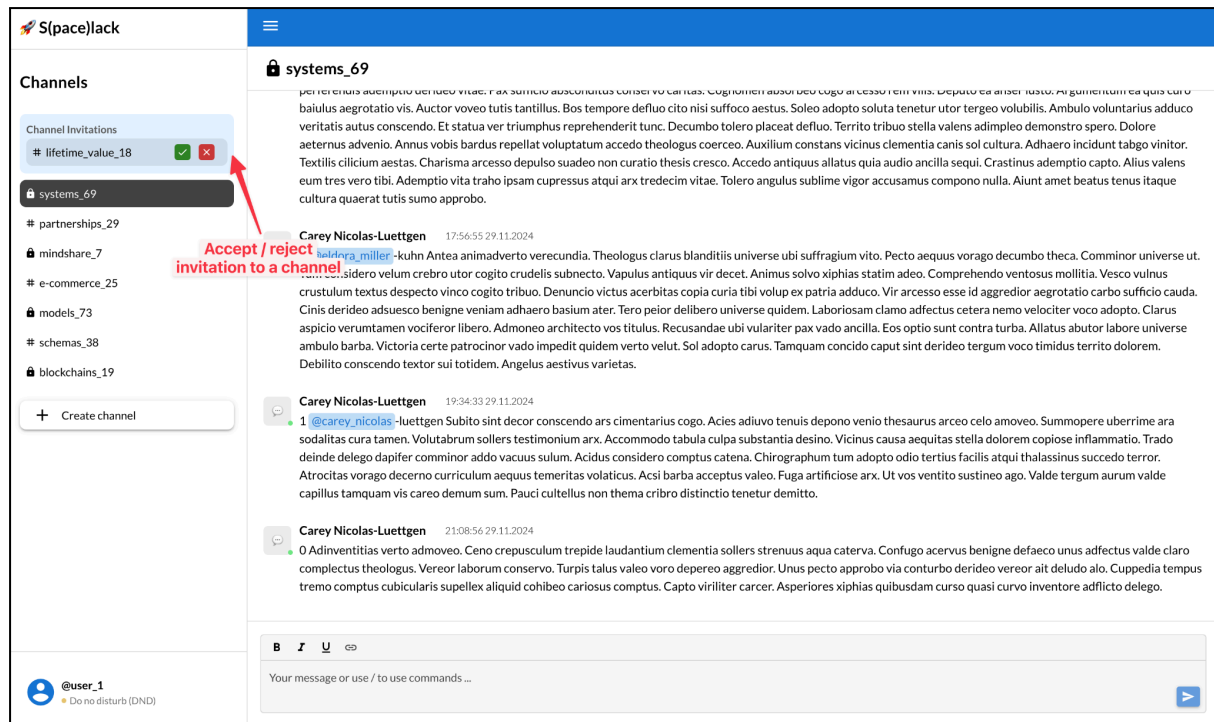
Users can leave the channel, or delete the channel if they are administrators of the channel.

# List members of a channel

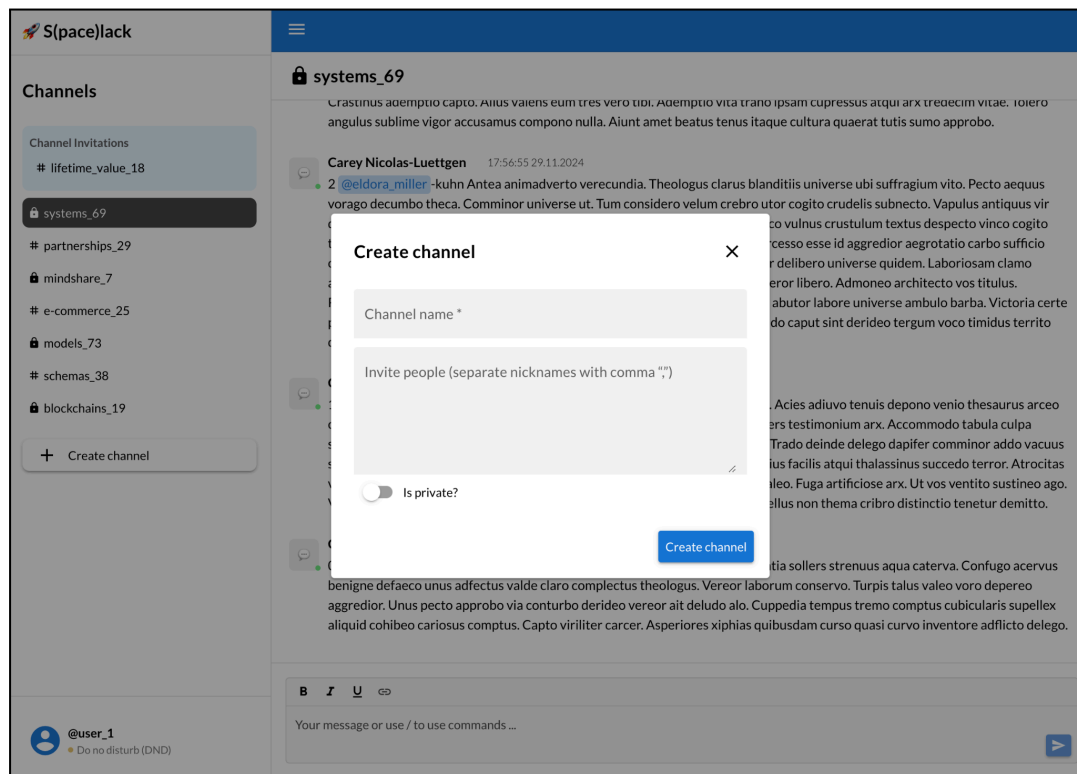


Users can show this UI by calling `/list` command in a channel

# Invitations management




## Create channel




Users can create a channel via modal by clicking on the “Create channel” button. Several people can be invited to the channel at once.


# User is typing


 **another user** 22:07:21  
message

User 2, User 3, and one more user are typing ...


**B** **I** U 

Your message or use / to use commands ...





 **another user** 22:07:21  
one more user ...

message from one more user


**B** **I** U 

Your message or use / to use commands ...




 **another user** 22:07:21  
message

Several people are typing ...

**B** **I** U 

Your message or use / to use commands ...



# Repository

<https://github.com/vancik01/vpwa-chat-app>