



# Chat application - Socket Implementation

- Aditya Kumar  
Chief Technology Officer, [edwisor.com](https://edwisor.com)

# We will cover with the following concepts

- 1) Sending and receiving chat message.
- 2) Broadcasting message
- 3) Handling typing event
- 4) Concept of Namespaces.
- 5) Storing messages in the database.

# **Sending and receiving messages is merely handling the events**

- 1) Let's write code to send and receive messages between two users.

# Broadcasting means informing everyone else

- 1) Broadcasting means sending a message to everyone else except for the socket which starts it.
- 2) Broadcasting is done in a room to inform all users about something - for example - x user has come online or y user has left and so on.
- 3) <https://socket.io/docs/#broadcasting-messages>

# Think of namespaces as express routers

- Socket.io allows you to assign you difference endpoint or paths.
- Default namespace is /
- You should write custom namespaces according to the features being developed in the application.

# Delegate the process involving databases to events

- Whenever we need to trigger a database write operations, we will use node js event emitters.
- Just emit the body or the payload in the nodejs event and sit back and let it do your job.
- Lets create a model to store the chat messages and then write code to save the messages.

# The next steps are ...

→ Redis- Introduction