

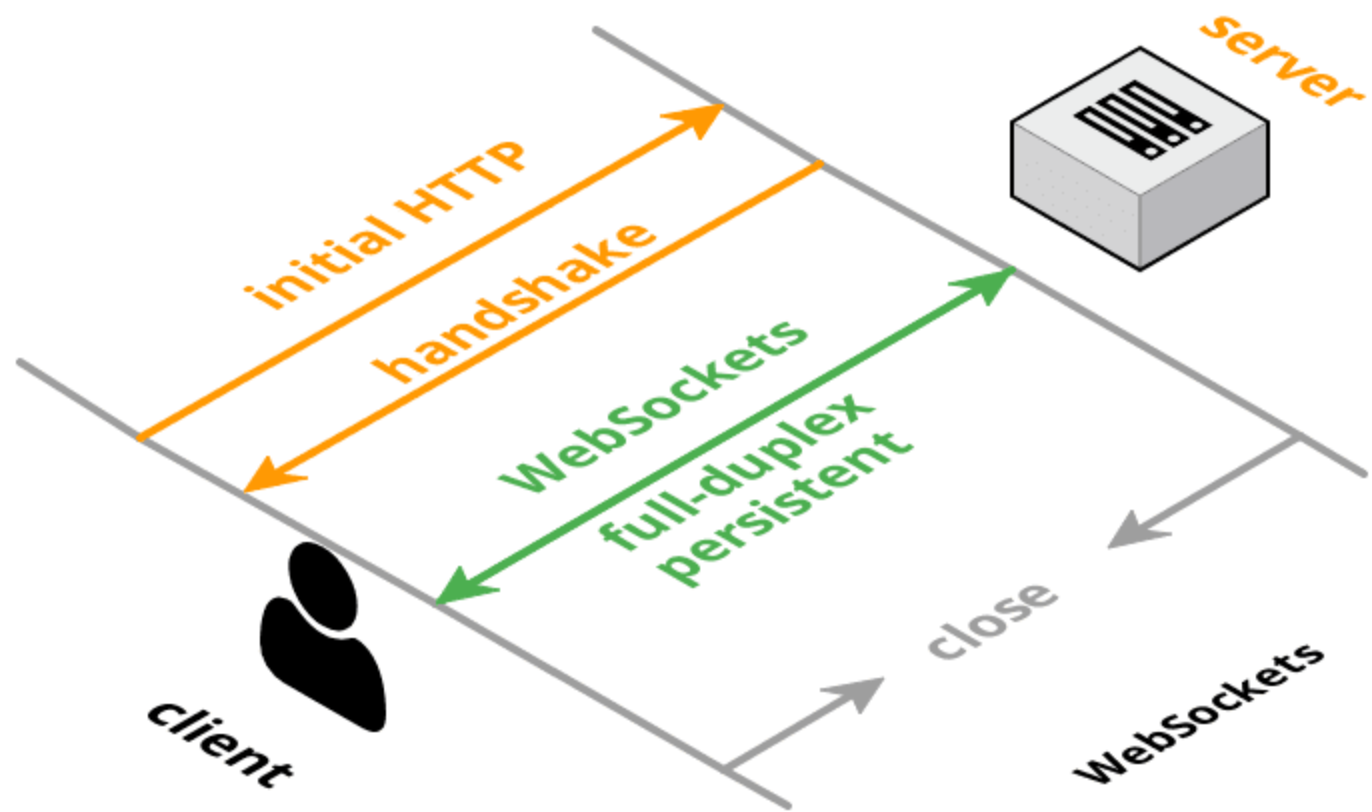
ITI0205: Veebirakendused

15. Reaalaja rakendused: Web Sockets.

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WebSockets is a technology that allows real-time interactive communication between the client browser and a server. It uses a completely different protocol that allows bidirectional data flow, making it unique against HTTP.





socket.io

Socket.IO is a JavaScript library for realtime web applications. It enables realtime, bi-directional communication between web clients and servers. It has two parts: a client-side library that runs in the browser, and a server-side library for Node.js. Both components have a nearly identical API. Like Node.js, it is event-driven.

<https://socket.io/>

How does it work

1. The client will try to establish a WebSocket connection if possible, and will fall back on HTTP long polling if not.
2. Both client and server start emitting and listening to events

Listening to Event:

```
socket.on('MESSAGE NAME', (message) => {  
  // Do something with message  
});
```

Broadcasting Event:

```
let message = "Tere";  
socket.emit('MESSAGE NAME', message)
```

Katsetame :)

Tänan :)

Viiteid

- Websockets API: https://developer.mozilla.org/en-US/docs/Web/API/WebSockets_API
- [Socket.io](#) tutorial: Real-time communication in web development: <https://tsh.io/blog/socket-io-tutorial-real-time-communication/>
- How to use [Socket.IO](#) and build your first multiplayer game! https://dev.to/denislav_/how-to-use-socket-io-not-the-chat-3l21
- [Socket.io](#) Tutorial: <https://www.tutorialspoint.com/socket.io/index.htm>
- [Socket.io](#) Emit CheatSheet: <https://socket.io/docs/v3/emit-cheatsheet/>