



Socket communication is the best method when messages must be communicated between two or more applications. It can be used even when the applications are deployed in different environments or implemented in different languages.

The above diagram shows step-by-step method in which the two applications will be communicating with each other through a socket without sharing any variables/information between them directly after App2 starts.

1. Application 1 establishes a connection with the socket server.
2. Application 1 initializes Application2 along with the url of the socket server and starts it.
3. Application 2 establishes a connection with the socket server.
4. Application 2 periodically (or as determined) sends messages regarding its progress to the socket.
5. Socket server broadcasts the received messages to Application 1(or all connected clients) and Application receives the messages.
6. Application 2 hands control back to Application 1