

Comparison between web sockets and web RTC

- 1) Web socket is a computer communications protocol whereas Web RTC is a free open source project that enables browsers and mobile applications with ~~communi~~ communication capabilities.
- 2) The focus of web sockets is rich web applications whereas that of WebRTC is quick and easy peer-to-peer connections.
- 3) Though both web sockets vs web RTC are communication protocols Web RTC is used for more Real Time Applications when in comparison to web sockets.
- 4) The Environment of web sockets is Java, JMS and C++ whereas that for Web RTC is Java and HTML.
- 5) Web sockets have more security concerns in comparison to WebRTC where the route through which the network communication is made is the major concern of security.
- 6) As it is comparatively new, WebRTC is available only on some browsers whereas web sockets are in more browsers.
- 7) Scalability-wise web sockets use 9 server per session whereas WebRTC is more peer to peer.

8) Web RTC apps need a service via which they can exchange network and media metadata; a process known as signaling. Web Sockets, on the other hand, is designed for bi-directional communication between client and server. It is possible to stream and share audio and video over Web Socket but, the API is not robust enough like their counterpart & features in WebRTC.

9) Architecture :-

The Architecture of Web ^{Sockets}RTC consist of
 (a) Browsers (b) Internet (c) Websocket Server or Gateway (d) Messaging Service (e) The trading gateway, News feed, Payment system, Database storage, Application logic, Web Service, ERP/CRM System and Desktop Solution.

The Web RTC has a complex architecture. The Web RTC architecture has three layers.

1) API for Web Developers (2) API for browser makers (3) Overridable API

10) Uses :-

Web Sockets - Social Feeds, Multiplayer, Collaborative editing/coding, Clickstream data, Financial tickers, Sports updates, Multimediaal chat, Location-based apps, Online education.

Web RTC - Real time marketing, Real time advertising, back office communication (CRM, ERP, SCM, FFM), HR management, Social networking, Dating services, online medical consultations, financial services, surveillance, multiplayer games, live to broadcast, e-learning.