Websockets

General Information & Licensing

Code Repository	https://github.com/miguelgrinberg/Flask-SocketIO https://github.com/miguelgrinberg/python-socketio
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Websocket is a protocol allowing two-way communication between server and client over a TCP connection.

When app.py is started, line 17 creates a new SocketIO object from the flask-socketio library. One stack frame up

https://github.com/miguelgrinberg/Flask-SocketIO/blob/91b5ddc31bebeb6241d281252c711b160550ce01/src/flask_socketio/__init__.py#L171

Initializes multiple parameters of the socket server and returns an object for later use of the socket server in flask.

Two stack frames up

https://github.com/miguelgrinberg/Flask-SocketIO/blob/91b5ddc31bebeb6241d281252c711b160550ce01/src/flask_socketio/__init__.py#L191

It creates an actual socket server by calling SocketIO, the actual handler of all socket connections.

Three stack frames up

https://github.com/miguelgrinberg/python-socketio/blob/55db7458900a179a9363294cc4fc91eb9c775f54/src/socketio/server.py#L116

The socket server initializes its own object and creates an engine.IO web server which awaits connections and maintains an eventhandler to notify when sockets are received.

Once the server gets a “message” request the socketIo uses the packet.py to handle the websocket frames

https://github.com/miguelgrinberg/python-socketio/blob/55db7458900a179a9363294cc4fc91eb9c775f54/src/socketio/packet.py

The base manager.py module is also used in the socketio module. This is used to

of all the clients and the rooms they are in .

https://github.com/miguelgrinberg/python-socketio/tree/55db7458900a179a9363294cc4fc91eb9c775f54/src/socketio