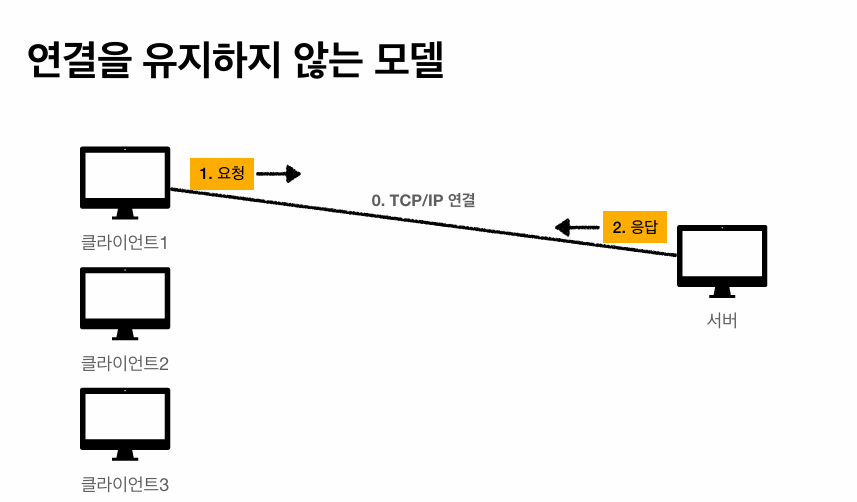
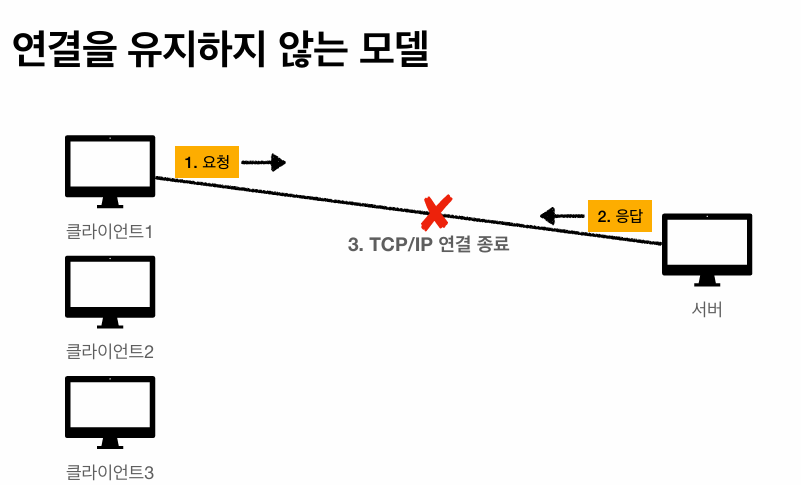
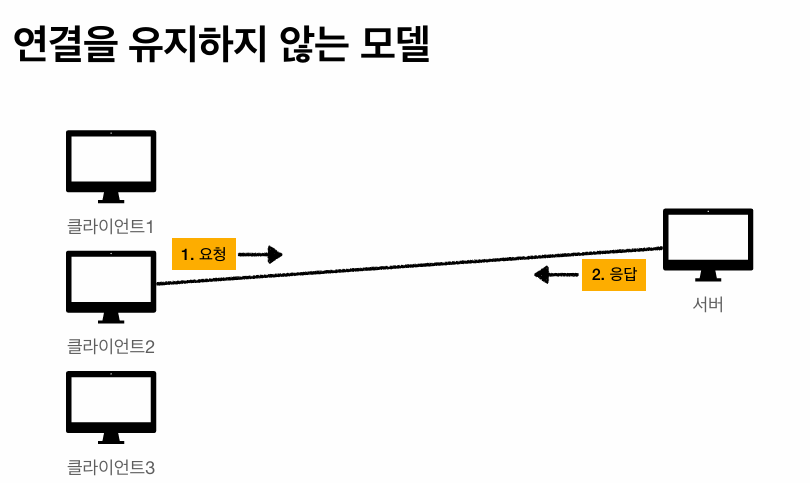
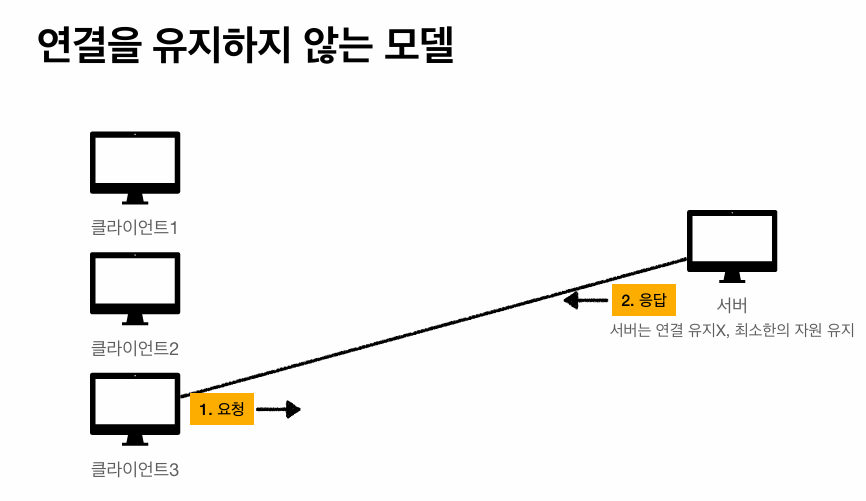


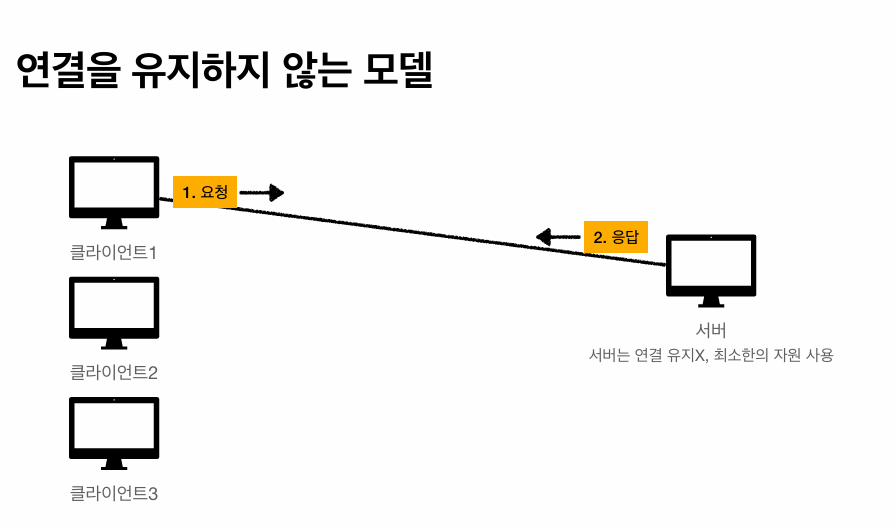
연결이 끊기지 않고 계속 연결됨. 연결을 하고 있는 클라이언트가 놀고 있어도 계속 연결을 해주어야함.



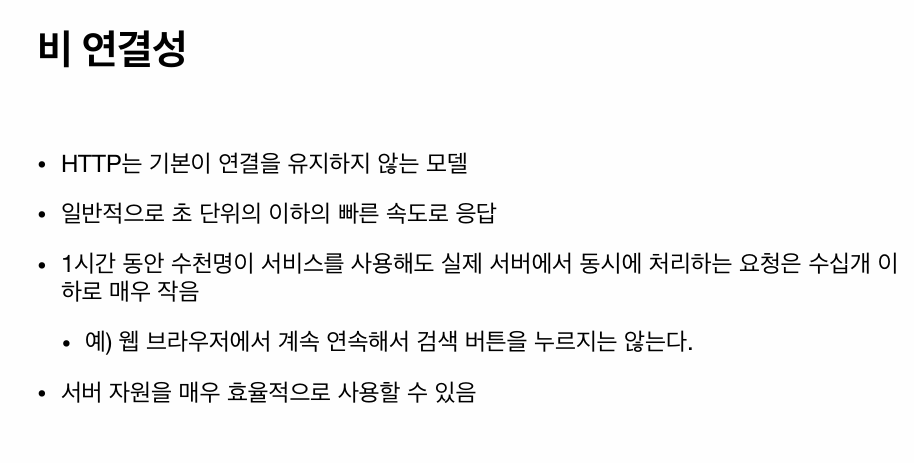


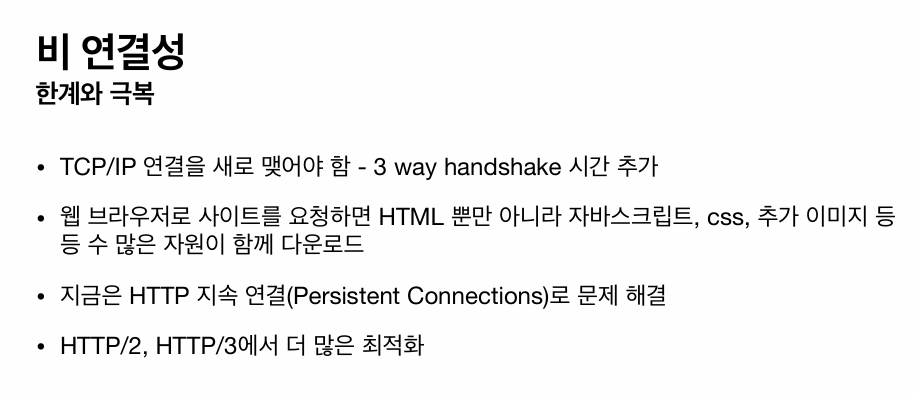




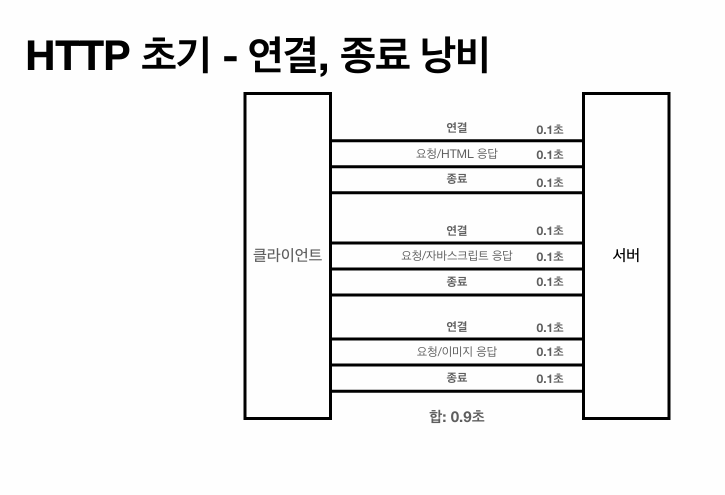


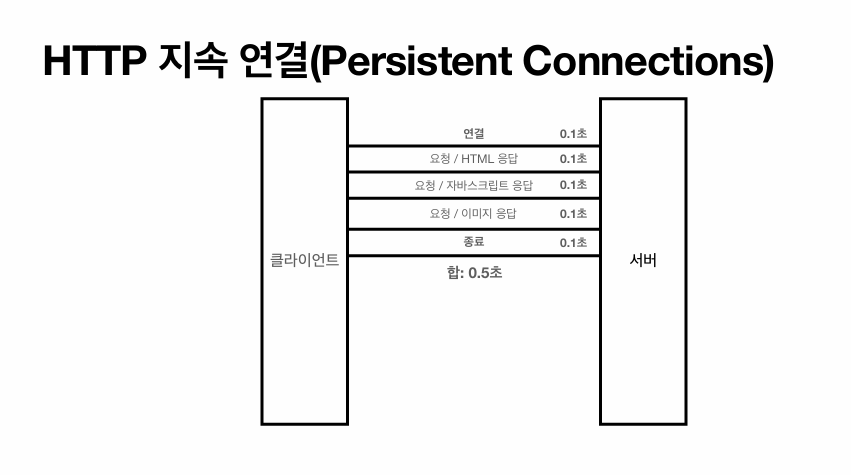
서버가 동시에 유지해야하는 자원이 적다.





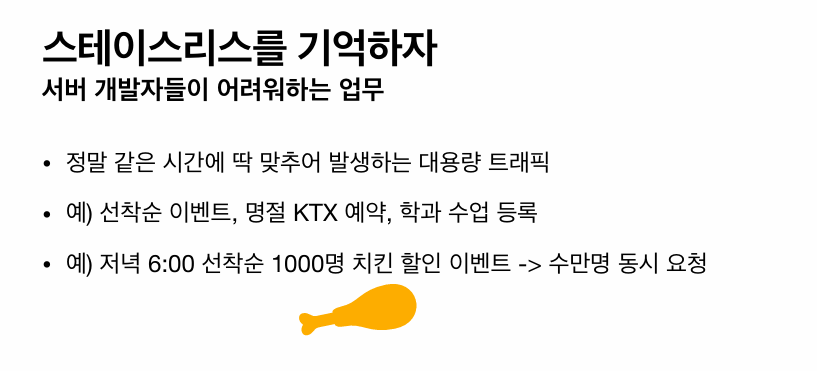
페이지를 이동할 때마다 계속 새로 연결을 해야한다.





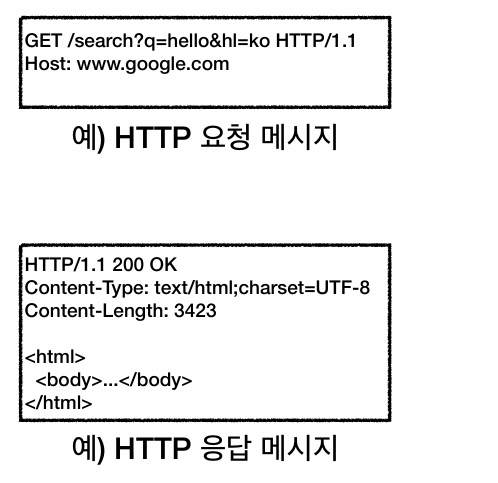
HTML 페이지 다 받을 때까지 지속 연결됨.

HTTP3에서는 UDP를 써서 연결이 더 빨라짐.

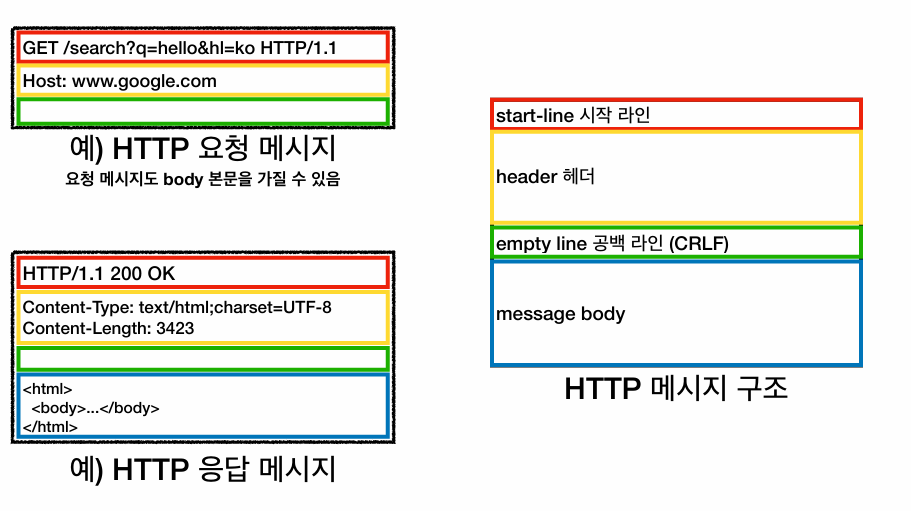


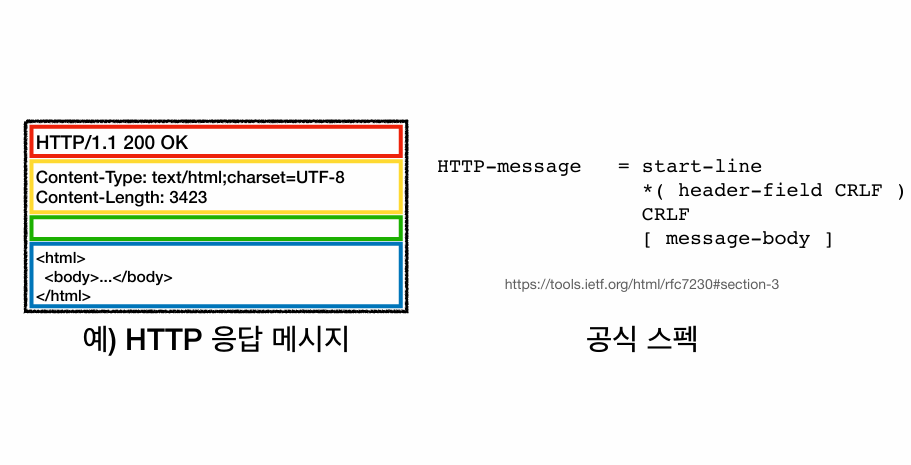
첫페이지는 로그인도 필요없는 정적인 페이지를 던짐. 사람들이 그 안에서 보게 한 다음에 이벤트를 하도록 함. 접근을 분산 시킴.

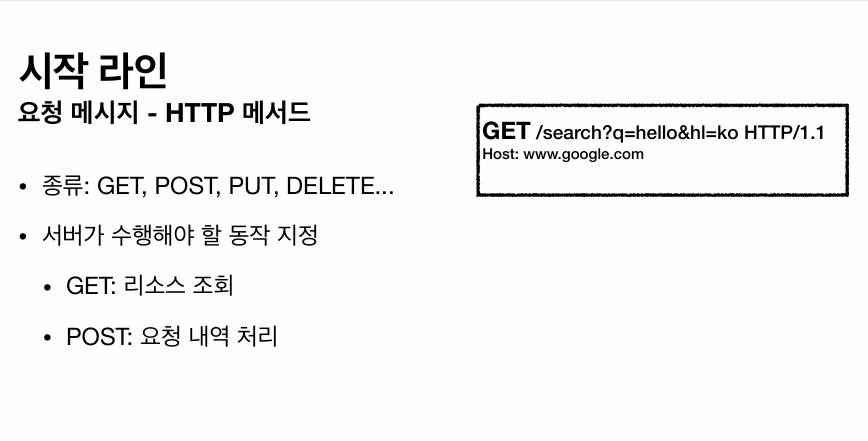
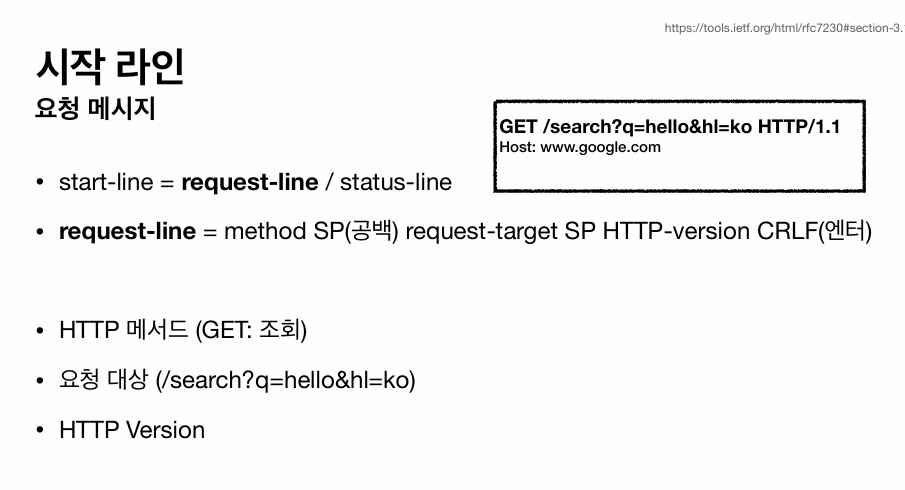


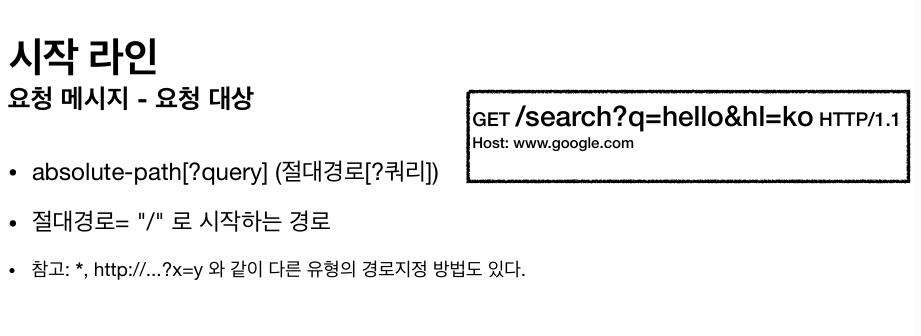


요청과 응답 메시지의 구조가 다름.

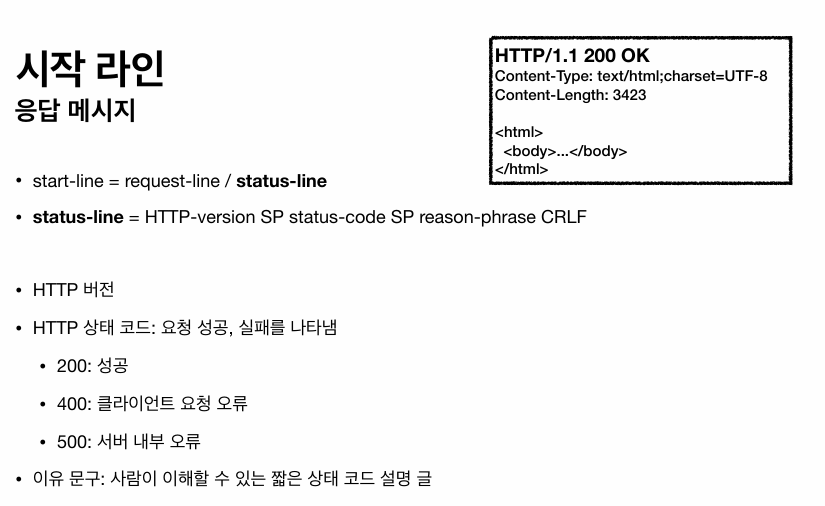


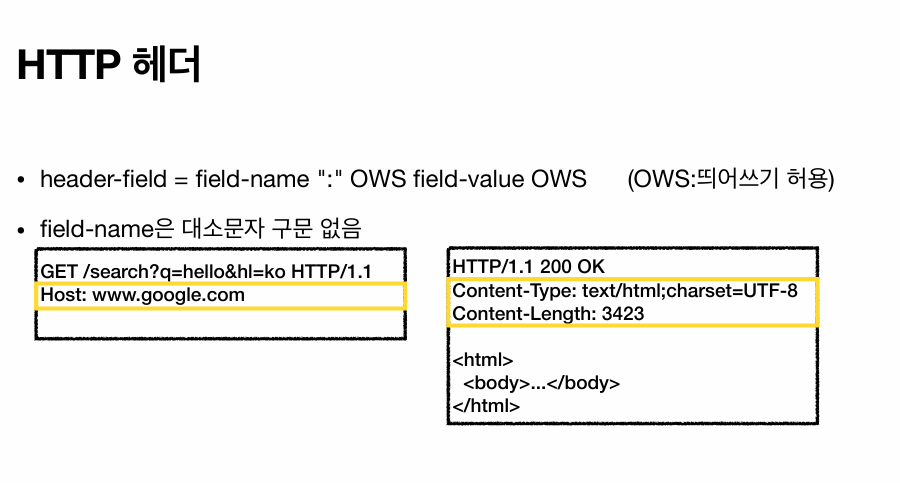


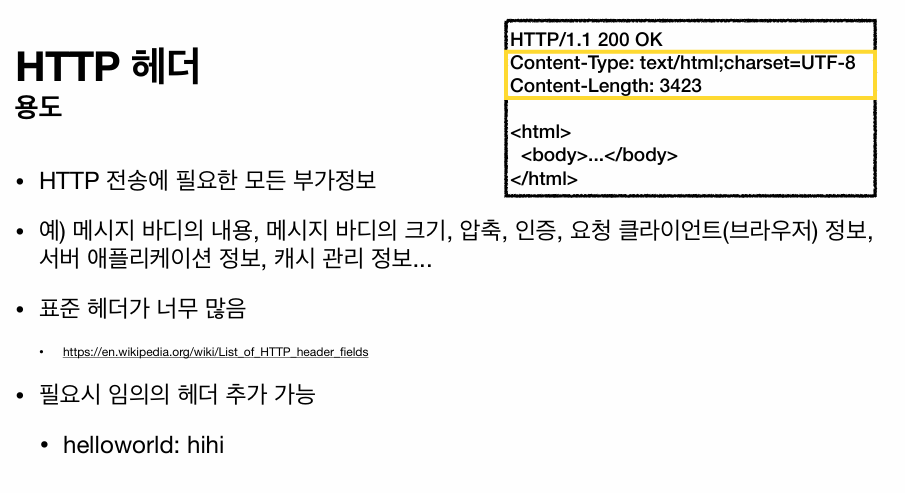












메시지 바디 빼고 메타데이터는 다 들어있음.

