Task 4

Stream Data from a Networked Service

Interfaces

`WebSocket`

> The primary interface for connecting to a WebSocket server and then sending and receiving data on the connection.

`CloseEvent`

> The event sent by the WebSocket object when the connection closes.

`MessageEvent`

> The event sent by the WebSocket object when a message is received from the server.

Guides

- [Writing WebSocket client applications](#)
- [Writing WebSocket servers](#)
- [Writing a WebSocket server in C#](#)
- [Writing a WebSocket server in Java](#)

Tools

- [AsyncAPI](#): A specification for describing event-driven architectures like WebSocket. You can use it to describe WebSocket-based APIs just as you would describe REST APIs with the OpenAPI specification. Learn [why you should consider using AsyncAPI with WebSocket](#) and [how to do so](#).
- [HumbleNet](#): A cross-platform networking library that works in the browser. It consists of a C wrapper around WebSockets and WebRTC that abstracts away cross-browser differences, facilitating the creation of multi-user networking functionality for games and other apps.
- [µWebSockets](#): Highly scalable WebSocket server and client implementation for [C++11](#) and [Node.js](#).
- [Socket.IO](#): A long polling/WebSocket based third party transfer protocol for [Node.js](#).

- [SocketCluster](): A pub/sub WebSocket framework for [Node.js]() with a focus on scalability.
- [WebSocket-Node](): A WebSocket server API implementation for [Node.js]().
- [Total.js](): Web application framework for [Node.js]() (Example: [WebSocket chat]())
- [Faye](): A `WebSocket` (two-ways connections) and [EventSource]() (one-way connections) for [Node.js]() Server and Client.
- [SignalR](): SignalR will use WebSockets under the covers when it's available, and gracefully fallback to other techniques and technologies when it isn't, while your application code stays the same.
- [Caddy](): A web server capable of proxying arbitrary commands (stdin/stdout) as a websocket.
- [ws](): a popular WebSocket client & server library for [Node.js]().
- [jsonrpc-bidirectional](): Asynchronous RPC which, on a single connection, may have functions exported on the server and, and the same time, on the client (client may call server, server may also call client).
- [cowboy](): Cowboy is a small, fast and modern HTTP server for Erlang/OTP with WebSocket support.
- [WebSocket King](): A client tool to help develop, test and work with WebSocket servers.
- [PHP WebSocket Server](): Server written in PHP to handle connections via websockets wss:// or ws://and normal sockets over ssl:// ,tcp://
- [Channels](): Django library that adds support for WebSockets (and other protocols that require long running asynchronous connections).
- [Flask-SocketIO](): gives Flask applications access to low latency bi-directional communications between the clients and the server.
- [Gorilla WebSocket](): Gorilla WebSocket is a [Go]() implementation of the WebSocket protocol.

Related Topics

- [AJAX]()
- [JavaScript]()