

Lab 5

Vad är ett promise?

A promise represents the eventual result of an asynchronous operation. A promise may be in 3 possible states: fulfilled, rejected, or pending. Helps with making sure that operations are guaranteed to happen in the correct order. Can be used as an alternative to the less user friendly callback approach.

Vad är dependency injection?

A software design principle that states that the dependencies are handed to the object when it's created. Provides an the advantage of loose coupling. Objects can be added and tested independently of other objects, because they don't depend on anything other than what you pass them. Objects state a "need" and is provided, depending on the need.

Varför vill man använda websockets? Vad löser det för problem?

WebSockets allow for establishing a persistent connection that allows the server to update the client application without an initiating request from the client. This allows a more low-latency connection and the client does not need to sent a request for the data, saving time and network traffic. The server sends information when available or as states have changed. This makes for good use in real-time applications

Vad kan man göra om websockets inte finns (för gammal webbläsare eller något liknande)?

You can try to simulate the behaviour with techniques such as HTTP long polling. The server holds the request open until new data is available. Then the server responds and sends the new information. When the client receives the new information, it immediately sends another request. The server the holds that connection open and it repeats.