

GIANCARLO GOMEZ

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# ADVENTURES WITH WEBSOCKETS

## WHO AM I?

- ▶ Proud Father of 3
- ▶ Web Developer since 1999
- ▶ Freelance since 2001
- ▶ Owner of Fuse Developments, Inc. and CrossTrackr, Inc.
- ▶ South Florida ColdFusion User Group Co-Manager

# WEBSOCKETS

- ▶ Full-Duplex communication channels over a single TCP connection
- ▶ Allows bi-directional communication between client and server
- ▶ Little Overhead
- ▶ Very Little Latency
- ▶ Event Driven Web Programming, not just user initiated.

# Let's Play a Game

<http://game.fusedev.com>

ADVENTURES WITH WEBSOCKETS

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# Show me the code . . .

We will return after these important coding examples

# REAL WORLD ISSUES!!!

- ▶ Network Connections
- ▶ Application Reloads
- ▶ Server Uptime

**Me and every other Developer**

## HELLO ADVANCEDSOCKET

- ▶ Easily integrates with cfwebsocket
- ▶ Callbacks for connection drops that easily lets you add notifications to for users
  - ▶ Application Reinit
  - ▶ Server Downtime
  - ▶ Network Connection
- ▶ Automatically reconnect to subscribed channels

## THE REPOS

- ▶ <https://github.com/GiancarloGomez/ColdFusion-Adventures-With-WebSockets>
- ▶ <https://github.com/CFUG-SFL/CFUG-2014-06-WS-RAFFLEAPP>
- ▶ <https://github.com/GiancarloGomez/ColdFusion-Realtime-With-WebSockets>
- ▶ <https://github.com/GiancarloGomez/ColdFusion-Realtime-With-WebSockets-Demo-Code>
- ▶ <https://github.com/GiancarloGomez/ColdFusion-WebSockets-Console>
- ▶ <https://github.com/GiancarloGomez/AdvancedSocket>



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Q & A