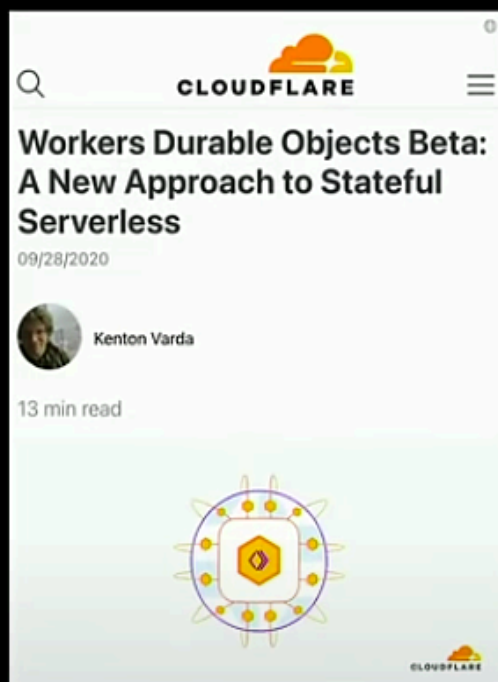




Real-Time Server Components

What if our servers were stateful?

<https://blog.cloudflare.com/introducing-workers-durable-objects>



```

class Server {
  websockets: WebSocket[] = [] ← all websockets in this room
  messages: string[] = []

  onConnect(ws: WebSocket) {
    this.websockets.push(ws) ← add websocket to array

    ws.send(
      JSON.stringify({
        type: 'message',
        data: this.messages,
      })
    )
  }

  onMessage(ws: WebSocket, message: string) {
    this.messages.push(message)

    this.websockets.forEach((w) => {
      w.send(
        JSON.stringify({ ← broadcast all incoming messages
          type: 'message',   to all connected clients
          data: message,
        })
      )
    })
  }
}

```

```

import {
  useState,
  useReducer,
  createContext,
  useContext,
  ReactServer,
} from "react-party";

export class MyServer extends ReactServer {
  render() {
    return <App />;
  }
}

```