

# Build Realtime Application with Node.js

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# Overview

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# 1. What?

Realtime Application is the application program that user can senses the changes immediately.

Like: chat, online gaming, stock auction.

## 2. Why?

- To keep user up to date with the informations
- Exchange message right in time
- Media streaming
- Activity tracking
- Online Gaming

# 3. How?

- Node.js
- Socket.IO
- ExpressJS (optional)

# 4. What is Node.js

- It's a platform that allow you to build applications using JavaScript
- Node.js can use for building website, console, service, desktop, maybe mobile app too.

Website: <https://nodejs.org/en/>

# 5. ExpressJS

A node.js minimal and flexible web application framework that provide you a set of features to quickly build a web application.

Website: <http://expressjs.com/>

# 6. Socket.IO

A node.js WebSocket library that is very simple to use and having client SDK for most of major language and platform. eg: .NET, Java, Web, Objective C, Swift ...

Website: <http://socket.io/>



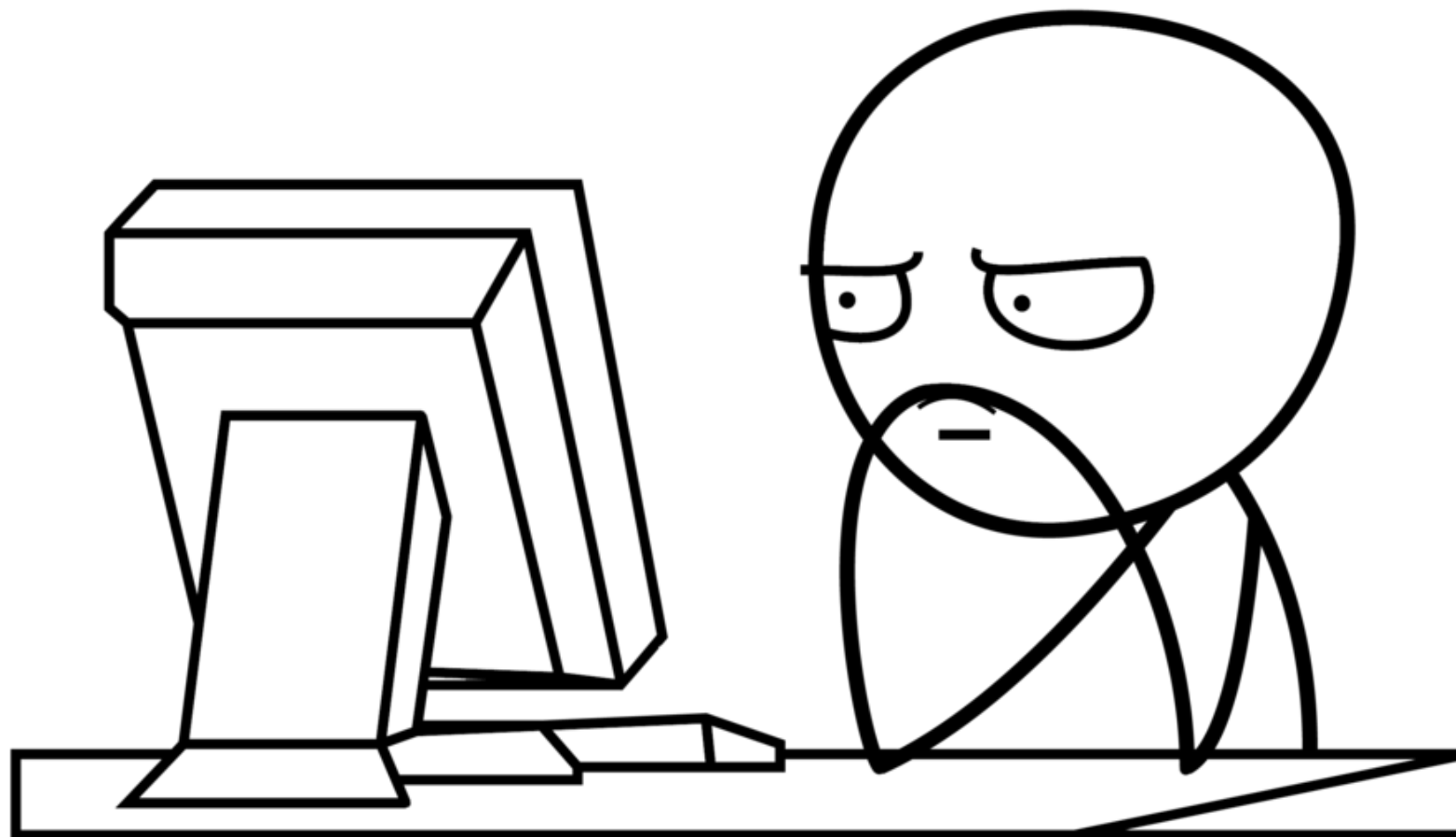
# 7. Codes

## 1- Install modules

```
Jodens-MacBook-Pro:Documents joden$ npm install --save socket.io express
```

## 2- Codes

```
var app = require('express')();
var http = require('http').Server(app);
var io = require('socket.io')(http);
app.get('/', function(req, res){
  res.sendFile('index.html');
});
io.on('connection', function(socket){
  console.log('a user connected', socket.id);
});
http.listen(3000, function(){
  console.log('listening on *:3000');
});
```



**DEMO TIME !!!**

# 8. Final Words

- Node.js is not the only way to make realtime application. You may want to try something other like Go, Erlang, C++.
- Make a realtime server is very easy but tuning a realtime server is a living hell. 😈



Q&A