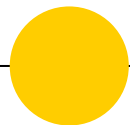# CS4220 Node.js & Vue.js

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Node.js + Socket.io + Vue.js

Websockets

WebSockets provide a persistent connection between the server and client. Once a Websocket connection is established, the communication between client and server is made over TCP/IP instead of HTTP.

Since websockets are a persistent connection - data is shared efficiently and quickly. Websockets are best used when a real-time communication between client and server is needed. One of the most prominent use cases for Websockets are Chat Applications.

Socket.io

Socket.IO is a JavaScript library for realtime web applications. It enables real-time, bi-directional communication between web clients and servers.

The JavaScript library has two parts. (1) A client-side library that runs in the browser, and (2) a server-side library for Node.js.

https://socket.io/docs/

Node.js Server + Socket.io

```
const
    // require in the express framework
    express = require('express'),
    // initialize the express framework
    app = express(),
    // require in http and use the Server method which accepts an HTTP server as an argument
    server = require('http').Server(app),
    // initialize a new instance of socket.io by passing the
    io = require('socket.io')(server)

// serve the static files for our frontend (Vue.js)
app.use(express.static(path.join( __dirname, '..', '/client')))
// start the server
server.listen(8080)
```

References and Reading

Socket.io
-- https://socket.io/docs/

Websockets vs REST
-- https://www.linkedin.com/pulse/websockets-vs-rest-understanding-difference-joe-hanson/