

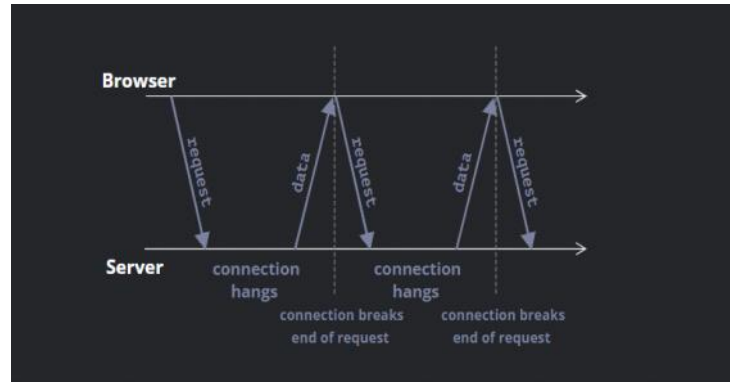
Long polling

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How it works?

1. Client sends a req to the server.
2. Server holds the req open until:
 - It has new data to send
 - OR a timeout is reached.
3. When the server responds
 - If there's data client processes it.
 - The client immediately send another req, continuing the cycle.
4. This creates an illusion of persistent connection and real-time updates.

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Pros

- Easy to implement
- Compatible with older browsers

Cons

- Inefficient compared to WebSockets
- on scale → server load issues.