

MANUEL RAUBER

WEBSOCKETS

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- ▶ Full-duplex communication between server and client
- ▶ Realtime event-driven push scenarios
- ▶ Supported in all major browsers
- ▶ Fallback possibility to HTTP Long Polling

IMPLEMENTATIONS

- ▶ JavaScript/Node.js: [socket.io](#)
- ▶ .NET: ASP.NET SignalR
- ▶ Java: Java-WebSockets
- ▶ Ruby: [websocket-ruby](#)
- ▶ Python: [autobahn](#)|Python
- ▶ PHP: [Ratchet](#)

SOCKET.IO
LIVE-CODING

THANK YOU

- ▶ GitHub: <https://github.com/ManuelRauber/dhbw-socketio-sample>
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