

# TWeb



## Full Duplex Web Applications

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## ☰ Overview of Today's Class

- Quiz about last week's lecture
- Correction of last week's assignment
- Full duplex web applications
- Introduction of next week's assignment
- Preparation to next week's evaluation

# ? Quiz



You can answer to the following Quiz on Speakup.

<http://www.speakup.info/>

Room Number: **XXXXX**

Once connected, answer to the first test question.

# ? Question 1

Quelle est la valeur de l'objet JavaScript retournée par le programme suivant?

```
var json = '["a", "b", {"c": 1}, ["d", "2"]]';  
console.log(JSON.parse(json));
```

- Uncaught SyntaxError: Unexpected token a in JSON at position 1
- {"a", "b", {c: 1}, ["d", "2"]}
- ["a", "b", {c: 1}, ["d", "2"]]
- Aucune réponse correcte

## Question 2

Quelle est la valeur retournée par le programme suivant?

```
var json = {a: "a", "b": "b"};  
console.log(JSON.stringify(json));
```

- `{a:"a","b":"b"}`
- `{"a":"a","b":"b"}`
- Uncaught SyntaxError: Unexpected token a in JSON at position 1
- Aucune réponse correcte

## Question 3

Quelles sont les affirmation correctes à propos de la programmation asynchrone?

- ***Une instruction asynchrone est non-bloquante***
- Une instruction asynchrone est bloquante
- ***Les instructions asynchrones sont exécutée dans la boucle d'évènements (Event Loop)***
- La programmation asynchrone est toujours basée sur les callbacks
- Aucune réponse correcte

## Question 4

Quelle est la valeur affichée par le programme suivant?

```
var value = 1;  
var promise = Promise.resolve(2).then(v => value = v).catch(e => value = 3);  
console.log(value);
```

- 1
- 2
- 3
- **1 ou 2** (Non déterministe à cause de l'event loop)
- 1 ou 3
- Aucune réponse correcte



## Question 5

Quelle est la valeur affichée par le programme suivant?

```
<script>
  async function f() {
    return 1;
  }
  var v = await f();
  console.log(v);
</script>
```

- 1
- une promesse
- *Uncaught SyntaxError: await is only valid in async function*
- Aucune réponse correcte

## Question 6

Quelle est mot clé décrit le mieux l'état de la promesse suivante après 10 secondes?

```
var promise = new Promise(function(resolve, reject) {  
  setTimeout(function() {  
    if (Math.random() > 0.5) {  
      resolve(42);  
    } else {  
      reject("The ultimate question to life, the universe and everything has no answer!")  
    }  
  }, 1000);  
});
```

- pending
- resolved
- ***settled***
- rejected
- Aucune réponse correcte

👋 Questions ?



Correction



👋 Questions ?

# Full Duplex Web Applications

## JS HTTP \*

Recall that the Hypertext Transfer Protocol (HTTP) is a request/response protocol.

HTTP/1.0 had a **short-lived** connection model and allowed **persistent connection** with the `Connection: keep-alive` HTTP header.

HTTP/1.1, the version of HTTP commonly used by Web browsers, introduced:

- **Persistent connections** that allow to reuse a TCP connection to send and receive multiple requests and responses (modern browsers **enable** this by default);
- **Pipelined connections** that allow to send multiple requests without waiting for the corresponding responses (modern browsers **do not enable** this by default);
- **Chunked transfers** that allow to divide the data stream into a series of chunks that are received independently of each other;
- **Protocol upgrades** that allow a client to ask the server for a change in the application protocol.

\* <https://www.ietf.org/rfc/rfc2616.txt>



## JS HTTP Connection management \*



\* [https://en.wikipedia.org/wiki/HTTP\\_persistent\\_connection](https://en.wikipedia.org/wiki/HTTP_persistent_connection)



## Implementing a Chat Application

Clone the `example-chat` repository in the `tweb-classroom` organization.

The following slides will be illustrated with these examples.

## JS Polling

- The browser **polls** events at a fixed interval
- The server returns an empty result if events are unavailable and close the connection
- The function `setInterval` is typically used set the interval
- **Limitation:** the interval introduce a delay



## JS Long-Polling

- The browser **polls** events and keeps the connection open
- The server returns events once they are available and closes the connection
- When receiving events the browsers **polls** events again
- **Limitation:** this method requires to perform several requests

long polling

## JS Server-side Events (SSE) \*

- The browser **listen** to events and keeps the connection open
- The server returns events as they become available and keeps the connection open
- The browser provides the **EventStream API** that manages reconnections
- **Limitation:** this method allows to communicate from the client to the server only



\* [https://developer.mozilla.org/en-US/docs/Web/API/Server-sent\\_events/Using\\_server-sent\\_events](https://developer.mozilla.org/en-US/docs/Web/API/Server-sent_events/Using_server-sent_events)

## JS Websocket \*

- The browser open a connection and Upgrade the protocol to websocket
- Once the websocket connection is open the browser and the server are allowed to send events
- The browser provides the **WebSocket API** that manages protocol upgrade
- **Limitation:** this method is characterized by a relatively high latency (TCP)

 long polling

\* <https://developer.mozilla.org/en-US/docs/Web/API/WebSocket#Examples>

👋 Questions ?

# Assignment





👋 Questions ?