“**WebSockets**” is an advanced technology that allows real-time interactive communication between the client browser and a server. It uses a completely different protocol that allows bidirectional data flow, making it unique against HTTP.

<https://developer.mozilla.org/en-US/docs/Web/API/WebSockets_API/Writing_WebSocket_servers>

<https://medium.com/@td0m/what-are-web-sockets-what-about-rest-apis-b9c15fd72aac#:~:text=%E2%80%9CWebSockets%E2%80%9D%20is%20an%20advanced%20technology,making%20it%20unique%20against%20HTTP>.

**Socket.io:**  
Code taken by All in Academy:  
learn from here:  
1- <https://socket.io/get-started/chat/>

2- <https://socket.io/docs/v3/index.html>

3- <https://www.valentinog.com/blog/socket-react/>

const socketio = require('socket.io');

module.exports = (server) => {

const io = socketio(server);

io.on('connection', (socket) => {

socket.on('content-watching', async ({ id, time }) => { //socket name is content-watching

await saveProgress(id, time); in socket call this function every time

});

})

}

const saveProgress = (id, time) => {

return models.ContentVideoView.updateProgress(id, time);

};// save Question