

WEB SOCKETS VS SERVER SENT EVENTS

Q1

WHAT IS IT

Realtime client-server communication

02

WEB SOCKETS

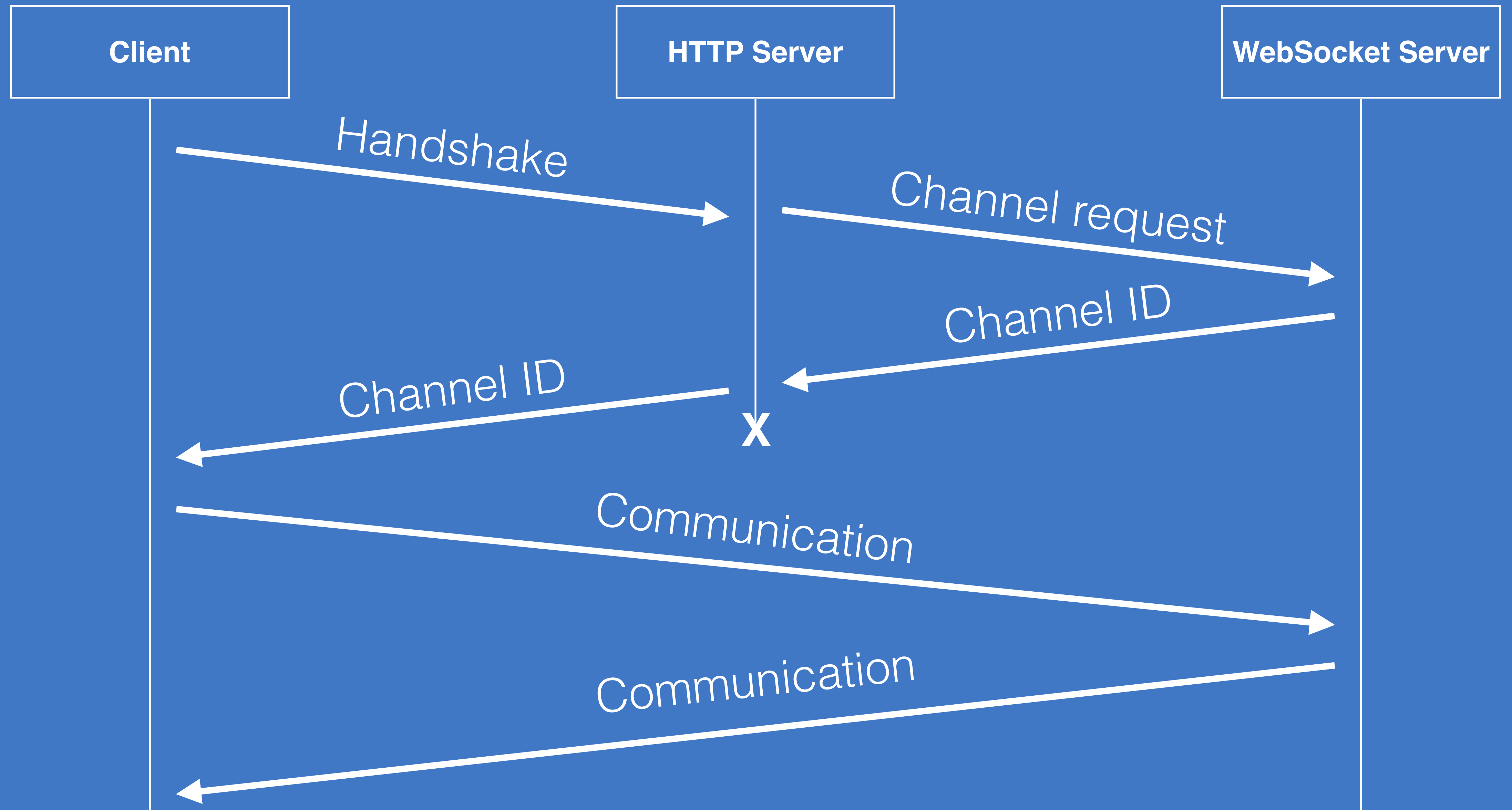
Introduced in 2011

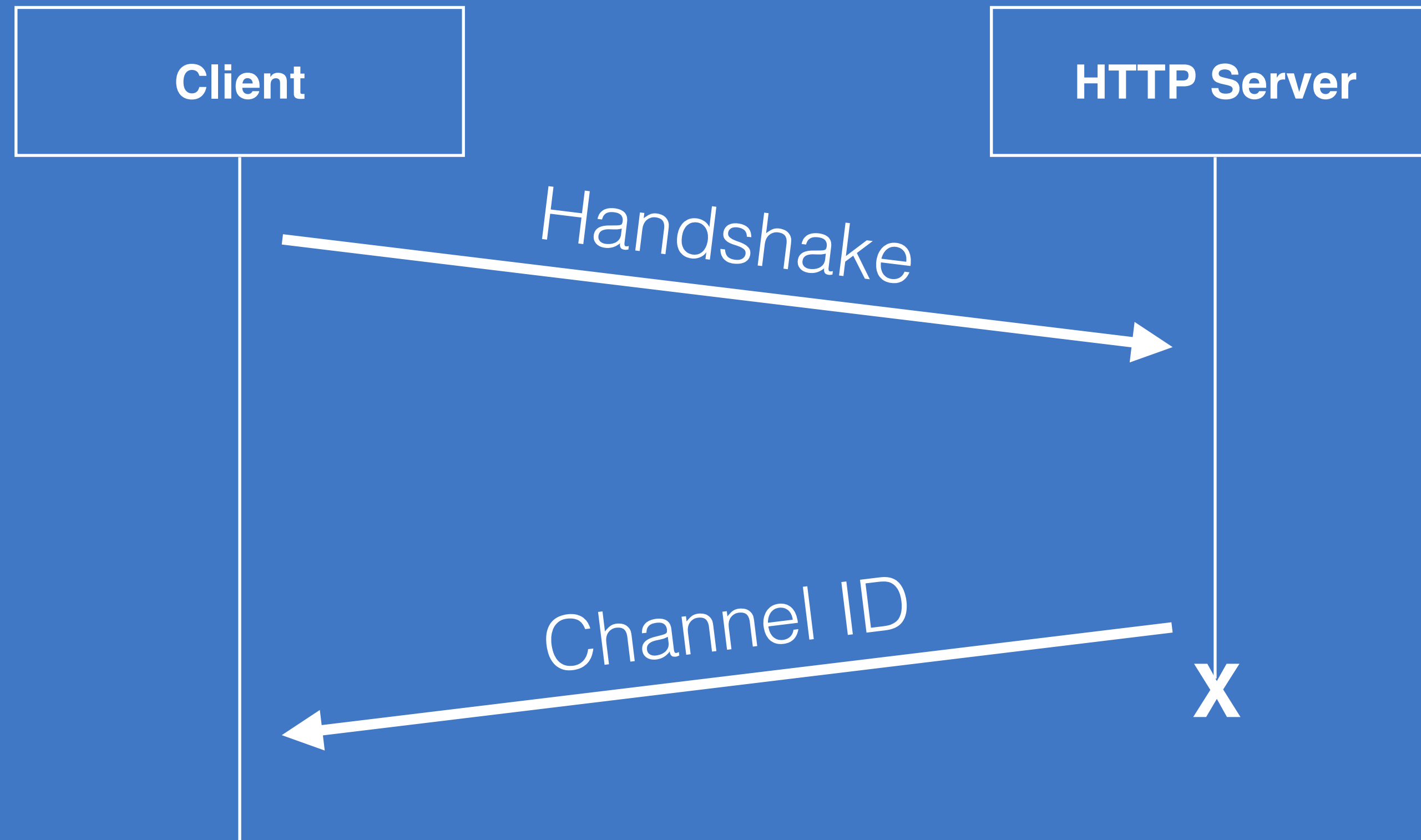
RFC 6455

TCP based

Full Duplex Connection

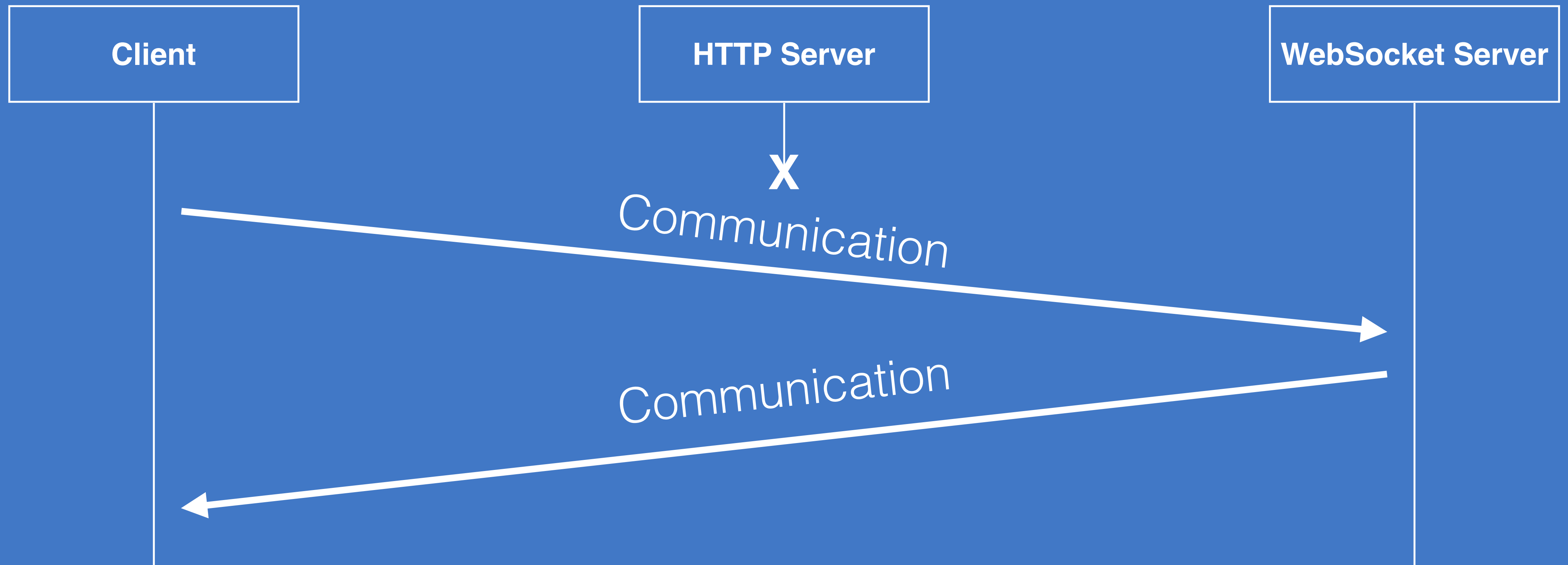
Each server implement its
own protocol





Uses HTTP 1.1 connection upgrade

Allows for standard web security practices



This has nothing to do with your Web App

SERVER SENT EVENTS

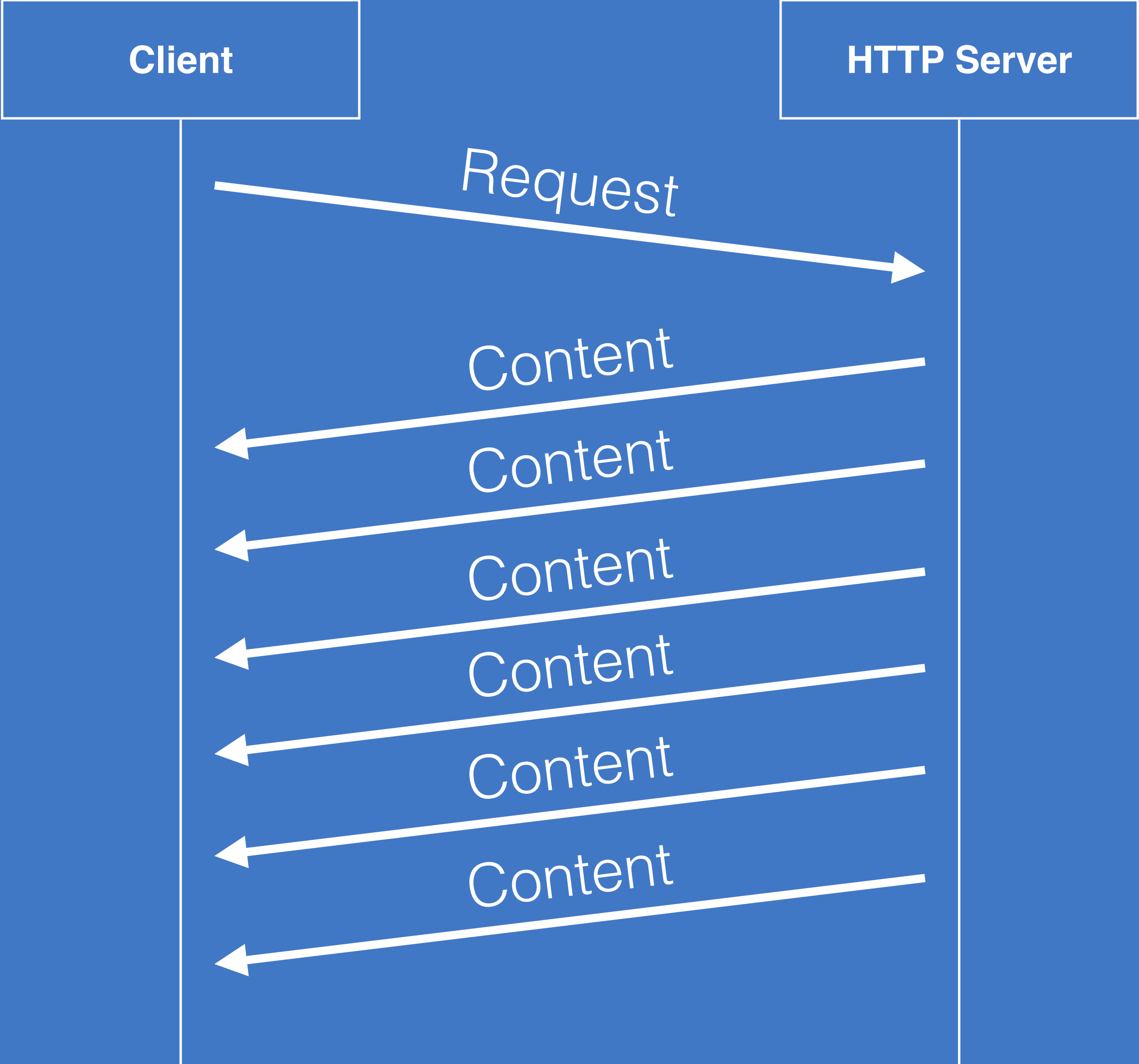
Introduced in 2006

WHATWG Web Applications 1.0

Only Server to Client
communication

HTTP based

Relies on HTTP streaming



IMPLEMENTATION

WebSockets



This repository

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imanel / websocket-ruby

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Code

Issues 0

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Insights

Universal Ruby library to handle WebSocket protocol

334 commits

2 branches

19 releases

10 contributors

Branch: master

New pull request

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imanel Release version 1.2.5

Latest commit fe0eec0 11 days ago

lib

Release version 1.2.5

11 days ago

spec

Make handshake server resilient to non-string Rack env keys.

11 days ago

.codeclimate.yml

Add codeclimate config

4 months ago

.gitignore

Remove most part of native extensions

5 years ago

.rubocop.yml

Styling fix

4 months ago

.travis.yml

Add Rubinius to allowed failures - maybe one day it will work stable?

11 days ago

CHANGELOG.md

Release version 1.2.5

11 days ago

Gemfile

Remove rspec-its dependency

4 months ago

README.md

README: SVG badges [ci skip]

3 months ago

Rakefile

Styling fix

4 months ago

websocket.gemspec

Drop support for Ruby 1.9.3

4 months ago

README.md

100k lines of code!

2 server implementations!

1 client implementation!

SSE

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2,501

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Tree: eb6d7d5aa0

[rails](#) / [actionpack](#) / [lib](#) / [action_controller](#) / [metal](#) / [live.rb](#)[Find file](#)[Copy path](#) **kirs** Use frozen string literal in actionpack/

dfcc766 on Jul 29

23 contributors



313 lines (273 sloc) | 9.27 KB

[Raw](#)[Blame](#)[History](#)

```
1 # frozen_string_literal: true
2
3 require "action_dispatch/http/response"
4 require "delegate"
5 require "active_support/json"
6
7 module ActionController
8   # Mix this module into your controller, and all actions in that controller
9   # will be able to stream data to the client as it's written.
10  #
11  #   class MyController < ActionController::Base
12  #     include ActionController::Live
13  #
14  #     def stream
15  #       response.headers['Content-Type'] = 'text/event-stream'
16  #       100.times {
17  #         response.stream.write "hello world\n"
18  #         sleep 1
19  #       }
20  #     ensure
21  #       response.stream.close
22  #     end
23  end
```

100 lines of code!
(with documentation)

05

LIMITATIONS

	WebSockets	Server Sent Events
Number of parallel connections from Browser	1024	6
Load Balancing and Proxing	Non-Standard / Complicated	Standard / Easy
Supported on all browsers	Yes (90%)	No (84% - not on IE and Edge)
Dropped Client Detection	Yes	No
Reconnection Handeling	No	Yes

WHEN TO USE IT

WebSockets

Browser based Games

Voice Chat

Video Chat

Server Sent Events

Text Chat

Push Notifications

Feeds

WebSockets

Custom protocol required

Simultaneous sending and receiving

Server Sent Events

Standard protocols apply

Only receiving