Socket.io

Socket.IO is a JavaScript library for **real-time web applications**. It enables real-time, bi-directional communication between web clients and servers. It has two parts: a **client-side library** that runs in the browser, and a **server-side library** for node.js. Both components have an identical API.

Some examples of real-time applications are:-

1. Chat Application
2. Push Notifications

Now we need to install **Express** and **Socket.io.**enter the following command in your terminal, into the project directory.

npm i --save express socket.io

To install **nodemon**, open your terminal and enter the following command

npm i -g nodemon

Create a file called **server.js** and enter the following code to set up an express application

We will need an **index.html** file to serve, create a new file called index.html and enter the following code in it

<script src="/socket.io/socket.io.js"></script>

This line of code is importing the Socket.io client-side library into your HTML file. The client-side library allows your web page to connect to and communicate with the Socket.io server.

When you install and run the Socket.io server, it automatically serves the client-side library at the **/socket.io/socket.io.js** endpoint. So, including this line of code in your HTML file allows the client-side library to be loaded from the server.

Once the client-side library is loaded, you can create a new instance of the Socket.io client and start communicating with the server, as shown in the example chat server using Socket.io.