









Http - Client always who initiates the - Request / Reply

- One request - One response

Communication over Websockets [Duplex Stream]

Peerl (Client Peer)

Server)

## Websockets

- Anyone can initate a conversation

- When peer1 is sending a msg at the same time peer2 can send msgs

- When peer1 sends a msg peer2 can choose not to send any msgs

 use cases: Chat Application / Chatbots, Stock updates, Weather updates

