# Advanced Interactions

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# Long Polling

### Short Polling vs Long Polling

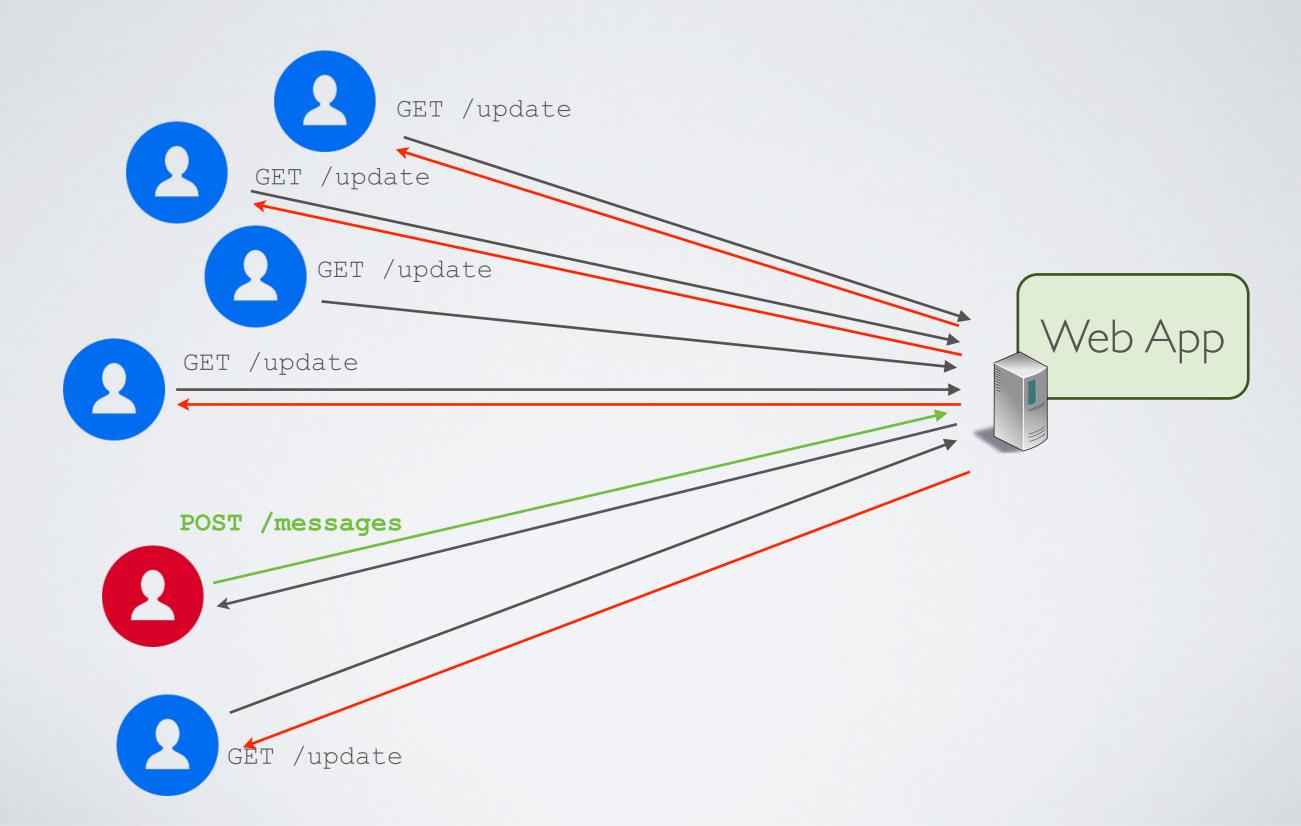
#### **Short Polling**

- The frontend request an update from the backend every few seconds
- · The backend replies right away regardless if there is an update or not
- Many request/responses are wasted

#### **Long Polling**

- · The frontend request an update from the backend and wait for the response
- · The backend replies to the update request only when there is an update
- √ No request/response wasted
- ✓ Updates are processed as soon as they arrived

# Long Polling



Web Sockets

#### The idea

- → Full-duplex client-server communication
  - Similar to low-level POSIX sockets
  - Does not rely on HTTP at all (except for initialization)

## Web RTC

Real-time communication for the web

#### The idea

- → Full-duplex communication between clients (browsers)
- P2P communications, perfect for sending text, video, audio without going through the server ...
- ... except for initialization and signalling that go through the server (usually using Web Sockets)