

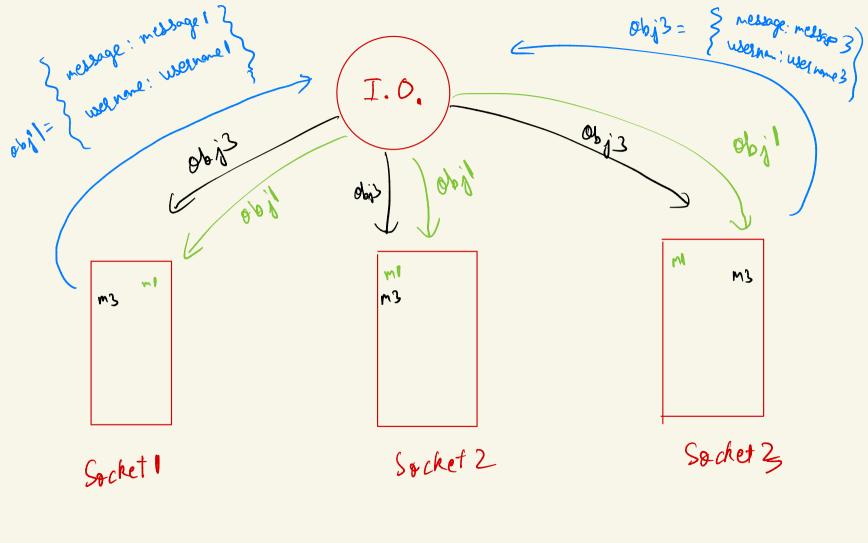
request response Server response. 1 Jetch Phanel > 350 N HTM Phone 2

> SetInterval(Jetch, 1000); > bottery consuming of Phone 2

(PV expensive of Phone 2) response Server without Phone 2

* sockets can listen only from I.O. & sockets * I.O (an listen from Socket 6 H's one Server It's multiple (=message 1 1 Phone 2 (sorket 2) (Socket

nestage; nestage 1 usel none; username! nere, 4 will ignore all the objects with Wernere as istrone Socket?



> Socket. on ("chot message") data = } nessage: nessage }
id: socket.id } " chot melleye"

" chat message" Socket.on ("chot meslage", data =) { Socket A > C L L >10. emit (chot message", data); Socket B E Socket. On ("chat nessage") " (hat message "