EVENTS, EVENT EMITTERS, HTTP & LONG POLLING

Building real-time software

HTTP, PART 2

Sequels are always worse than the original

WHAT WE KNOW ABOUT HTTP

- A client makes a “request” to a server
- Server receives this “request” and generates a “response”
- One request, one response: them’s the rules
- Requests can include a body (payload)
- Responses can include a body (payload)

The New York Times

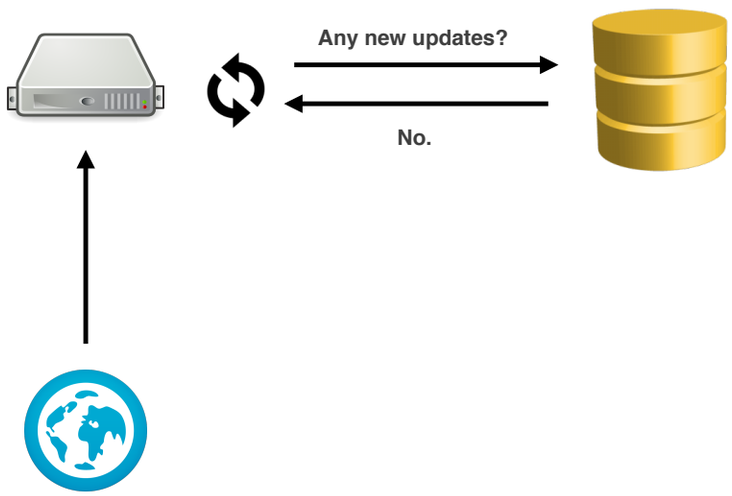
FIFA WORLD CUP
Brasil

LIVE WORLD CUP COVERAGE

- A user visits a web page
- This web page has a live updating list of game coverage (“events”) provided by New York Times commentator (“Brazil receives yellow card”/“Germany scores goal”)
- When the event line is submitted by the commentator, it should immediately display to the user

HTTP LONG POLLING

HTTP LONG POLLING



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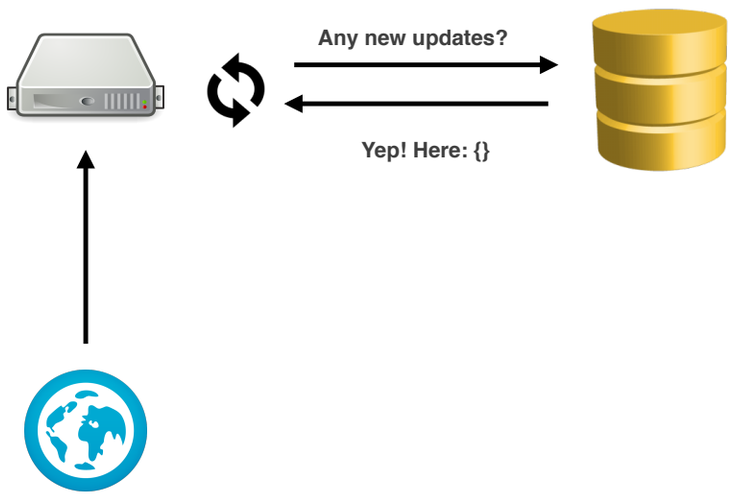

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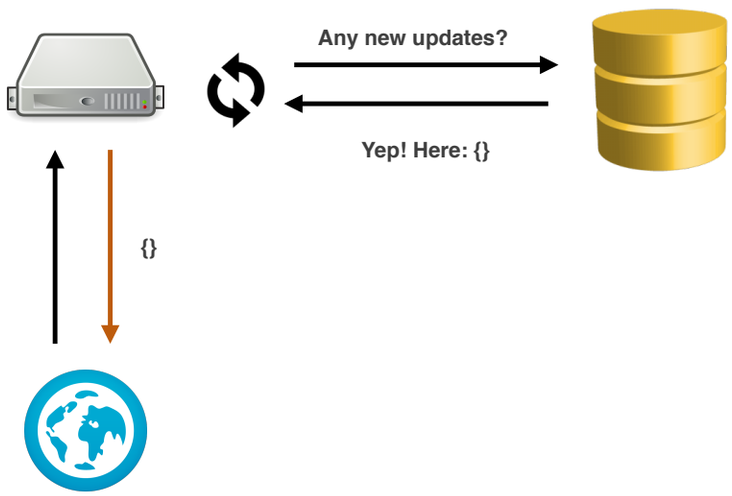
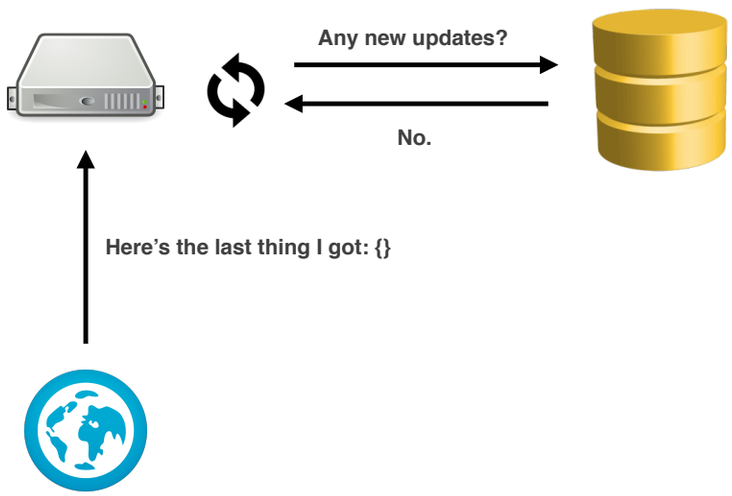


HTTP LONG POLLING



HTTP IS A REQUEST/RESPONSE PROTOCOL

- Clients must send a *request* before the server can issue a *response*
- There is no way for the server to *push* data to the client without an outstanding request
- No live updates without long polling 😢