

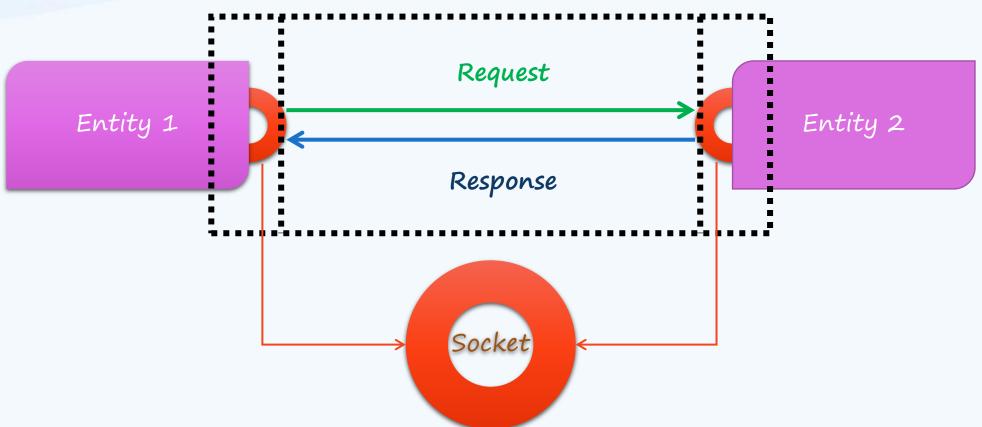
What is Socket?

- Sockets allow communication between two different processes on the same or different machines
- A socket is one endpoint of a two-way communication link between two programs running on the network
- Socket programming is a way of connecting two nodes on a network to communicate with each other
- A network socket is one endpoint in a communication flow between two programs running over a network

What is Communication?

- Communication is simply the act of transferring information from one place to another
- The transmission of data from one computer to another, or from one device to another
- Data communications refers to the transmission of this digital data between two or more computers and a computer network or data network

Communication



Communication Between two Entity. Entity may be process of same machine or different machines

Different Type of Communication

- · Client Pull Communication
- · Server Push Communication
- · Peer to Peer Communication

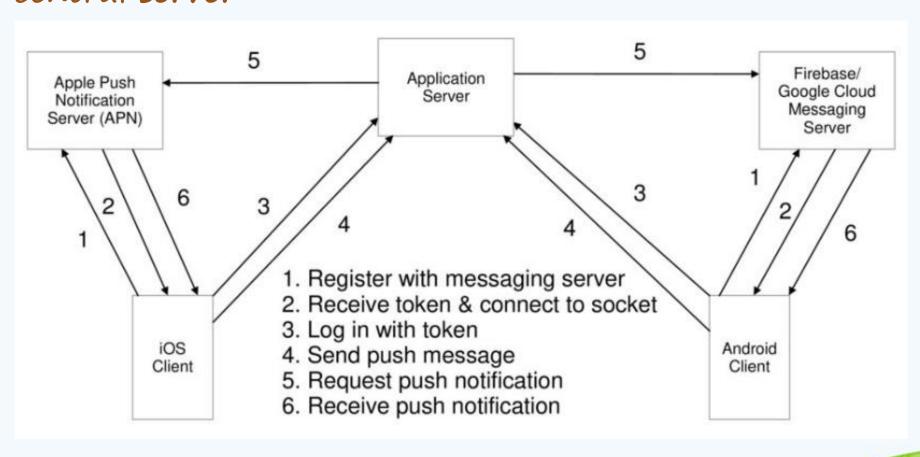
Client PULL Communication

Pull coding or client pull is a style of network communication where the initial request for data originates from the client, and then is responded to by the server



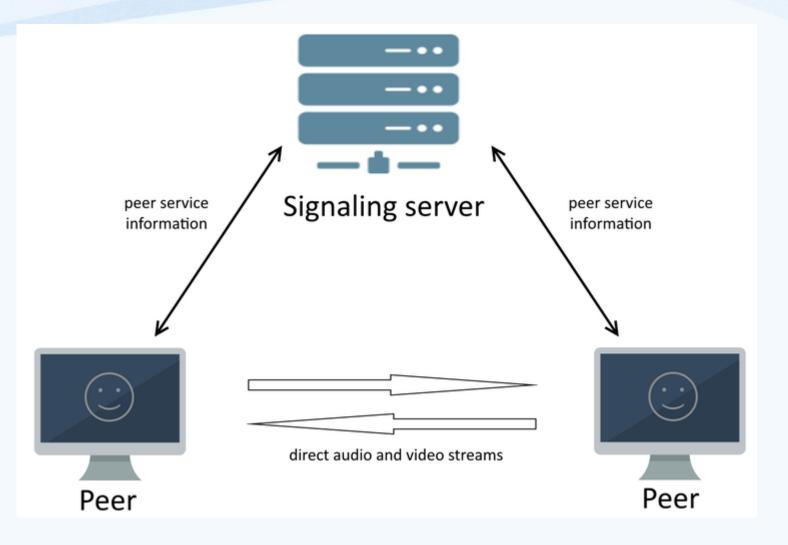
Server Push Communication

The request for a given transaction is initiated by the publisher or central server



Peer to Peer Communication

In its simplest form, a peer-to-peer (P2P) network is created when two or more PCs are connected and share resources without going through a separate server computer



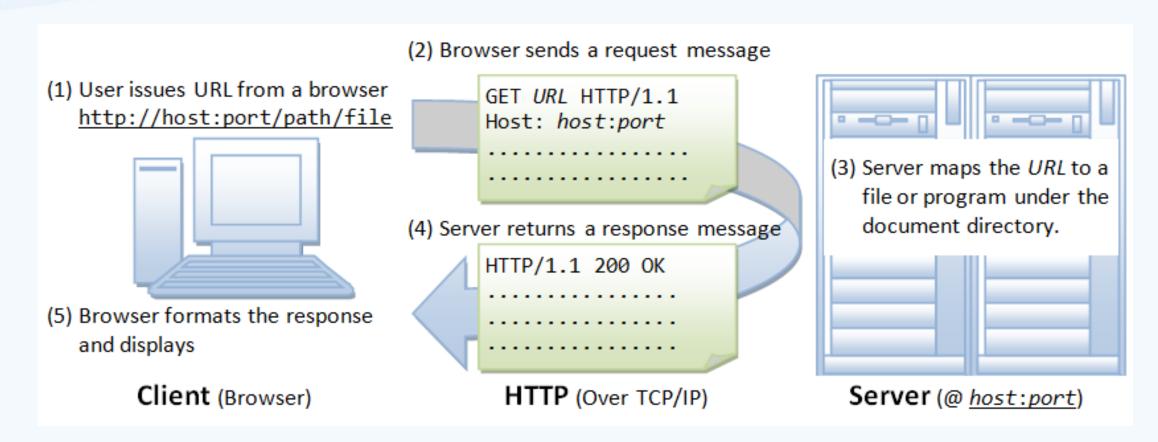
Examples

Client PULL Communication → HTTP Request

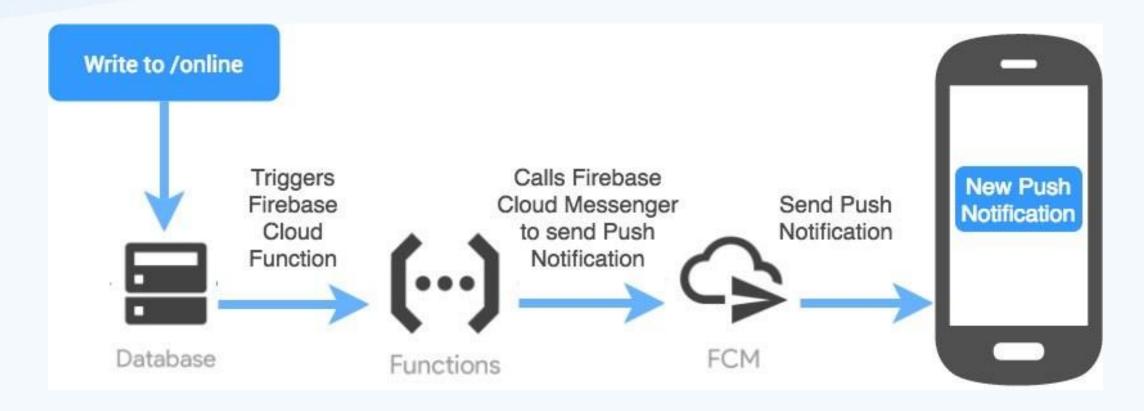
Server PUSH Communication → Push Notification

Peer to Peer Communication → WebRTC (Audio/Video Call)

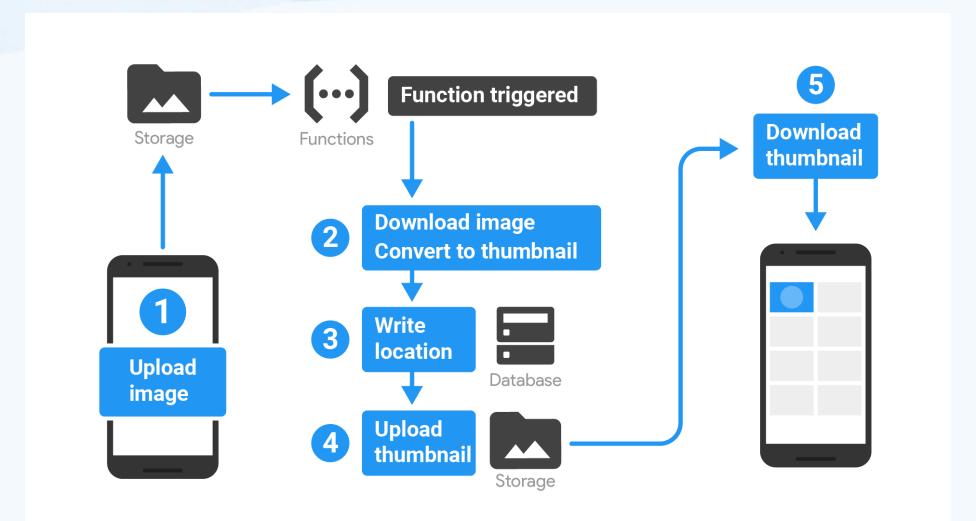
AJAX HTTP Request & Response



Firebase PUSH Notification



Example: simple usage of Firebase



WebRTC Communication

