Push and pull technologies in real-life systems
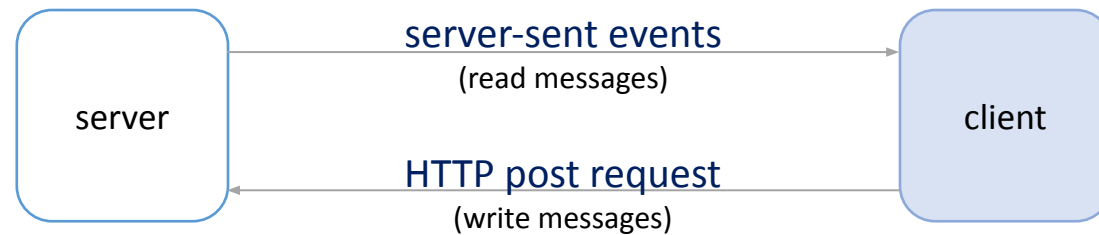
messaging system	available options
AWS SQS (pull-based)	short polling long polling
Apache Kafka (pull-based)	short polling long polling
AWS Kinesis (pull-based)	short polling
RabbitMQ (push-based)	WebSocket
Apache ActiveMQ (push-based)	WebSocket

Push and pull technologies in real-life systems

online chat

server — WebSocket — client

server — long polling (read messages) / HTTP post request (write messages) — client
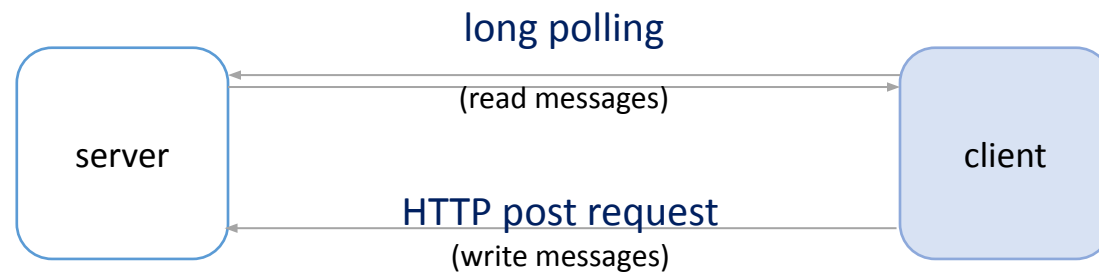
good option for older versions of browsers (when WebSocket and SSE are not supported)

server — server-sent events (read messages) / HTTP post request (write messages) — client

simple web chat app can be implemented in about 1 hour using SSE

Push and pull technologies in real-life systems

online chat	news feed	stock tracking app	browser game	collaborative code editor
	short polling			
long polling	long polling			long polling
WebSocket	WebSocket	WebSocket	WebSocket	WebSocket
SSE	SSE	SSE		SSE

Push and pull technologies in real-life systems