mapBox-gl.js

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https://github.com/brianssheldon/jsmapbox

me

- 30+ years experience
- 10+ years of Cobol
- 13 years of Java
- 1 year of Javascript and Node.js

I am no expert

Feel free to tell me how to improve code, etc…

Weeks
of
programming
can
save you
hours
of
planning

Useful links

- My github repo https://github.com/brianssheldon/jsmapbox
- https://www.mapbox.com/mapbox-gl-js/api/
- Mapbox using a local map
  - http://fuzzytolerance.info/blog/2016/02/09/Vector-Tiles-Part-1/
  - http://fuzzytolerance.info/blog/2016/02/19/Vector-Tiles-Part-2/
  - http://fuzzytolerance.info/blog/2016/03/01/Vector-Tiles-Part-3/
- Comparing Leaflet to Mapbox http://fuzzytolerance.info/blog/2016/03/16/Leaflet-to-Mapbox-GL/
- Mapbox examples https://www.mapbox.com/mapbox-gl-js/examples/
- Map file https://openmaptiles.org/downloads/

WebSocket uses TCP

WebSocket is a computer communications protocol, providing full-duplex communication channels over a single TCP connection. (Full duplex - refers to the transmission of data in two directions simultaneously)

The WebSocket protocol was standardized by the IETF as RFC 6455 in 2011, and the WebSocket API in Web IDL is being standardized by the W3C.

https://en.wikipedia.org/wiki/WebSocket

- HTTP
- TLS
- TCP

Publish Subscribe

In [software architecture](), **publish–subscribe** is a [messaging pattern]() where senders of [messages](), called publishers, do not program the messages to be sent directly to specific receivers, called subscribers, but instead characterize published messages into classes without knowledge of which subscribers, if any, there may be. Similarly, subscribers express interest in one or more classes and only receive messages that are of interest, without knowledge of which publishers, if any, there are.

https://en.wikipedia.org/wiki/Publish%E2%80%93subscribe_pattern

Uses for Websockets

- Instant messaging
- Games
- Notifications (fire, bomb threat, fire bomb threat, new message)
- Financial ticker
- Sport scores (go team!)
- Collaborative documents (google docs)

http://www.infoworld.com/article/2609720/application-development/9-killer-uses-for-websockets.html

Use Caution

1. **Proxy servers can wreak havoc with WebSockets running over unsecured HTTP**
2. **Web browsers allow huge numbers of open WebSockets**
3. **WebSockets and HTTP/2 transport are not unified**
4. **Sophisticated WebSocket implementations end up re-inventing HTTP**

Maybe use ws to trigger ajax calls???

https://samsaffron.com/archive/2015/12/29/websockets-caution-required

Time to Wake Up for the next speaker!