



Web Sockets and “Real Time” Web Collaboration

One of the things I’ve found the most intriguing is how Google Docs and other web applications manage synchronous edits and updates and remain performant.

One of the questions I’ve had for a while is how to create a multiuser editor where people can collaboratively read, write and edit text while seeing the changes as close to real time as possible... again how Google Docs work.

Websockets Hello World: Chat program

Shared Document Reader

Pushing the idea further

Links and Resources

- [WebSocket Specification \(WHATWG\)](#)
- [IETF WebSocket Protocol](#)
- [High Performance Browser Networking: WebSocket](#)
- [WebSockets \(MDN\)](#)
- [Can I Use: Web Sockets](#)
- [socket.io](#)
 - [socket.io server API](#)
 - [socket.io client API](#)
 - [socket.io chat demo](#)