## Period-5 WebSockets/Real Time Communication

Name attributes of the HTTP protocol which makes it difficult to use for real time systems.

Explain polling and long-polling strategies, their pros and cons.

What is HTTP streaming, SSE (Server sent events)?

What is the WebSocket protocol, and how is it different from HTTP communication, what advantages has it over HTTP?

Explain what the WebSocket Protocol brings to the Web-world.

What's the advantage of using libraries like Socket.IO, Sock.JS, WS, over pure WebSocket libraries in the backend and standard APIs on frontend? Which problems do they solve?

Explain and demonstrate the process of WebSocket communication - From connecting client to server, through sending messages, to closing connection.