CO324 Lab 04: Server sent events

Outcomes

At the end of this lab you should be able to,

- Recognize the need for long polling (AJAX) and HTTP server push (SSE) and, explain their relative pros and cons.
- Implement SSE in a servlet using a one-thread-per-client model.
- Proper synchronization between data producer and consumer.

References

- [Server sent events](#)
- [Programming models](#)
- [SSE with JAX-RS](#)

Exercises

- Study the code of the Stock Ticker project. Build and deploy it on either Tomcat or GlassFish.
- Open two separate browser connections (one of which is private/incognito) side by side and observe the updates. Are there any differences in the price values sent?
- Perform a GET on /StockTicker/stream using curl. What difference(s) do you observe compared to the browser?
- What is the purpose of notifyAll() and wait() within the synchronized blocks in the Stock and PriceUpdate classes?
- Add a timestamp (hour:min:sec) to each stock price update.