YouTube Video Summary

From 0:00 to 1:29: Websocket is a protocol that was developed for bi-directional web server browser . It is capable of sending and receiving data simultaneously our TCP connection typically in a standard HTTP web request the client opens the connection and requests data from the server . The server processes the request and builds the response and finally the server sends the response back to the client .

From 1:26 to 3:03: The client request information from the server exactly as in regular polling but with the expectation that the server may not respond immediately . This technique is sometimes referred to as hanging it that is if the server does not have any data available for the client instead of sending an empty response the server simply holds the request and waits until some data become available . The client typically sends a new longboard request either immediately upon receiving a response or after a pause to allow an acceptable latency period .

From 3:00 to 4:27: Websocket is basically a full duplex asynchronous messaging that is supported so that both the client and the server can stream messages to each other independently . Web sockets are heavily used in real-time web application to show the data at the client end which is continuously being continuously being sent .

From 4:25 to 5:29: Websockets will be an Overkill if you want to fetch old data or we want to get the data only once to process it data which is not required very frequently or only once can be queried by the simple HTTP request so in this scenario it is better not to use websocket but go with HTTP protocol .