

# SignalR Programming

1. What is polling?  
Polling basically consists in making periodic connections from the client to check whether there is any relevant update at the server,
2. What are WebSockets?  
WebSocket is HTML5 feature by W3C allows persistent connection and two-way communication between client and server
3. What is a forever frame?  
It consists in entering an <IFRAME> tag in the page markup of the client.  
The server will maintain this connection permanently open and will use it to send updates in the form of calls to script functions defined at the client
4. What is SignalR?  
SignalR is Microsoft's implementation of two-way communication using persistent connection between client and server.  
Main advantage is that SignalR can work even if the browser does support WebSocket.
5. What is a Persistent connection?  
Persistent connection is a low-level API for full-duplex communication.
6. Write down the events of a persistent connection?  
OnConnected  
OnReceived  
OnDisconnected
7. What are SignalR hubs?  
Hubs are for higher-level api built on top of persistent connection. Hub supports different types of messages with various structures between the client and the server.