

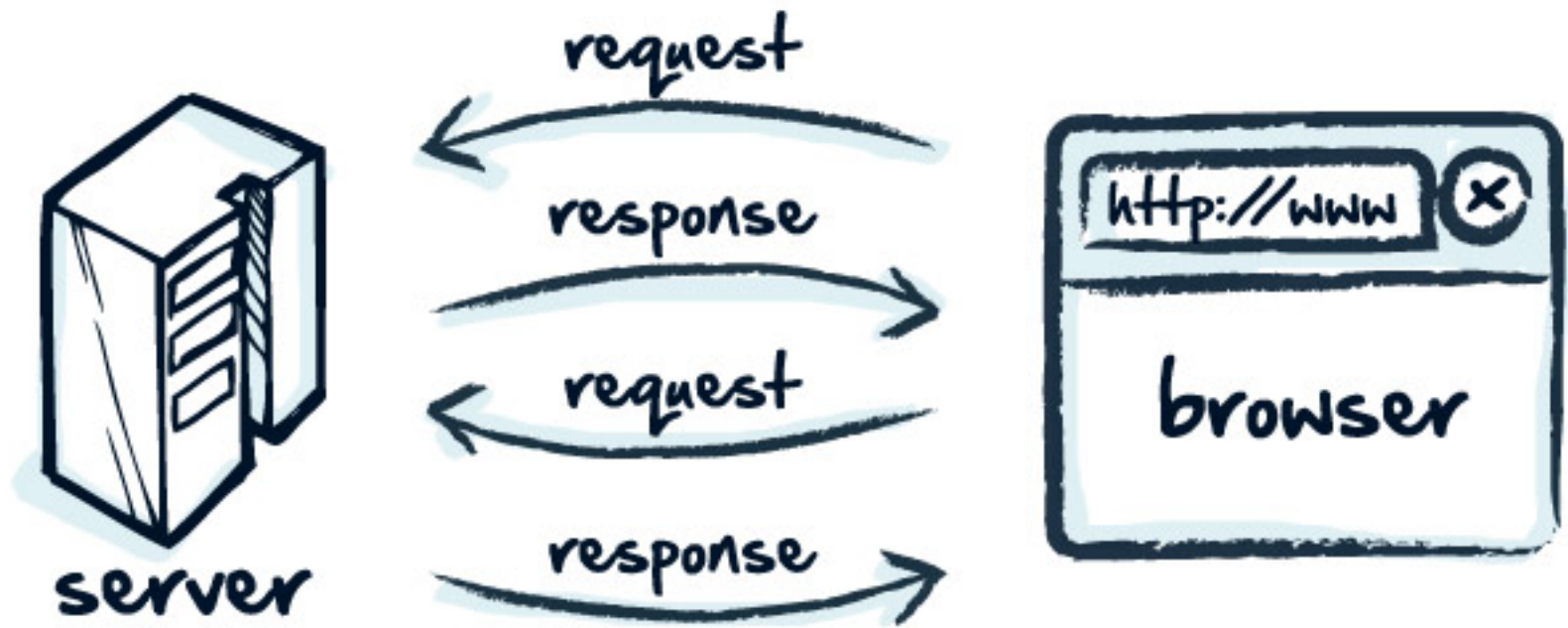


socket.io

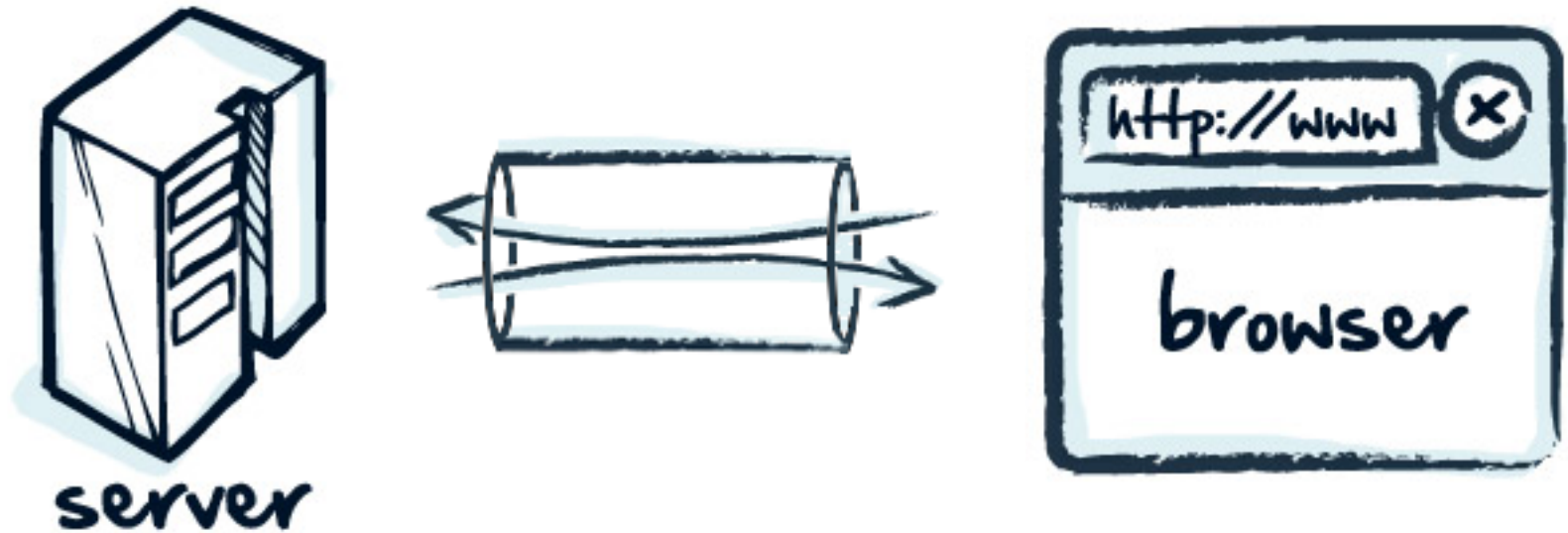
@humbertostreb



**Deal with real-time
application?**



**Request and response
is too mainstream**



WebSocket

W3C - RFC 6455

but...



IE 9



socket.io

Support

IE 5.5+

Android native

Safari 3+

iOS native

Chrome 4+

Firefox 3+

Server

```
1  var io = require('socket.io')(80);  
2  
3  ✓ io.on('connection', function (socket) {  
4      socket.emit('news', { hello: 'world' });  
5  ✓  socket.on('my other event', function (data) {  
6      console.log(data);  
7      });  
8  });
```

Client

```
1  <script src="/socket.io/socket.io.js"></script>
2  ▼ <script>
3      var socket = io();
4  ▼  socket.on('news', function (data) {
5      console.log(data);
6      socket.emit('my other event', { my: 'data' });
7  });
8  </script>
```


Simplicity



Send a image

```
1  // on server
2  ✓ io.on('connection', function(socket){
3  ✓    fs.readFile(__dirname + '/images/image.jpg', function(err, buf){
4      socket.emit('image', { image: true, buffer: buf.toString('base64') });
5      console.log('image file is initialized');
6    });
7  });
8
9
10 // on client
11 var ctx = document.getElementById('canvas').getContext('2d');
12
13 ✓ socket.on("image", function(info) {
14 ✓   if (info.image) {
15       var img = new Image();
16       img.src = 'data:image/jpeg;base64,' + info.buffer;
17       ctx.drawImage(img, 0, 0);
18     }
19   });
```

What about streams?

socket.io-stream dude!

namespaces/ rooms

```
1  var io = require('socket.io')(80);
2  var chat = io
3    .of('/chat')
4  .on('connection', function (socket) {
5    socket.emit('a message', {that: 'only', '/chat': 'will get'});
6    chat.emit('a message', {everyone: 'in' , '/chat': 'will get'});
7  });
8
9  var news = io
10    .of('/news')
11  .on('connection', function (socket) {
12    socket.emit('item', { news: 'item' });
13  });
```

namespaces/ rooms

```
1 1 ▼ <script>
2 2 ▼   var chat = io.connect('http://localhost/chat')
3 3     , news = io.connect('http://localhost/news');
4 4
5 5 ▼   chat.on('connect', function () {
6 6     chat.emit('hi!');
7 7   });
8 8
9 9 ▼   news.on('news', function () {
10 10     news.emit('woot');
11 11   });
12 12 </script>
```

more?

volatile

```
1  var io = require('socket.io')(80);
2
3  ▼ io.on('connection', function (socket) {
4  ▼    var tweets = setInterval(function () {
5  ▼      getFooTweet(function (tweet) {
6        socket.volatile.emit('foo tweet', tweet);
7        });
8      }, 100);
9
10 ▼    socket.on('disconnect', function () {
11      clearInterval(tweets);
12    });
13  });
```

broadcast

```
1 var io = require('socket.io')(80);  
2  
3 ✓ io.on('connection', function (socket) {  
4     socket.broadcast.emit('user connected');  
5 });
```




Thanks