
Real time web apps

With Node.js and Redis



I am Matthew Nuzum

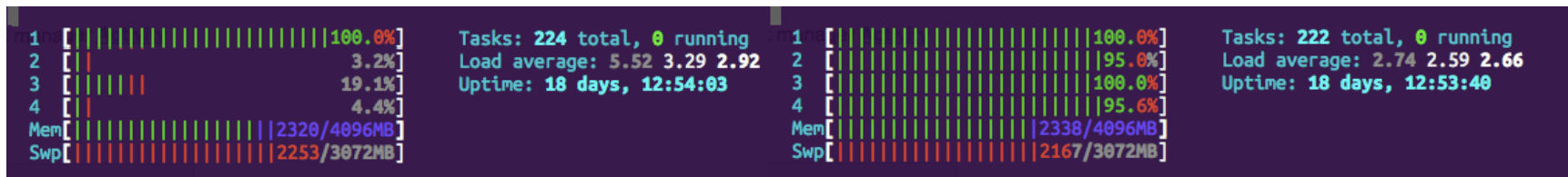
- Pro web developer and UX since 2001
- Started two businesses
- Worked for several start-ups, including Canonical makers of Ubuntu
- Currently working at John Deere

@newz2000 on Twitter

A real problem

This isn't busy

This is busy



Node isn't multi-threaded*

We solve this by running multiple node processes or spreading our app across multiple servers

*This is only partially true

Now we have a new problem

When using Socket.io we may want to send messages to clients connected to any server.

- We could poll the database
 - We could pool all sockets to one server
 - We can use a message queue
-

Redis can be a message queue

Redis has pubsub support!

You may already be using it for your session store

Code

Code is at github.com/newz2000

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