

# Javascript client

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- ☐ `var exampleSocket = new WebSocket("ws://www.example.com:8100");`
- ☐ `exampleSocket.send("message for server");`
- ☐ `exampleSocket.onmessage = function(event) {console.log(event.data)};`

# PHP Ratchet-based server

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- ☐ **Install Ratchet with composer**
- ☐ **Set up a server script that instantiates a Ratchet server.**
- ☐ **Use JSON for messages**
- ☐ **Make a router to dynamically find public methods**