**Real Time Communication.**

**SignalR**

🡪 It is a library for Asp.net developers that enables adding of real-time web functionality to application. So, basically real-time functionality adds the ability for server code to push content to connected clients instantly rather than having server to wait for client to request for data.

🡪 High Frequency Update From Server. **Use Case:**

* E-commerce – instant update to all customer about newly launched products or discount or deal updates.
* GPS updated (uber)
* Broadcasting Real Time Message to connected users on Browsers.
* Notification – online users, instant exchange of information between connected users.
* Sale dashboard = real time leads and assignment of leads to sales person.
* Game/Chat.

🡪 **SignalR uses:**

* Web Sockets.

🡪 WebSocket is a computer communications protocol, providing full-duplex communication channels over a single TCP connection.

* Server-Sent Events.

🡪 A server-sent is when a web page automatically gets updates from a server. This was also possible before, but the web page would have to ask if any updates were available. With server-sent events, the updates come automatically.

* Long Polling.

🡪 Http Long Polling is a technique used to push information to a client as soon as possible on the server. As a result, the server does not have to wait for the client to send a request.