WebSocket class Null safety

Use the WebSocket interface to connect to a WebSocket, and to send and receive data on that WebSocket.

To use a WebSocket in your web app, first create a WebSocket object, passing the WebSocket URL as an argument to the constructor.

```
var webSocket = new WebSocket('ws://127.0.0.1:1337/ws');
```

To send data on the WebSocket, use the send method.

```
if (webSocket != null && webSocket.readyState == WebSocket.OPEN) {
  webSocket.send(data);
} else {
  print('WebSocket not connected, message $data not sent');
}
```

To receive data on the WebSocket, register a listener for message events.

```
webSocket.onMessage.listen((MessageEvent e) {
  receivedData(e.data);
});
```

The message event handler receives a MessageEvent object as its sole argument. You can also define open, close, and error handlers, as specified by Events.

For more information, see the WebSockets section of the library tour and Introducing WebSockets, an HTML5Rocks.com tutorial.

Inheritance

Object ▸ EventTarget ▸ WebSocket

Annotations

@SupportedBrowser(SupportedBrowser.CHROME)
@SupportedBrowser(SupportedBrowser.FIREFOX)
@SupportedBrowser(SupportedBrowser.IE, '10')
@SupportedBrowser(SupportedBrowser.SAFARI)
@Unstable()
@Native("WebSocket")

Constructors

WebSocket(String url, [Object? protocols])
factory

Properties

binaryType ↔ String?
read / write

bufferedAmount → int?
read-only

extensions → String?
read-only

hashCode → int
The hash code for this object. [...]
read-only, inherited

on → Events
This is an ease-of-use accessor for event streams which should only be used when an explicit accessor is not available.
read-only, inherited

onClose → Stream<CloseEvent>
Stream of `close` events handled by this WebSocket.
read-only

onError → Stream<Event>
Stream of `error` events handled by this WebSocket.
read-only

onMessage → Stream<MessageEvent>
Stream of `message` events handled by this WebSocket.
read-only

onOpen → Stream<Event>
Stream of `open` events handled by this WebSocket.
read-only

protocol → String?
read-only

readyState → int
read-only

runtimeType → Type
A representation of the runtime type of the object.
read-only, inherited