



# **KIR-DEV** **SPRING-BOOT** **COURSE**

WEBSOCKET

# WHAT IS WEBSOCKET?

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PROTOCOL

TWO-WAY STREAM

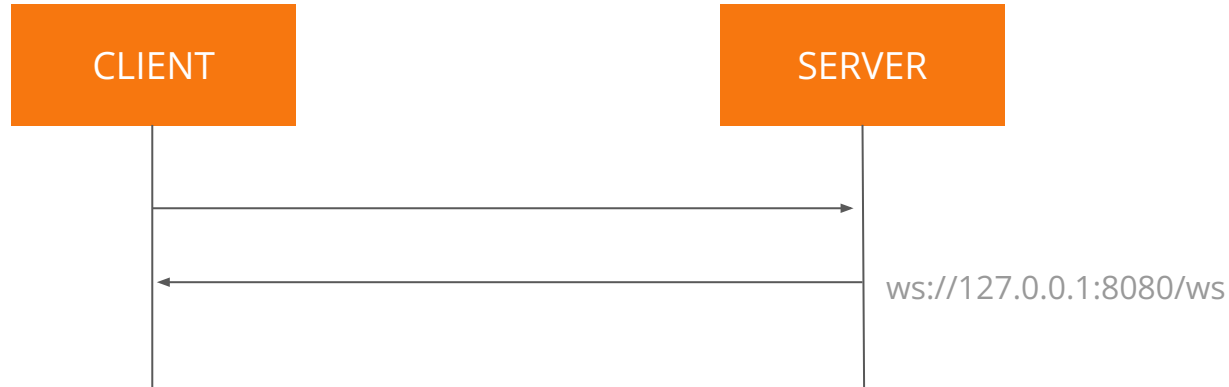
SINGLE, LONG-LIVED CONNECTION

# WHAT IS WEBSOCKET?

PROTOCOL

TWO-WAY STREAM

SINGLE, LONG-LIVED CONNECTION



# USE-CASES

WEBCHAT

LIVE DASHBOARD

COLLABORATIVE TOOLS

...

# STOMP

STREAMING TEXT ORIENTED  
MESSAGING PROTOCOL

# STOMP

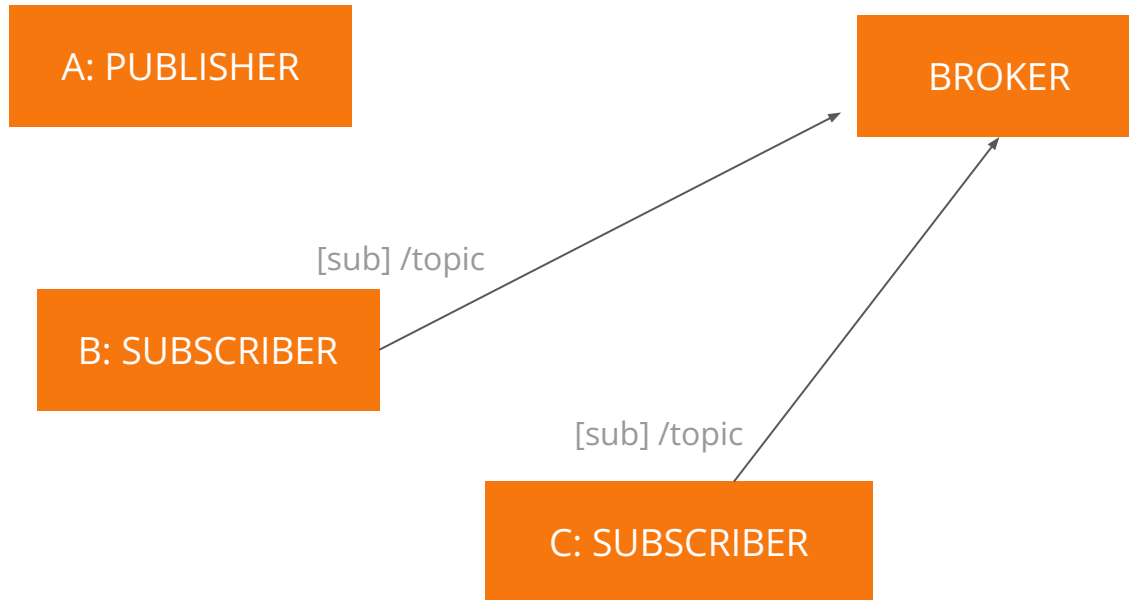
## STREAMING TEXT ORIENTED MESSAGING PROTOCOL

```
SEND
destination:/topic/example
content-type:text/plain

hello example topic
^@
```

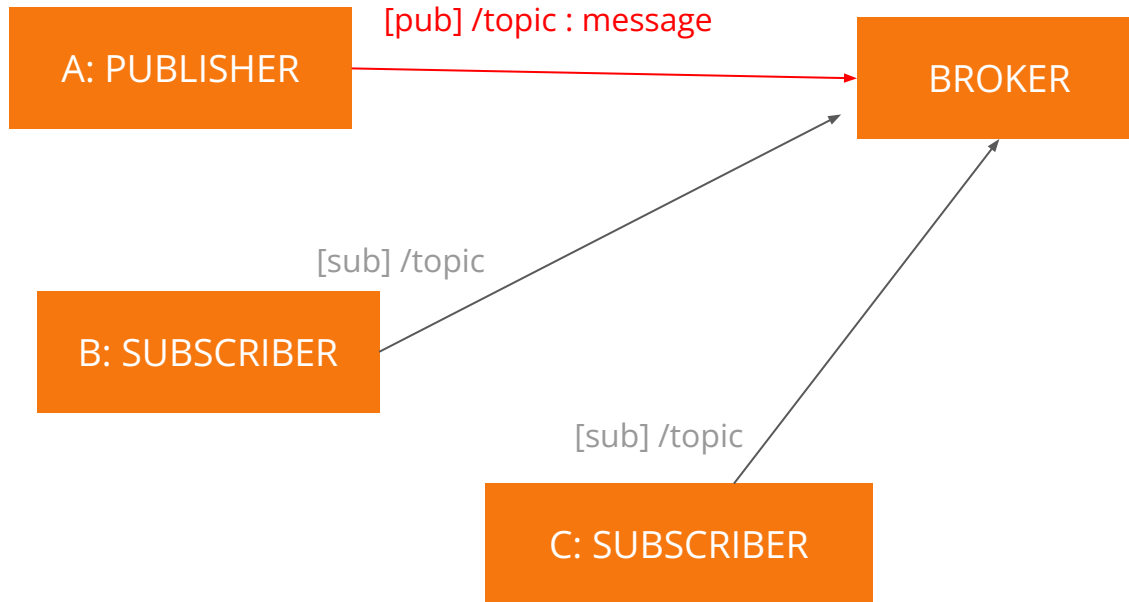
## PUBLISH-SUBSCRIBE

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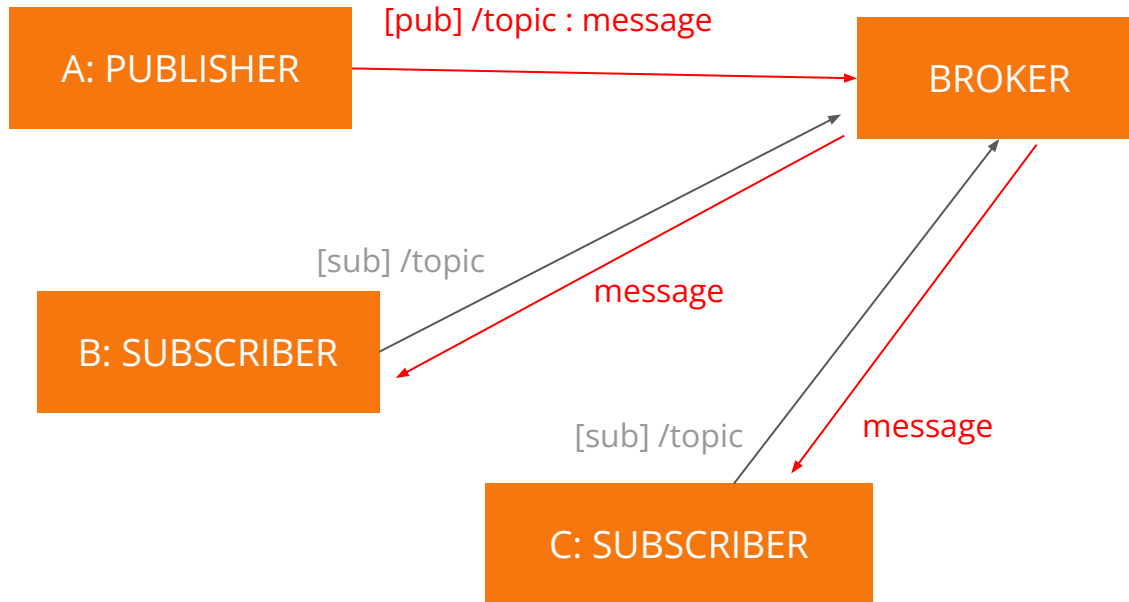




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# **SPRING MESSAGING**

SUPPORTS OTHER MESSAGING PROTOCOLS

# **SPRING MESSAGING**

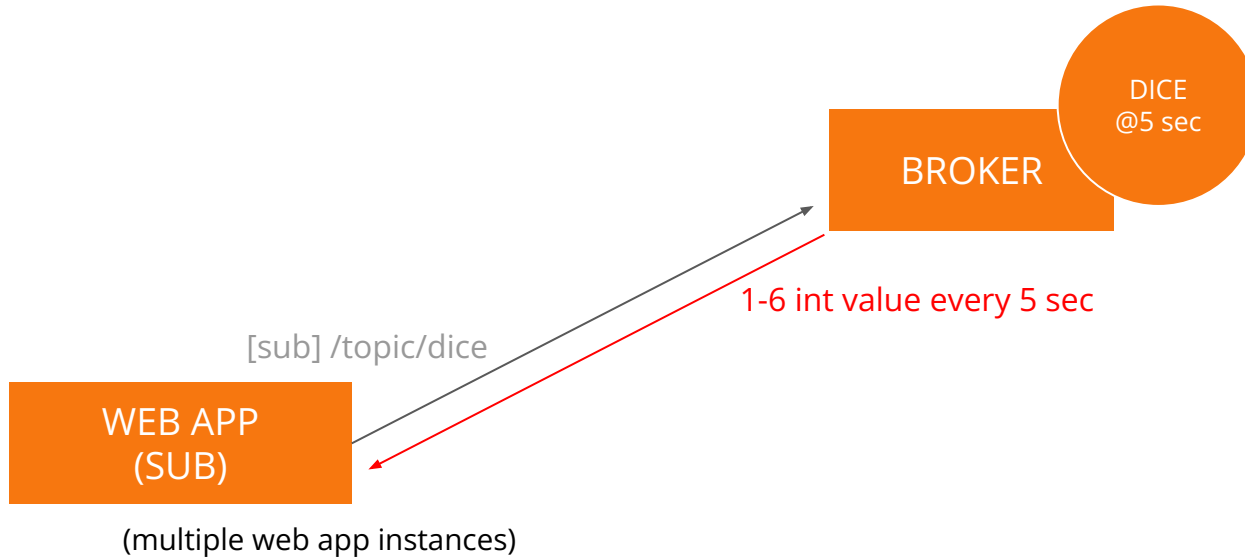
SUPPORTS OTHER MESSAGING PROTOCOLS

MQTT, APACHE KAFKA, ...

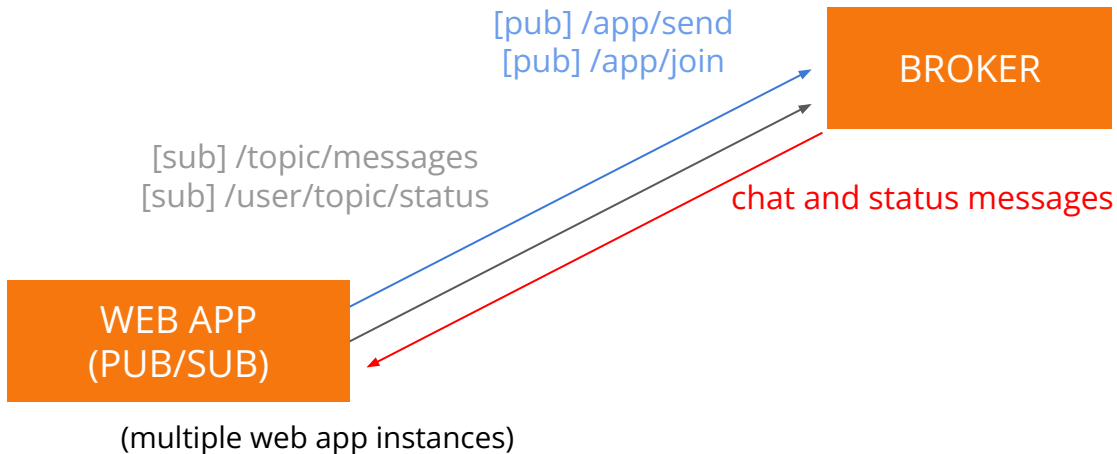
The image features a white background with two large, solid orange shapes in the corners. One shape is in the top right corner, and the other is in the bottom left corner. Both shapes have a curved, organic edge. Centered on the white background is the text "LIVE CODING".

**LIVE CODING**

# DEMO 1 - D6



# DEMO 2 - CHAT



# DEMO 3 - MINECRAFT

