# Development testing

This chapter will focus on the implementation of the test application described in chapter (TODO: crossref testapp methodology). Each framework has its own subsection where I describe every aspect of the development and thoughts I made during the process. Each section has its own summary, and finally, there is a conclusion giving a nuanced look at what framework solves the different tasks of a real-time application best.

## Socket.io

## Lightstreamer

## Play Framework

## SignalR

## Meteor

## Conclusion