# Performance testing

In this chapter, I reveal the results from performance testing each framework. As with the previous chapter, (TODO: crossref on heading text), each framework has its own subsection where the results are presented and discussed. Any difficulties that occurred during the work will also be described here. Finally, I will summarize the testresults and give a conclusion regarding what framework performed best under the different test scenarios (see chapter (TODO: crossref methodology performance tests) for description of scenarios).

## Control

TODO: Or not todo? Write performance tests of pure real-time in both WS and HTTP to serve as control when comparing the different frameworks?

## Socket.io

## Lightstreamer

## Play Framework

## SignalR

## Meteor

## Conclusion