**Technology choice #3 — HTTP Streaming**

**Chunked**

**….**

**Server-Sent Events(SSE)**

SSE is a communication protocol much like WebSockets, but with the implication of unidirectional data. SSE enables a browser-based consumer to receive a stream of event notifications sent from an API server.

**Subscription and event delivery**

The consumer subscribes to your API by creating a new EventSource object and passing the URL of an endpoint to the server over a regular HTTP request. After that, the consumer keeps listening for a response with a stream of event notifications.

If there are no more events to send, the server (your API) can terminate the connection. Or, the server can open the connection until the consumer closes it explicitly.

Being a unidirectional protocol, SSE is a good choice to build your event-driven APIs if you think about less bandwidth consumption and not maintaining long-lived HTTP connections to consumers. However, there are some challenges related to security, as there’s no way of challenging API consumers for tokens.



