[1] <https://blog.idrsolutions.com/2013/12/websockets-an-introduction/>

The life cycle of a WebSocket is easy to understand as well:

1. Client sends the Server a handshake request in the form of a HTTP upgrade header with data about the WebSocket it’s attempting to connect to.
2. The Server responds to the request with another HTTP header, this is the last time a HTTP header gets used in the WebSocket connection. If the handshake was successful, they server sends a HTTP header telling the client it’s switching to the WebSocket protocol.
3. Now a constant connection is opened and the client and server can send any number of messages to each other until the connection is closed. These messages only have about 2 bytes of overhead.