# Exchange.Js Socket.IO Talk

Nick Barth

### Who am I?



Nick Barth
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### What is Socket.IO?

"Socket.IO aims to make realtime apps possible in every browser and mobile device, blurring the differences between the different transport mechanisms. It's care-free realtime 100% in JavaScript." - Socket.IO Website



What does that really mean?

Socket.IO is an cross-browser compatible Javascript library that makes using websockets easy.

# Why would you want to use it?

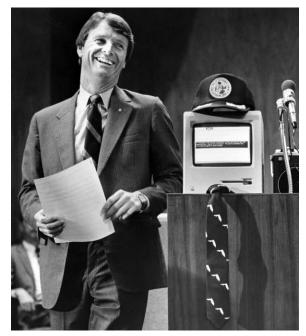


Websockets allow for persistent connections to our servers.

"A persistent connection is a speedy connection."

Video streaming, multi-player games, real-time tracking, and analytical applications can now run in the browser.

### How does it work?



The framework is based around sending and receiving notifications.

The browser can call a function on the server and pass it some data. The server can also call a function

client side and pass it data too.

Either or both events can occur at any time.

# **Example - Client Sending Message**

```
<script src="/socket.io/socket.io.js"></script>
<script>
  var socket = io.connect('http://localhost');
  socket.on('connect', function() {
    socket.emit('message server', 'Hi There');
  });
</script>
var io = require('socket.io').listen(80);
io.sockets.on('connection', function(socket) {
  socket.on('message server', function(message) {
    console.log(message);
  });
});
```

# **Example - Server Sending Message**

```
var io = require('socket.io').listen(80);
io.sockets.on('connection', function(socket) {
  socket.emit('message_client', 'You are now connected!');
});
<script src="/socket.io/socket.io.js"></script>
<script>
  var socket = io.connect('http://localhost');
  socket.on('message_client', function(message) {
    console.log(message);
  });
</script>
```

## **Demo Time**

## http://demos.nickbarth.ca/socket.io/



### Questions



References:

Socket.IO:

http://socket.io/

Github:

https://github.com/learnboost/socket.io/

Talk Source:

https://github.com/nickbarth/ExchangeJS\_Socket.IO-Talk 12-12-06

# **Thanks**