and Socket.IO

By niels robin aagaard

(@nielsrobin)

Agenda

- Goal
- @nielsrobin is …
- Why socket.io?
- What are websockets?
- Setup
- Basics
- Examples
  - Chat
  - Game
- Outside examples
- Questions

Niels Robin Aagaard

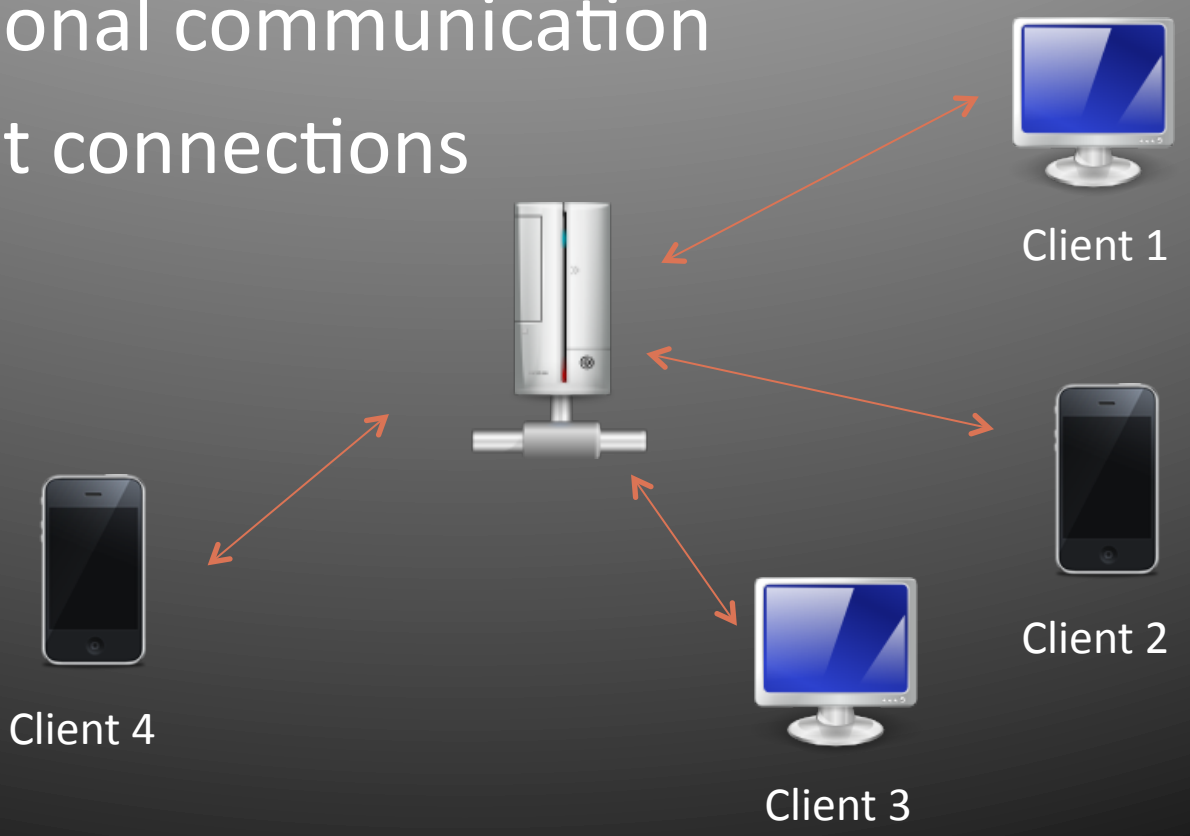
- @nielsrobin
- https://github.com/nielsrobin
- Head of IT
  - Not a professional software developer
  - However I'm a coder, hobbyist and father

Why socket.io?

- WebSocket
- Adobe® Flash® Socket
- AJAX long polling
- AJAX multipart streaming
- Forever Iframe
- JSONP Polling

Websockets

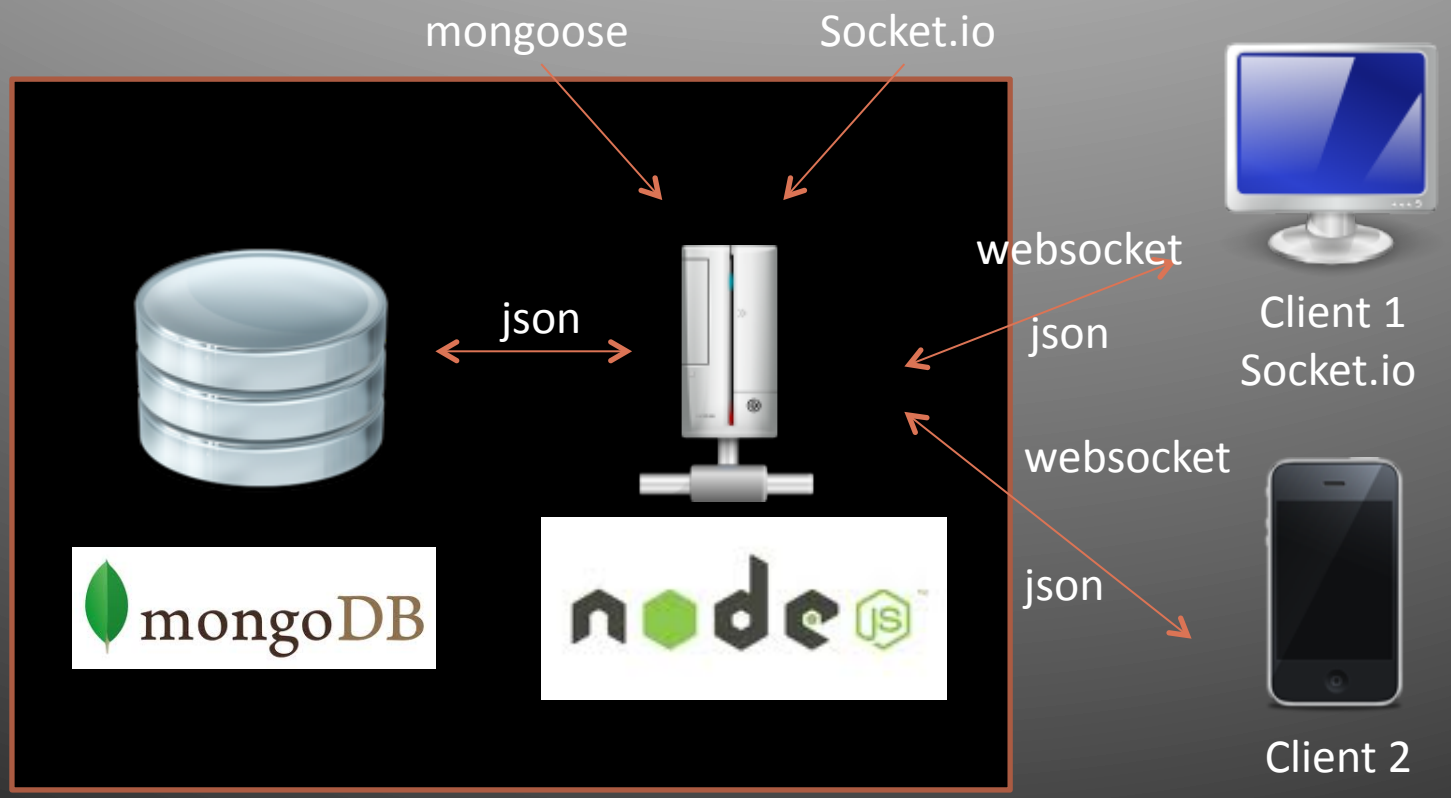
- When ajax is just too slow
- Bi-directional communication
- Persistant connections



Setup

- Install node (www.nodejs.org)
- Use npm for the rest
  - npm install socket.io
  - npm install mongoose
- Or create a package.json
  - npm install

Putting it together



Virtual chat example

Packages used

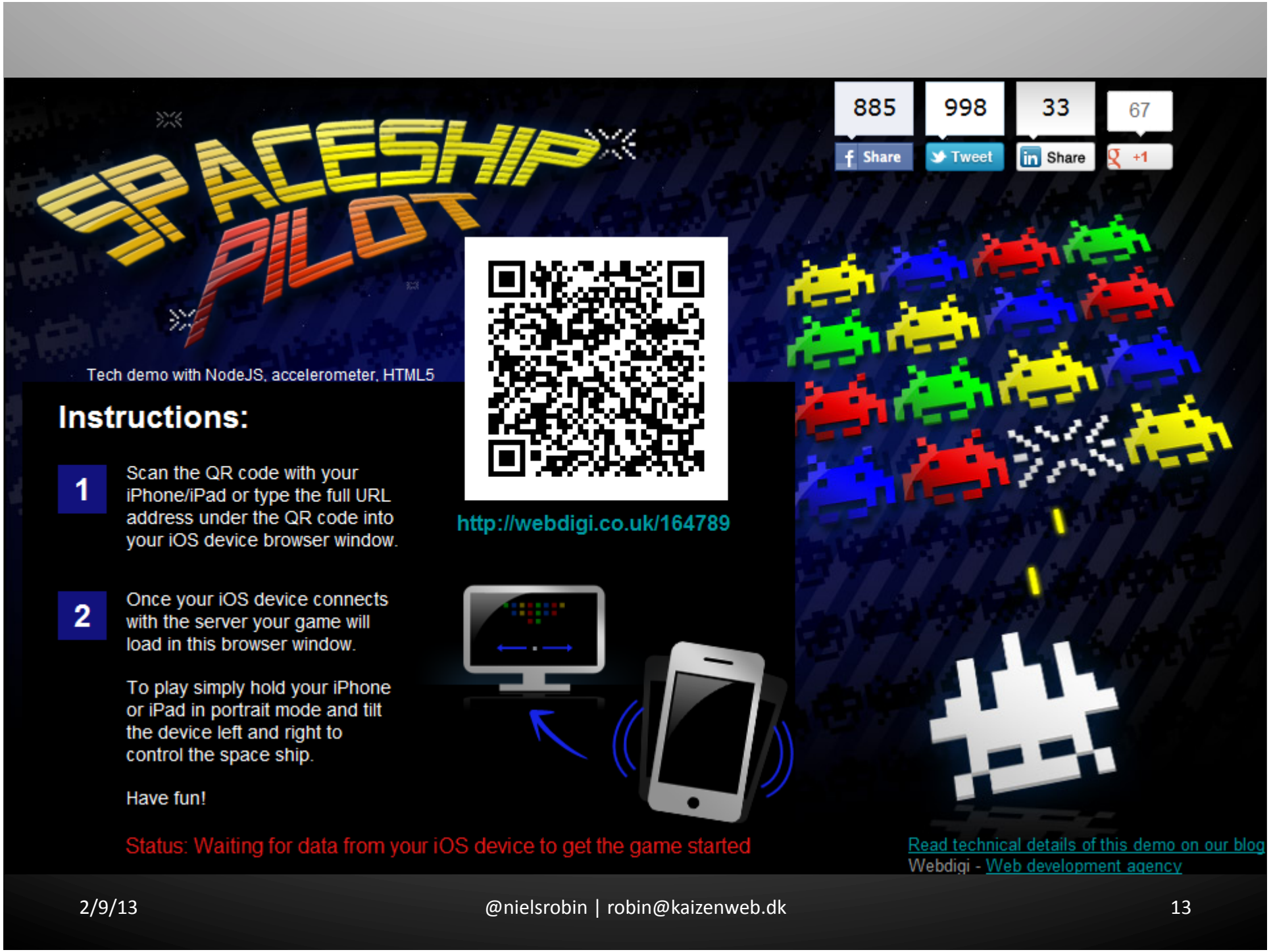
- Primary
  - mongoose
  - socket.io
- Secondary
  - underscore
  - bison

Evolving a game


Robin
Welcome to the server!

Couple of cool socket.io examples

- http://www.webdigi.co.uk/fun/space/
- http://hummingbirdstats.com/
- http://apps.kaizenweb.dk/games/bows/play.html


SPACESHIP PILOT
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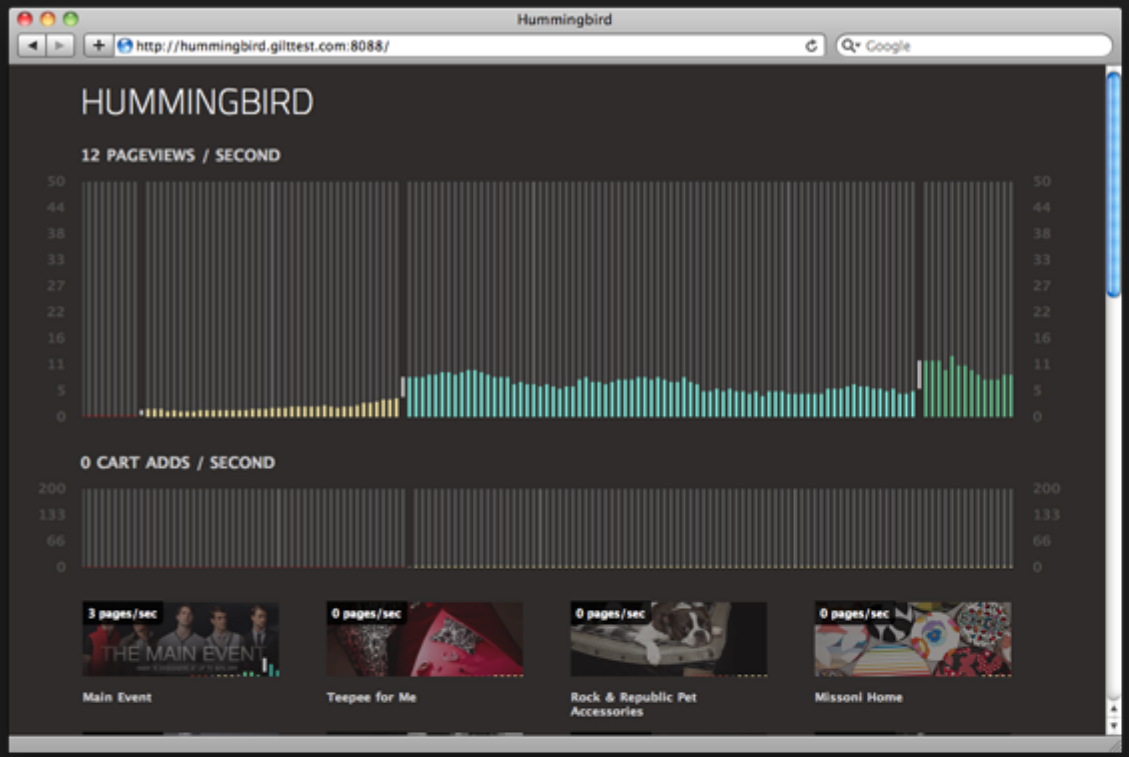
Tech demo with NodeJS, accelerometer, HTML5
Instructions:
1
Scan the QR code with your iPhone/iPad or type the full URL address under the QR code into your iOS device browser window.
http://webdigi.co.uk/164789
2
Once your iOS device connects with the server your game will load in this browser window.
To play simply hold your iPhone or iPad in portrait mode and tilt the device left and right to control the space ship.
Have fun!
Status: Waiting for data from your iOS device to get the game started
Read technical details of this demo on our blog
Webdigi - Web development agency



Hummingbird lets you see how visitors are interacting with your website in real time.

And by "real time" we don't mean it refreshes every 5 minutes—WebSockets enable Hummingbird to update 20 times per second.

Hummingbird is built on top of Node.js, a new javascript web toolkit that can handle large amounts of traffic and many concurrent users.

Go to the GitHub page | View the Live Demo

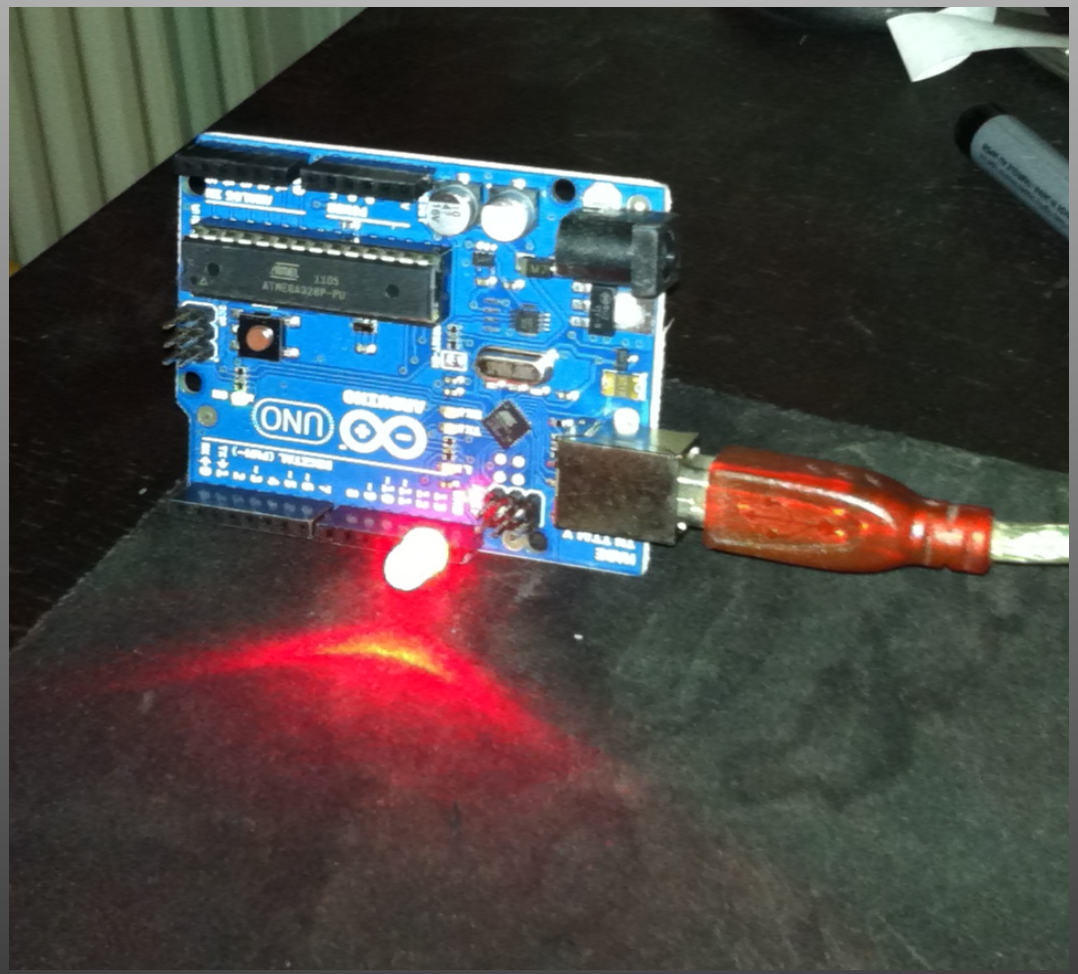
How It works

1. Tracking Pixel

2. Hummingbird App

3. Real Time Stats

Time for arduino


UNO

Next step

- Engine.io
  - Performance
  - Succes first
- Websockets and Parrot AR Drone 2.0
  - nodeJS
  - Socket.io
  - node-ar-drone

Questions

- Examples are on github: https://github.com/nielsrobin

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