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What kind of problems web sockets solve? In what kind of situations you should use them?

The Problem: Low Latency Client-Server and Server-Client Connections.

However, all of these work-arounds share one problem: They carry the overhead of HTTP, which doesn't make them well suited for low latency applications. Think multiplayer first person shooter games in the browser or any other online game with a realtime component.

The WebSocket specification defines an API establishing "socket" connections between a web browser and a server. In plain words: There is an persistent connection between the client and the server and both parties can start sending data at any time.

Technologies that enable the server to send data to the client in the very moment when it knows that new data is available have been around for quite some time.

Multiplayer online games

Chat applications

Live sports ticker

Realtime updating social streams

What happens if you send a message: "LOGO"?

Emoji