**What is WebRTC?**

WebRTC is a powerful new API aimed at allowing real time peer-to-peer audio, video and data sharing - without the use of any plugins. WebRTC is completely native, which means that all you need is a bit of JavaScript and HTML to get up and running. The specification is still being defined, so there is limited browser support at the moment.

**WebRTC and DataChannels**

We can now let the server connect us to other clients and then we send/recieve data directly between peers.

**WebSockets**

WebSocket is a protocol providing [full-duplex](http://en.wikipedia.org/wiki/Full-duplex) communications channels over a single [TCP](http://en.wikipedia.org/wiki/Transmission_Control_Protocol) connection. The WebSocket protocol was standardized by the [IETF](http://en.wikipedia.org/wiki/Internet_Engineering_Task_Force) as [RFC 6455](http://tools.ietf.org/html/rfc6455) in 2011, and the WebSocket [API](http://en.wikipedia.org/wiki/Application_programming_interface) in [Web IDL](http://en.wikipedia.org/wiki/Web_IDL) is being standardized by the [W3C](http://en.wikipedia.org/wiki/World_Wide_Web_Consortium).

WebSocket is designed to be implemented in [web browsers](http://en.wikipedia.org/wiki/Web_browser) and [web servers](http://en.wikipedia.org/wiki/Web_server), but it can be used by any client or server application. The WebSocket Protocol is an independent TCP-based protocol. Its only relationship to [HTTP](http://en.wikipedia.org/wiki/HTTP) is that its [handshake](http://en.wikipedia.org/wiki/Handshaking) is interpreted by HTTP servers as an [Upgrade request](http://en.wikipedia.org/wiki/HTTP/1.1_Upgrade_header).[[1]](http://en.wikipedia.org/wiki/WebSocket#cite_note-1) The WebSocket protocol makes possible more interaction between a browser and a web site, facilitating live content and the creation of real-time games. This is made possible by providing a standardized way for the server to send content to the browser without being solicited by the client, and allowing for messages to be passed back and forth while keeping the connection open. In this way a two-way (bi-directional) ongoing conversation can take place between a browser and the server. A similar effect has been achieved in non-standardized ways using stop-gap technologies such as [Comet](http://en.wikipedia.org/wiki/Comet_(programming)).