Building our First Server

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Overview

Write a web socket server 'programmatically'

– This has to be deployed

Use annotations to write the server

Server will be an echo server

– Send a message to the server

– Echo the message back to the client

– No broadcast

Writing a Server

Create an endpoint and a descriptor

Create an annotated class to act as the endpoint

Next

Chat server and client

- Uses broadcast
- Uses different types of messages to send and receive data