Assignment 8.1 WebSocket’s

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For this week’s discussion board assignment, research “WebSockets with Angular 2+” and post an original thread of at least 250 words of your findings.

Applications now days are expected to have real-time or on-demand updates. With this method the client ends a request over an HTTP connection and then has to wait for the response to come back known as the half-duplex connection. Then along came Angular 2.0+ WebSocket’s we are now able to share data back and forth with the client and server simultaneously over the same connection known as full duplex. This will allow the connection to stay live and keep you updated instead of needing to refresh over and over to see an update on something such as a football score, or new news updates coming in. Angular utilizes RxJS which is a JavaScript reactive extension. This library helps with the composing of asynchronous event-based programs which makes it great for WebSocket’s. RxJS allows us to listen for new messages from the WebSocket connect and then have it preform some type of action once that event happens. WebSockets are not ideal for chat applications but it they are useful for things such as streaming data and any other application where you might be repeating RESTful calls at intervals or calls that that might take a while to get a return on. Using a WebSocket helps to make your application more engaging for users hopefully keeping them around longer. WebSockets seem like they would be a useful tool for any developer that is creating any type of application that will be getting live-updates just remember that when you go to set them up it’s a little bit different than other things you have setup before.

Bibliography

Akinbami, T. (2019, July 19). Angular 2 with WebSockets - Aquent. Retrieved October 31, 2020, from https://www.dev6.com/angular/angular-2-with-websockets/

Forbes, E. (2017, April 09). Angular Websockets Tutorial. Retrieved October 31, 2020, from https://tutorialedge.net/typescript/angular/angular-websockets-tutorial/