[Flask-Sock]

General Information & Licensing

Code Repository	https://github.com/miguelgrinberg/flask-sock
License Type	MIT License
License Description	● A short and simple permissive license with conditions only requiring preservation of copyright and license notices. Licensed works, modifications, and larger works may be distributed under different terms and without source code.
License Restrictions	● Liability ● Warranty
Who worked with this?	Ryan Strachan

Use as many of the sections below as needed, or create more, to explain every function, method, class, or object type you used from this library/framework.

[Sock]

Purpose

What does this tech do for you in your project?
● This tech establishes and parses websocket connection an payload respecivly.

Where specifically is this tech used in your project? Give us some details like file location and line number, if applicable. If too cumbersome, a general description of where it's used for a given purpose is fine as well.
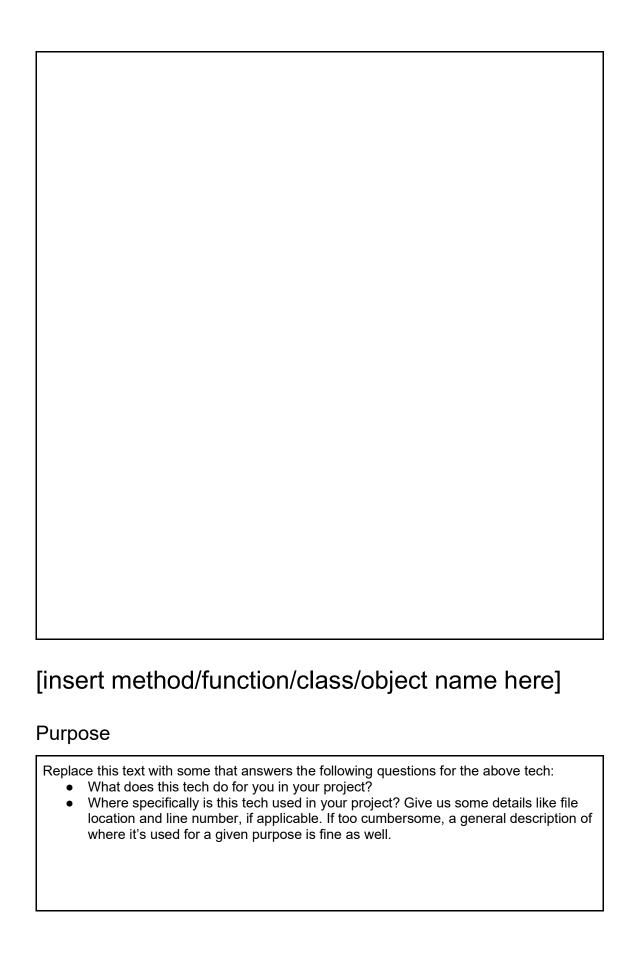• This tech is used in falsk_server.py file for dm messages and upvoting

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Dispel the magic of this technology. Replace this text with some that answers the following questions for the above tech:

- connection begins with H!1Handshake class, located in handshake.py within flask-sock package

https://github.com/python-hyper/wsproto/blob/master/src/wsproto/handshake.py
Accept_token function is called on line 258, in which is located on line 407.

Generate_accept_token is located on line 85 of utilities
https://github.com/python-hyper/wsproto/blob/master/src/wsproto/utilities.py

receive function of WebSocket uses frame_decoder class to parse bytes. Most primary function with in this processs_buffer function located on line 345
https://github.com/python-hyper/wsproto/blob/master/src/wsproto/frame_protocol.py

[insert method/function/class/object name here]

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[insert method/function/class/object name here]

Purpose

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- How does this technology do what it does for you in the **Purpose** section of this report? Please explain this in detail, starting from after the TCP socket is created. Remember, to be allowed to use a technology in your project, you must be able to know how it works.
- Where is the specific code that does what you use the tech for? You ***must*** provide a link to the specific file in the repository for your tech with a line number or number range.
  - If there is more than one step in the chain of calls *(hint: there will be)*, you must provide links for the entire chain of calls from your code, to the library code that actually accomplishes the task for you.
  - Example: If you use an object of type HttpRequest in your code which contains the headers of the request, you must show exactly how that object parsed the original headers from the TCP socket. This will often involve tracing through multiple libraries and you must show the entire trace through all these libraries with links to all the involved code.

*This section may grow beyond the page for many features.

[insert method/function/class/object name here]

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