

```
<html>

  <head>

    <title>Server Sent Events</title>

  </head>

  <body>

    <div id="updates"></div>

  </body>

  <script type="text/javascript">

    var source = new EventSource('/server-sent-events');

    source.addEventListener('message', function(event) {
      document.getElementById('updates').innerHTML += event.data + '<br>';
    }, false)

  </script>
</html>
```

```
const express = require('express')
const app = express()
const port = 80

app.use('/', express.static('public'));

var data = "Real-Time Update 1";
var number = 1;

app.get('/server-sent-events', function(req, res) {

  res.writeHead(200, {
    'Content-Type': 'text/event-stream',
    'Cache-Control': 'no-cache',
    'Connection': 'keep-alive'
  });

  var interval = setInterval(function() {
    data = "Real-Time Update "+number;
    console.log("SENT: "+data);
    res.write("data: " + data + "\n\n")
    number++;
  }, randomInteger(2,9)*1000);

  // close
  res.on('close', () => {
    clearInterval(interval);
    res.end();
  });
})

function randomInteger(min, max) {
  return Math.floor(Math.random() * (max - min + 1)) + min;
}

app.listen(port, () => {
  console.log(`Listening at http://localhost:${port}`)
})
```

```
<html>
  <head>
    <title>Polling</title>
  </head>
  <body>
    <div id="updates"></div>
  </body>
  <script type="text/javascript">

    var interval = setInterval(function(){
      getUpdates();
    }, 5000);

    function getUpdates()
    {
      var xhr = new XMLHttpRequest();
      xhr.open("GET", "/", true);
      xhr.onload = function (e) {
        if (xhr.readyState === 4) {
          if (xhr.status === 200) {
            document.getElementById('up
          }
        }
      };
      xhr.onerror = function (e) {
        console.error(xhr.statusText);
      };
      xhr.send(null);
    }
  </script>
</html>
```

```
const express = require('express')
const app = express()
const port = 80

app.use('/', express.static('public'));

var data = "Real-Time Update 1";
var number = 1;

app.get('/', (req, res) => {
  res.send({"update": data})
});

var interval = setInterval(function(){
  data = "Real-Time Update "+number;
  console.log("SENT: "+data);
  number++;
}, randomInteger(2,9)*1000);

function randomInteger(min, max) {
  return Math.floor(Math.random() * (max - min + 1) + min);
}

app.listen(port, () => {
  console.log(`Listening at http://localhost:${port}`)
})
```