WebSocket is an API and is considered “an advanced technology” (*The WebSocket API (WebSockets) - Web APIs | MDN*, 2023) it allows us to have two way communication in which we can interact with the server and the user’s browser. (*The WebSocket API (WebSockets) - Web APIs | MDN*, 2023) Both the server and the user’s browser is able to send and receive messages without having to make new requests each time to the server. (*How to Implement WebSockets in Angular Project | indepth.dev*, n.d.)

In order for us to use the Web Socket we must use HTTP protocol upgrade from 1.1 to HTTP 2.0. (*How to Implement WebSockets in Angular Project | indepth.dev*, n.d.) This lets us use a feature called server push. (*How to Implement WebSockets in Angular Project | indepth.dev*, n.d.) First the client will make a request with an HTTP method then the server will look at what’s being requested and if they are able to give a response the server will return the status code of 101 and now the connection has been established until one side decides to close its connection. (*How to Implement WebSockets in Angular Project | indepth.dev*, n.d.) The web socket server itself is “a TCP application” (*How to Implement WebSockets in Angular Project | indepth.dev*, n.d.) This server is able to be coded in any of the server-side programming languages. (*How to Implement WebSockets in Angular Project | indepth.dev*, n.d.)

In order to create a websocket in angular once a project has been created we will create a new folder named services with a file created called websocket.service.ts. (*How to Implement WebSockets in Angular Project | indepth.dev*, n.d.) Create a new service called WebSocketService so we can connect to the server. Then we can create a class with WebSocketService as well. We also need to add this under our AppComponent and import the WebSocketService into the app.component.ts as well. Under @component add [WebSocketService] under providers. (*How to Implement WebSockets in Angular Project | indepth.dev*, n.d.)

References:

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