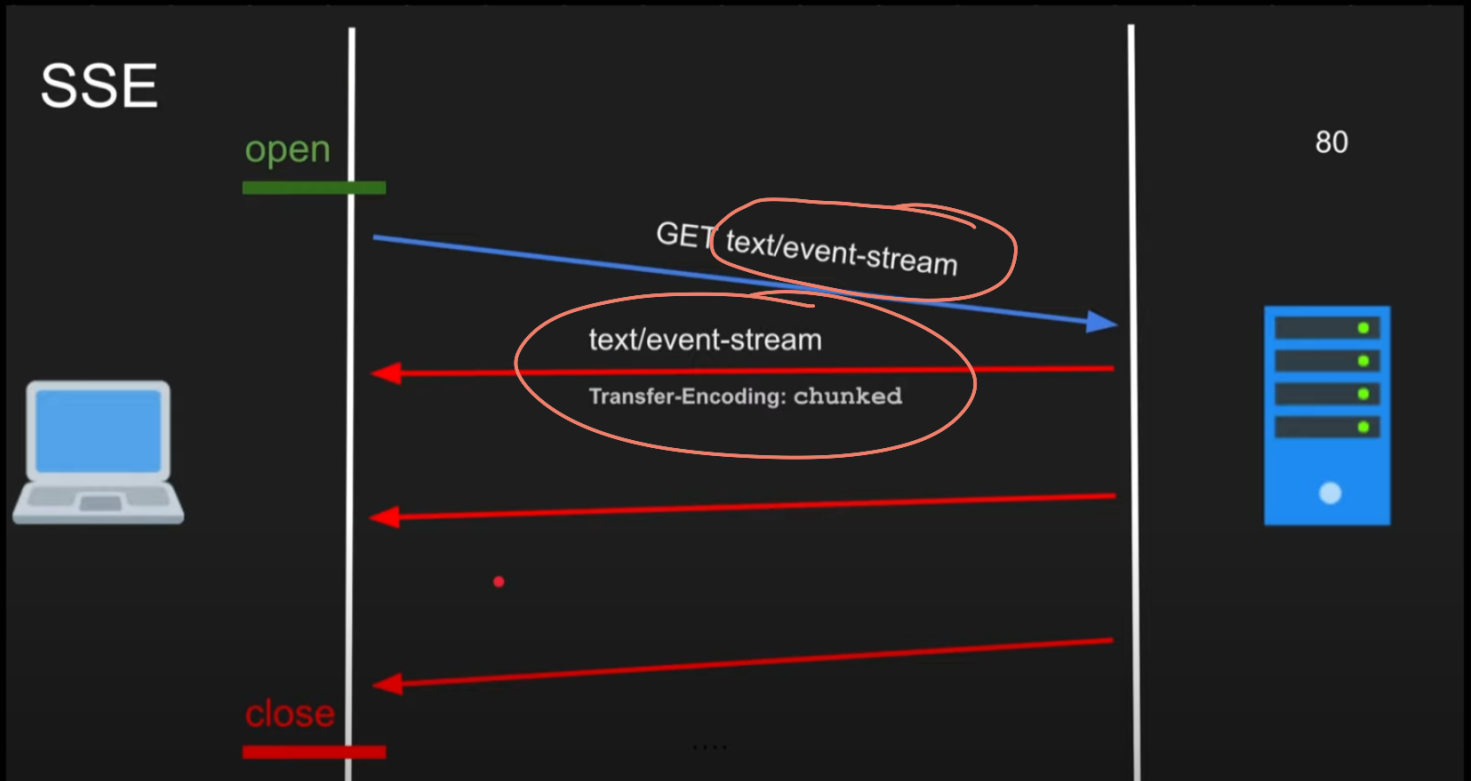# [Server Sent Events (SSE)]

* Browser have support for SSE using EventSource API which internally does above.

How SSE Works

1. **Client Initiates Connection:**

   - The client sends an HTTP `GET` request to the server with the `Accept: text/event-stream` header.

2. **Server Responds:**

   - The server keeps the connection open and sends updates as they become available.

3. **Client Handles Updates:**

   - The browser or client code processes incoming events using JavaScript.

4. **Automatic Reconnection:**

   - If the connection drops, the browser automatically retries after a short delay.

SSE Pros and Cons

Pros

- Lightweight

- HTTP & HTTP/2 compatible

- Firewall friendly (standard)

Cons

- Proxying is tricky

- L7 L/B challenging (timeouts)

- Stateful, difficult to horizontally scale