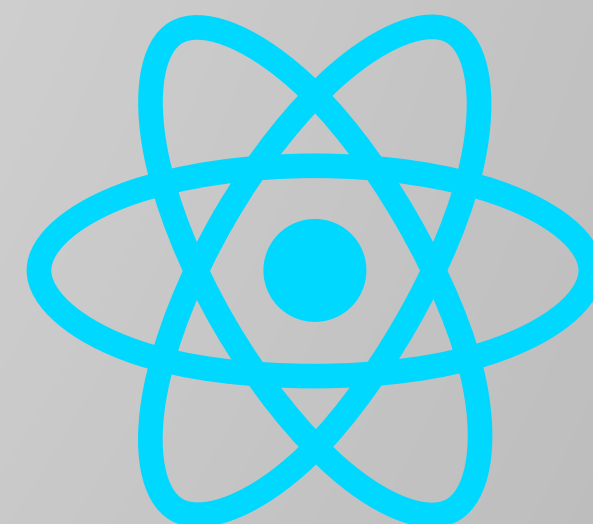




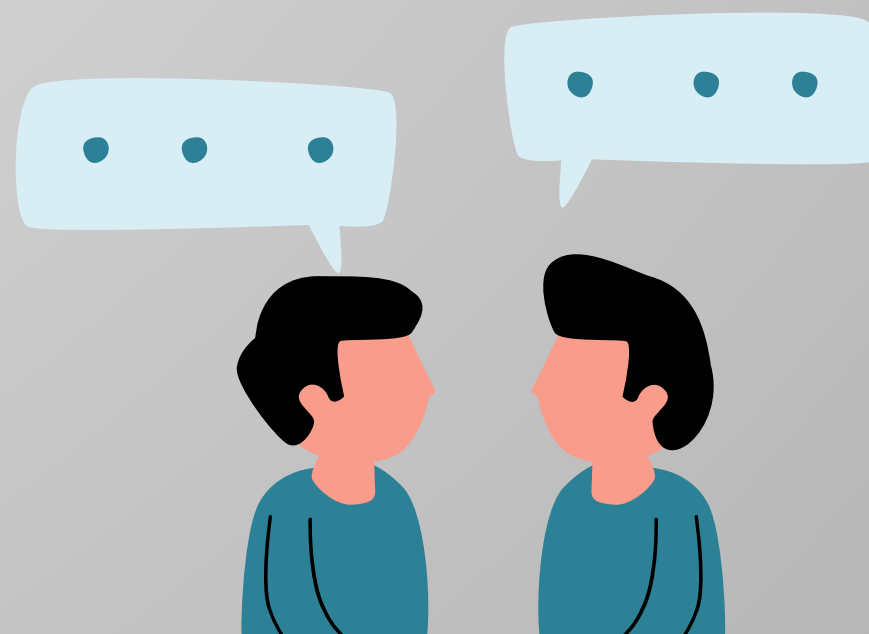
voodoo

INSTANT MESSAGING

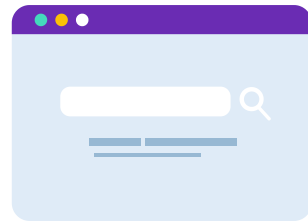
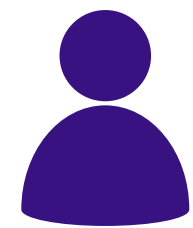
ARNOLD MUZARUWI



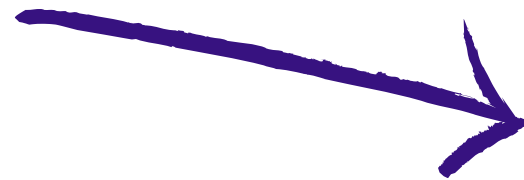
React



# conversation design



**support  
for up to  
100'000  
users**



one to many  
conversation  
(broadcast)



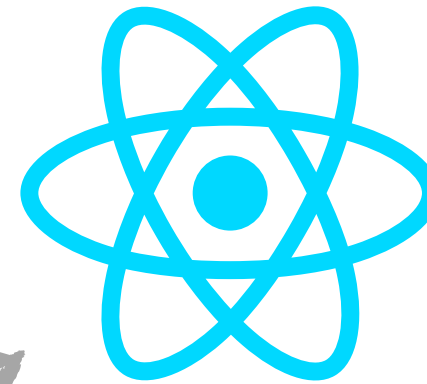
one on one  
conversation



group chat



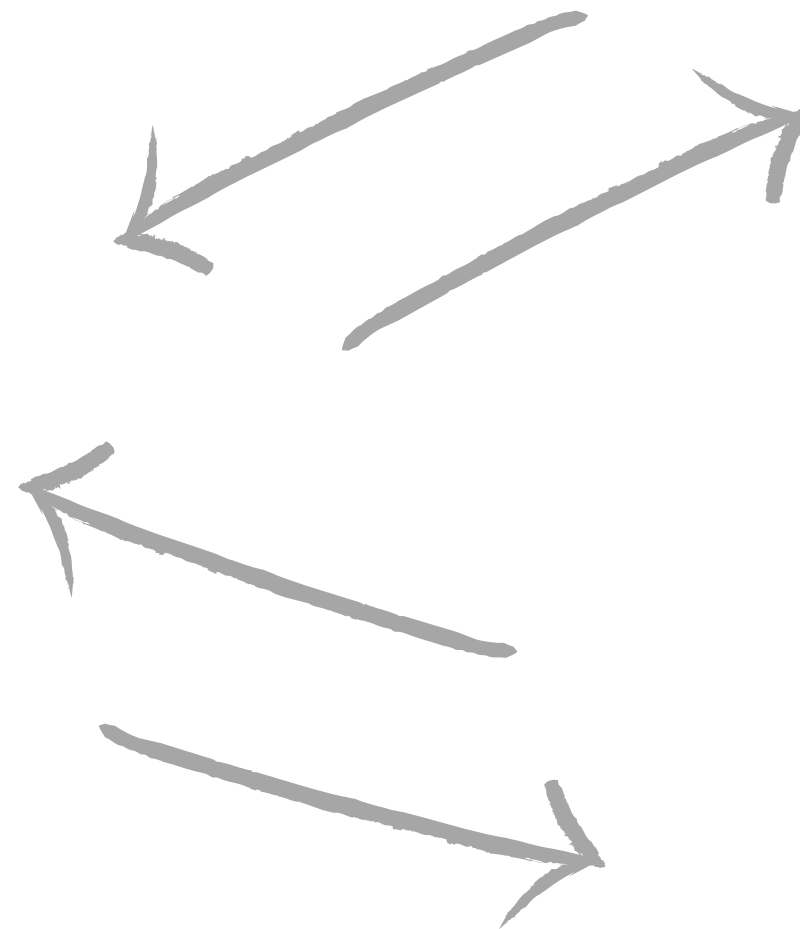
# client-server protocol



User sends/receives a message



server stores/retrieves data



websocket facilitates handshake  
between client and server with a  
bidirectional communication channel  
between them

# WEB-SOCKET



Through a single TCP socket connection, the WebSocket protocol enables persistent, real-time, full-duplex communication between the client and the server.

There are only two goals of the WebSocket protocol: to initiate a handshake and to facilitate data flow. They can transfer data to each other at any time with reduced overhead after the server approves the client's handshake request and starts a WebSocket connection.

WebSocket communication uses either the WS (port 80) or WSS (port 443) protocol across a single TCP socket.