**Websockets**

**client.html**

<script>

let ws = new WebSocket("ws://localhost:8000");

console.log(ws);

ws.onopen = (event) => {

ws.send("I am so excited to connect to web socket sever");

}

ws.onmessage = (event) => {

console.log(event);

}

</script>

**server.js**

const http = require('http');

// 3rd party module, ws!

const websocket = require('ws');

const server = http.createServer((request, response) => {

response.end("I am connected!");

console.log("I am connected");

});

const websocketServer = new websocket.Server({ server });

websocketServer.on("headers", (Headers, request) => {

console.log(Headers);

});

websocketServer.on("connection", (webSocket, request) => {

webSocket.send("Welcome to web socket server");

webSocket.on("message", (msg) => {

console.log(msg);

})

});

server.listen(8000);

**Headers:**

// We will get this as console

/\* [ 'HTTP/1.1 101 Switching Protocols',

'Upgrade: websocket',

'Connection: Upgrade',

'Sec-WebSocket-Accept: 8Zj/bTutXZiVacVTsEXkNGUKTOQ=' ]

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We have to create any server like httpserver, express server and bind it to some port. Now that you have these servers listening to some port you have to bind one of these servers to the socketio so that socket io can have the information about the server which is bind to some port.

Way to do the above:

1. Create a server

const http = require('http');

// We make http server with node

const server = http.createServer((request, response) => {

response.end('I am connected to socket.io');

});

// http server is listening to the port 8000

Sever.listen(8000)

1. Make use of socket io and pass the above server to it

const socketIO = require('socket.io');

const io = socketIO(server);

**OR**

1. Create a server

const express = require('express');

const app = express();

app.use(express.static(\_\_dirname + '/public'));

const expressServer = app.listen(9000);

1. Make use of socket io and pass the above server to it

const socketIO = require('socket.io');

const io = socketIO(expressServer);