

Creating JS applications using the WebSocket protocol

Course code: JS_WEBSOCKET

This course is designed for intermediate JavaScript programmers who need more than the HTTP Request/Response model in their applications. WebSocket protocol allows the server to notify one or more clients or stream data.

Attendees will learn about the use of this protocol in web postings. This course assumes knowledge of JavaScript at the [JS_PROG2] course level.

For whom the course is intended

- This course is intended for JS programmers who know JavaScript at the [JS_PROG2] course level.

What we will teach you

- Open and use a web socket on both the server and client side
- Create a WebSocket client in the browser and in Node.js
- Make broadcasts and use streams

Prerequisite skills

- JavaScript at course level [JS_PROG2]

Course outline

WS protocol

- WS server
- Node.js, npm and the ws package
- WebSocketServer class
- Event response
- connect
- message
- error

WS client

- Browser vs Node.js
- WebSocket class
- Client authentication
- Point to point communication
- Server broadcast
- Duplex and streaming

Use/share an existing HTTP server

GOPAS Praha

Kodaňská 1441/46
101 00 Praha 10
Tel.: +420 234 064 900-3
info@gopas.cz

GOPAS Brno

Nové sady 996/25
602 00 Brno
Tel.: +420 542 422 111
info@gopas.cz

GOPAS Bratislava

Dr. Vladimíra Clementisa 10
Bratislava, 821 02
Tel.: +421 248 282 701-2
info@gopas.sk



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