

1. Record Nr.	UNINA9910438103603321
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Titolo	The definitive guide to HTML5 WebSocket // Vanessa Wang, Frank Salim, Peter Moskovits
Pubbl/distr/stampa	Berkeley, Calif., : Apress Birmingham, : Computer Bookshops [distributor], 2013
ISBN	1-4302-4741-X
Edizione	[1st ed. 2013.]
Descrizione fisica	1 online resource (208 p.)
Collana	The expert's voice in web development The definitive guide to HTML5 WebSocket
Altri autori (Persone)	SalimFrank MoskovitsPeter
Disciplina	006.76
Soggetti	Internet programming Computer network protocols HTML (Document markup language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Title Page; Copyright Page; Dedication Page; Contents at a Glance; Table of Contents; Foreword; About the Authors; About the Technical Reviewer; Acknowledgments; CHAPTER 1 Introduction to HTML5 WebSocket; What is HTML5?; HTML5 Connectivity; Overview of Older HTTP Architectures; HTTP 101 (or rather, HTTP/1.0 and HTTP/1.1); The Long Way Around: HTTP Polling, Long Polling, and Streaming; Introducing WebSocket; Why Do You Need WebSocket?; WebSocket is about Performance; WebSocket is about Simplicity; WebSocket is about Standards; WebSocket is about HTML5; You Need WebSocket! WebSocket and RFC 6455The World of WebSocket; WebSocket Options; The WebSocket Community: It Lives!; Applications of WebSocket; Related Technologies; Server-Sent Events; SPDY; Web Real-Time Communication; Summary; CHAPTER 2 The WebSocket API; Overview of the WebSocket API; Getting Started with the WebSocket API; The WebSocket Constructor; WebSocket Events; WebSocket Event: Open; WebSocket Event: Message; WebSocket Event: Error; WebSocket Event: Close; WebSocket Methods; WebSocket Method: send(); WebSocket Method: close(); WebSocket Object Attributes; WebSocket Object Attribute: readyState

WebSocket Object Attribute: bufferedAmountWebSocket Object Attribute: protocol; Putting It All Together; Checking for WebSocket Support; Using HTML5 Media with WebSocket; Summary; CHAPTER 3 The WebSocket Protocol; Before the WebSocket Protocol; A Brief History of the Internet; The Web and HTTP; Introducing the WebSocket Protocol; WebSocket: Internet Capabilities for Web Applications; Inspecting WebSocket Traffic; The WebSocket Protocol; The WebSocket Opening Handshake; Computing the Key Response; Message Format; Opcodes; Length; Decoding Text; Masking; Multi-Frame Messages The WebSocket Closing HandshakeSupport for Other Protocols; Extensions; Writing a WebSocket Server in JavaScript with Node.js; Building a Simple WebSocket Server; Testing Our Simple WebSocket Server; Building a Remote JavaScript Console; Suggested Extensions; Summary; CHAPTER 4 Building Instant Messaging and Chat over WebSocket with XMPP; Layered Protocols; XMPP: A Streaming Mile of XML; Standardization; Choosing a Connectivity Strategy; Stanza-to-Message Alignment; Federation; Building a Chat and Instant Messaging Application over WebSocket; Using a WebSocket-Enabled XMPP Server Setting Up Test UsersThe Client Library: Strophe.js; Connecting and Getting Started; Presence and Status; Exchanging Chat Messages; Pings and Pongs; Completed Chat Application; Suggested Extensions; Build a User Interface; Use XMPP Extensions; Connect to Google Talk; Summary; CHAPTER 5 Using Messaging over WebSocket with STOMP; Overview of Publish and Subscribe Models; Introduction to STOMP; Getting Started with Web Messaging; Setting Up a Message Broker; Seeing STOMP Concepts in Action; Building a STOMP over WebSocket Application; The Flow of the Game; Creating the Game Building the HTML File

Sommario/riassunto

The Definitive Guide to HTML5 WebSocket is the ultimate insider's WebSocket resource. This revolutionary new web technology enables you to harness the power of true real-time connectivity and build responsive, modern web applications. This book contains everything web developers and architects need to know about WebSocket. It discusses how WebSocket-based architectures provide a dramatic reduction in unnecessary network overhead and latency compared to older HTTP (Ajax) architectures, how to layer widely used protocols such as XMPP and STOMP on top of WebSocket, and how to secure WebSocket connections and deploy WebSocket-based applications to the enterprise. Build real-time web applications with HTML5. This book: Introduces you to the WebSocket API and protocol Describes and provides real-world examples of protocol communication over WebSocket Explains WebSocket security and enterprise deployment.
