

A Webinar on
**Building Real-time Collaborative
Web Applications**
11th September 2013



Question and Answers

Q: How does real-time technology work in case of mobile applications?

Mobile apps are no different case. Typically mobile apps connect with server using HTTP. You may have web mobile app or native app with web views. The latest mobile browsers / web views are supporting web sockets. You may also find third party plug-in for PhoneGap like frameworks too.

Q: I have existing application in php and looking to add real-time chat feature for customer engagement. How I can go about it?

First we recommend using Node JS and putting your application behind a load balancer. In load balancer we can write rules to forward the http requests to application server which Php in your case, while the entire web socket requests will be sent to Node server. We can also create a REST based interface at Node server and it can be used to integrate the Node server with the App server.

Q: Are these all open source technologies? I have .NET application. Can I use WebSocket?

Yes, web socket is standard from W3C and part of HTML5 specification. Other technologies mentioned like NodeJS and SocketIO are open source technologies. Even with .NET one can use WebSocket using libraries like ASP.NET SignalR. SignalR is also open-source, accessible through GitHub

Q. We have more of business question now...how does real-time collaboration will have business benefits to us?

Any collaboration will enable your prospects to express themselves and this is vital information for business intelligence. So we should store all the messages and should analyze them to extract better business sense.

Q4: How does web socket can help me enrich my front end experience?

This is important as this is where you visually feel the benefits of WebSocket. The popular UI frameworks like JQuery or Twitter Bootstrap are now providing web socket binding based UI controls which can render visualization with data in real-time. For example you may progress bar based on server status, dynamically changing chart controls based on parameters, or auto-complete textbox/ dropdowns listing as the user types in. And of course you can create custom controls abstracting web socket interface.

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Q. You have listed stats from websocket.org. Have you got any production experience with such applications?

Yes, definitely we have implemented enterprise applications for our clients in the area of online learning, gamification and bidding applications. We have seen it in live. For example for bidding application with 1000 simultaneous users taking part in 5 simultaneous bidding events, we have achieved the responses within a second with a single web socket server.

Q. Can WebSocket replace native push notification in a mobile platform? Any differences about two technologies?

This is very good question and often we get into this dilemma. Both the approaches are for data push. However web socket is not replacement of push notification.

Native Push Notification is third party service that needs to be subscribed. The user also needs to accept the "Push Notification" for your mobile application. This is not required for WebSocket, however for web socket the application needs to be running in order to have the data pushed. Push notification however works in background even when the application is not running.

Q. What frameworks are available to develop a WebSocket server apart from Node.js?

Well, node.js is not needed framework for WebSocket. It is the socket IO which is required. There are other frameworks like SignalR which is for ASP.NET and open source. The other is Pusher which is third party and paid with subscription based services.

Q. Will you post the recording or presentation slides of this webinar?

Yes, you can view the recording and presentation slides of the webinar by visiting this link:
<http://www.harbinger-systems.com/landing-page/building-real-time-collaborative-web-applications>

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