
Socketio Real Time Web Application Development

Proceedings of the 2018 Computing Conference, Volume 2
Socket. IO Real-Time Web Application Development
Real-Time Communication with WebRTC
Learning AWS IoT
Peer-to-Peer in the Browser
Advances in Mechanical Engineering and Technology
Advanced Node.js Development
Build web applications with MongoDB, Express.js, React, and Node
Web Development with MongoDB and NodeJS
Practical Node.js
Hands-on Nuxt.js Web Development
A Game Development Workbook for any Phaser JavaScript Gaming Framework.
HTML5 and JavaScript Web Apps
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With HTML5 WebSocket, PHP, and jQuery
10th International Conference, ICIRA 2017, Wuhan, China, August 16-18, 2017, Proceedings, Part I
Information Sciences and Systems 2014
Building Real-World Scalable Web Apps
Node.js: Real-Time Web with Socket.IO.
Single Page Web Applications
Build universal and static-generated Vue.js applications using Nuxt.js
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Making Multiplayer Online Games
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Computer Networks and Inventive Communication Technologies
Proceedings of the 29th International Symposium on Computer and Information Sciences
Server-side development with Node 10 made easy, 4th Edition
Smashing Node.js
Master Node.js by building real-world applications
Learning Node.js for .NET Developers
Professional Node.js
JavaScript end-to-end

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AVERY ROACH

Proceedings of the 2018 Computing Conference, Volume 2

Packet Publishing Ltd
The field of information technology continues to advance at a brisk pace, including the use of Remote Laboratory (RL) systems in education and research. To address the needs of remote laboratory development for such purposes, the authors present a new state-of-the-art unified framework for RL system development. Included are solutions to commonly encountered RL implementation issues such as third-party plugin, traversing firewalls, cross platform running, and scalability, etc. Additionally, the book introduces a new application architecture of remote lab for mobile-optimized RL application development for Mobile Learning (M-Learning). It also shows how to design and organize the remote experiments at different universities and make available a framework source code. The book is intended to serve as a complete guide for remote lab system design and implementation for an audience comprised of researchers, practitioners and students to enable them to rapidly and flexibly implement RL systems for a range of fields.

Socket. IO Real-Time Web Application Development "O'Reilly Media, Inc."

Since its creation in 2009, Node.js has grown into a powerful and increasingly popular asynchronous-development framework for creating highly-scalable network applications using JavaScript. Respected companies such as Dow Jones and LinkedIn are among the many organizations to have

seen Node's potential and adopted it into their businesses. Pro Node.js for Developers provides a comprehensive guide to this exciting new technology. We introduce you to Node - what it is, why it matters and how to set it up - before diving deeply into the key concepts and APIs that underpin its operation. Building upon your existing JavaScript skills you'll be shown how to use Node.js to build both Web- and Network-based applications, to deal with data sources, capture events and deal with child processes to create robust applications that will work well in a wide range of circumstances. Once you've mastered these skills we'll go further, teaching you more advanced software engineering skills that will give your code a professional edge. You'll learn how to create easily reusable modules that will save you time through code reuse, to log and debug your applications quickly and effectively and to write code that will scale easily and reliably as the demand for your application grows.

Real-Time Communication with WebRTC Packet Publishing Ltd

Deliver rich audio and video real-time communication and peer-to-peer data exchange right in the browser, without the need for proprietary plug-ins. This concise hands-on guide shows you how to use the emerging Web Real-Time Communication (WebRTC) technology to build a browser-to-browser application, piece by piece. The authors' learn-by-example approach is perfect for web programmers looking to understand real-time communication, and telecommunications architects unfamiliar with HTML5 and JavaScript-based client-server web programming. You'll use a ten-step recipe to create a complete WebRTC system, with exercises that you can apply to your own projects. Tour the WebRTC development cycle and trapezoid architectural model Understand how and why VoIP is shifting from standalone functionality to a browser component Use mechanisms that let client-side web apps interact with browsers through the WebRTC API Transfer streaming data between browser peers with the RTCPeerConnection API Create a signaling

channel between peers for setting up a WebRTC session Put everything together to create a basic WebRTC system from scratch Learn about conferencing, authorization, and other advanced WebRTC features

Learning AWS IoT Packt Publishing Ltd

Socket.io Real-time Web Application Development.

Peer-to-Peer in the Browser Packt Publishing Ltd

This book is for web developers who want to learn and implement WebSocket to create interesting apps for modern browsers, leveraging the capabilities of HTML5 with WebSockets.

Advances in Mechanical Engineering and Technology "O'Reilly Media, Inc."

Learn how to build a wide range of scalable real-world web applications using a professional development toolkit. If you already know the basics of Node.js, now is the time to discover how to bring it to production level by leveraging its vast ecosystem of packages. With this book, you'll work with a varied collection of standards and frameworks and see how all those pieces fit together. Practical Node.js takes you from installing all the necessary modules to writing full-stack web applications. You'll harness the power of the Express.js and Hapi frameworks, the MongoDB database with Mongoose and Mongooskin. You'll also work with Pug and Handlebars template engines, Stylus and LESS CSS languages, OAuth and Everyauth libraries, and the Socket.IO and Derby libraries, and everything in between. This exciting second edition is fully updated for ES6/ES2015 and also covers how to deploy to Heroku and AWS, daemonize apps, and write REST APIs. You'll build full-stack real-world Node.js apps from scratch, and also discover how to write your own Node.js modules and publish them on NPM. Fully supported by a continuously updated source code repository on GitHub and with full-color code examples, learn what you can do with Node.js and how far you can take it! What You'll Learn Manipulate data from the mongo console Use the Mongoose and Mongoose MongoDB libraries Build REST API servers with Express and Hapi Deploy apps to Heroku and AWS Test services with Mocha, Expect and TravisCI Implement a third-party OAuth strategy with Everyauth Web developers who have some familiarity with the basics of Node.js and want to learn how to use it to build apps in a professional environment.

Advanced Node.js Development Socket. IO Real-Time Web Application Development

The MERN stack is a collection of great tools – MongoDB, ExpressJS, React, and Node – that provide a strong base for a developer to build easily maintainable web applications. With each of them a JavaScript or JavaScript-based technology, the shared programming language means it takes less time to develop web applications.

Build web applications with MongoDB, Express.js, React, and Node Packt Publishing Ltd

Build web applications with MongoDB, ExpressJS, React, and Node Key Features Build applications with the MERN stack Work with each component of the MERN stack Become confident with MERN and ready for more! Book Description The MERN stack is a collection of great tools--MongoDB, Express.js, React, and Node--that provide a strong base for a developer to build easily maintainable web applications. With each of them a JavaScript or JavaScript-based technology, having a shared programming language means it takes less time to develop web applications. This book focuses on providing key tasks that can help you get started, learn, understand, and build full-stack web applications. It walks you through the process of installing all the requirements and project setup to build client-side React web applications, managing synchronous and asynchronous data flows with Redux, and building real-time web applications with Socket.IO, RESTful APIs, and other concepts. This book gives you practical and clear hands-on experience so you can begin building a full-stack MERN web application. Quick Start Guides are focused, shorter titles that provide a faster paced introduction to a technology. They are for people who don't need all the detail at this point in their learning curve. The presentation has been streamlined to concentrate on the things you really need to know. What you will learn Get started with the MERN stack Install Node.js and configure MongoDB Build RESTful APIs with Express.js and Mongoose Build real-time applications with Socket.IO Manage synchronous and asynchronous data flows with Redux Build web applications with React Who this book is for The book is for JavaScript developers who want to get started with the MERN Stack.

Web Development with MongoDB and NodeJS Springer

Over 40 recipes to help you create real-time JavaScript applications using the robust Socket.IO framework About This Book Create secure WebSocket connections and real-time mobile applications using Socket.IO Devise efficient messaging systems between the server side and the client side A step-by-step implementation guide to help you create elements of Socket.IO application Who This Book Is For If you have some knowledge of JavaScript and Node.js and want to create awe-inspiring application experiences using real time communication, then this book is for you. Developers with knowledge of other scripting languages should also be able to easily follow along. What You Will Learn Build rich and interactive real-time dashboards using Socket.IO to pipe in data as it becomes available Design chat and multiple-person interfaces that leverage Socket.IO for communication Segment conversations to rooms and namespaces so that every socket doesn't have to receive every message Secure your data by implementing various authentication techniques, locking down the HTTP referrer and using secure WebSockets Load balance across multiple server-side nodes and keep your WebSockets in sync using Redis, RabbitMQ or Memcached Stream binary data such as audio and video in real-time over a Socket.IO connection Create real-time experiences outside of the browser by integrating Socket.IO with hybrid mobile applications In Detail Socket.IO is a JavaScript library that provides you with the ability to implement real-time analytics, binary streaming, instant messaging, and document collaboration. It has two parts: a client-side library that runs in the browser, and a server-side library for node.js. Socket.IO is event-driven and primarily uses the WebSocket protocol that allows us to emit data bi-directionally from the server and the client. Socket.IO This book is a complete resource, covering topics from WebSocket security to scaling the server-side of a Socket.IO application and everything in between. This book will provide real-world examples of how secure bi-directional, full-duplex connections that can be created using Socket.IO for different environments. It will also explain how the connection vulnerabilities can be resolved for large numbers of users and huge amounts of data/messages. By the end of the book, you will be a competent Socket.IO developer. With the help of the examples and real-world solutions, you will learn to create fast, scalable, and dynamic real-time apps by creating efficient messaging systems between the server side and the client side using Socket.IO. Style and approach This book is written in a cookbook-style format and provides practical, immediately usable task-based recipes that show you how to create the elements of

a Socket.IO application.

Practical Node.js CRC Press

Socket. IO Real-Time Web Application Development Packt Publishing Ltd

Hands-on Nuxt.js Web Development John Wiley & Sons

This book includes game design and implementation chapters using either Phaser JavaScript Gaming Frameworks v2.6.2, CE, v3.16+, AND any other JS Gaming Frameworks for the front- and back-end development. It is a Book of 5 Rings Game Design - "HTML5, CSS, JavaScript, PHP, and SQL". It further analyzes several freely available back-end servers and supporting middleware (such as PHP, Python, and several CMS). This game design workbook takes you step-by-step into the creation of Massively Multiplayer Online Game as a profitable business adventure - none of this theoretical, local workstation proof of concept! It uses any popular JavaScript Gaming Framework -- not just limited to Phaser.JS!! -- on the client-side browser interfacing into a unique, server-side, application using WebSockets. It is the only book of its kind since January 2017 for the Phaser MMO Gaming Framework! * Part I leads you through the world of networks, business consideration, MMOG analysis and setting up your studio workshop. I have 40 years of networking career experience in highly sensitive (i.e., Government Embassies) data communications. I am a certified Cisco Academy Instructor and have taught networking, networking security, game design/development, and software engineering for the past 14 years at the college level. * Part II Guides you into Multi-player Online Game architecture contrasted to normal single-player games. This lays the foundation for Multi-Player Game Prototypes and reviews a missing aspect in current MMOG development not seen in many online tutorials and example code. * Part III contains 3 chapters focused on production and development for the client-side code, client-proxy, server-side code, and MMOG app. This content sets the foundation for what many Phaser tutorials and Phaser Starter-Kits on the market today overlook and never tell you! Upon completion of Part III, you will have your bespoke MMOG with integrated micro-service, and if you choose, web workers and block-chain. * Part IV (Bonus Content) This section includes proprietary Game Rule Books and EULA source code included as a part of your book purchase. It features four (4) Game Recipes -- step-by-step instructions -- listed by complexity "1" = easiest (elementary skills) to "4" = most complex (requiring advanced skills across several IT technology disciplines). Each external "Walk-Through Tutorial" guides you in different aspects of MMOG development. * How to migrate single-player games into a 2-player online delivery mode (not using "hot-seat")! * How to use dynamic client-side proxy servers and migrate this game from its current single-player mode (with AI Bot) into an online 2-player mode (not using "hot-seat")! * How to include "Asynchronous Availability" during gameplay and migrate this gameplay mode (with AI Bot) into an online "Asynchronous Availability" 3-player mode using postal mail or email game turns! The FREE game rule book will help "deconstruct" this game mechanics.

A Game Development Workbook for any Phaser JavaScript Gaming Framework. John Wiley & Sons

Intended for seasoned Go programmers who want to put their expertise in Go to use to solve big, real-world, modern problems. With a basic understanding of channels and goroutines, you will hone your skills to build tools and programs that are quick and simple. You need not be an expert in distributed systems or technologies in order to deliver solutions capable of great scale. It is assumed that you are familiar with the basic concepts of Go.

HTML5 and JavaScript Web Apps Packt Publishing Ltd

Unlock the power of the MEAN stack by creating attractive and real-world projects About This Book Learn about the different components that comprise a MEAN application to construct a fully functional MEAN application using the best third-party modules A step-by-step guide to developing the MEAN stack components from scratch to achieve maximum flexibility when building an e-commerce application Build optimum end-to-end web applications using the MEAN stack Who This Book Is For This learning path is for web developers who are experienced in developing applications using JavaScript. This course is for developers who are interested in learning how to build modern and multiple web applications using MongoDB, Express, AngularJS, and Node.js. What You Will Learn Build modern, end-to-end web applications by employing the full-stack web development solution of MEAN Connect your Express application to MongoDB and use a Mongoose model and build a complex application from start to finish in MongoDB Employ AngularJS to build responsive UI components Implement multiple authentication strategies such as OAuth, JsonWebToken, and Sessions Enhance your website's usability with social logins such as Facebook, Twitter, and Google Secure your app by creating SSL certificates and run payment platforms in a live environment Implement a chat application from scratch using Socket.IO Create distributed applications and use the power of server-side rendering in your applications Extend a project with a real-time bidding system using WebSockets In Detail The MEAN stack is a collection of the most popular modern tools for web development. This course will help you to build a custom e-commerce app along with several other applications. You will progress to creating several applications with MEAN. The first module in this course will provide you with the skills you need to successfully create, maintain, and test a MEAN application. Starting with MEAN core frameworks, this course will explain each framework key concepts of MongoDB, Express, AngularJS, and Node.js. We will walk through the different tools and frameworks that will help expedite your daily development cycles. After this, the next module will show you how to create your own e-commerce application using the MEAN stack. It takes you step by step through the parallel process of learning and building to develop a production-ready, high-quality e-commerce site from scratch. It also shows you how to manage user authentication and authorization, check multiple payment platforms, add a product search and navigation feature, deploy a production-ready e-commerce site, and finally add your own high-quality feature to the site. The final step in this course will enable you to build a better foundation for your AngularJS apps. You'll learn how to build complex real-life applications with the MEAN stack and a few more advanced projects. You will become familiar with WebSockets, build real-time web applications, create auto-destructing entities, and see how to work with monetary data in Mongo. You will also find out how to a build real-time e-commerce application. This learning path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: MEAN Web Development by Amos Haviv Building an E-Commerce Application with MEAN by Adrian Mejia MEAN Blueprints by Robert Onodi Style and approach This course will begin with the introduction to MEAN, gradually progressing with building applications in each framework. Each transition is well explained, and each chapter begins with the required background knowledge.

Proceedings of Fourth ICCNCT 2021 Manning Publications

Building rich JavaScript applications that bring a desktop experience to the Web requires moving state from the server to the client side—not a simple task. This hands-on book takes proficient JavaScript developers through all the steps necessary to create state-of-the-art applications, including structure, templating, frameworks, communicating with the server, and many other issues. Throughout the book, you'll work with real-world example applications to help you grasp the concepts involved. Learn how to create JavaScript applications that offer a more responsive and improved experience. Use the Model-View-Controller (MVC) pattern, and learn how to manage dependencies inside your application Get an introduction to templating and data binding Learn about loading remote data, Ajax, and cross-domain requests Create realtime applications with WebSockets and Node.js Accept dropped files and upload data with progress indicators Use major frameworks and libraries, including jQuery, Spine, and Backbone Write tests and use the console to debug your applications Get deployment best practices, such as caching and minification

[With HTML5 WebSocket, PHP, and jQuery](#) Apress

Provides information on using HTML5, JavaScript, and W3C specifications to create mobile and desktop Web applications for all browsers and devices. [10th International Conference, ICIRA 2017, Wuhan, China, August 16-18, 2017, Proceedings, Part I](#) Apress

Deliver rich audio and video real-time communication and peer-to-peer data exchange right in the browser, without the need for proprietary plug-ins. This concise hands-on guide shows you how to use the emerging Web Real-Time Communication (WebRTC) technology to build a browser-to-browser application, piece by piece. The authors' learn-by-example approach is perfect for web programmers looking to understand real-time communication, and telecommunications architects unfamiliar with HTML5 and JavaScript-based client-server web programming. You'll use a ten-step recipe to create a complete WebRTC system, with exercises that you can apply to your own projects. Tour the WebRTC development cycle and trapezoid architectural model Understand how and why VoIP is shifting from standalone functionality to a browser component Use mechanisms that let client-side web apps interact with browsers through the WebRTC API Transfer streaming data between browser peers with the RTCPeerConnection API Create a signaling channel between peers for setting up a WebRTC session Put everything together to create a basic WebRTC system from scratch Learn about conferencing, authorization, and other advanced WebRTC features

[Information Sciences and Systems 2014](#) Springer

Realtime Web Apps: With HTML5 WebSocket, PHP, and jQuery is a guide for beginner- to intermediate-level web developers looking to take the next leap forward in website and app development: realtime. With Realtime Web Apps, you'll be able to quickly get up to speed on what HTML5 WebSocket does, how it is going to affect the future of the web as we know it, and—thanks to Pusher's simple API—start developing your first realtime app today. Using a practical approach rather than focusing on dry theory, Realtime Web Apps will guide you through building your first app using HTML5, CSS3, jQuery, and Pusher. After your initial introduction to the technologies used in the book, you'll immediately jump into the process of creating a realtime Q&A app that will work on desktop browsers as well as mobile phones (including iOS and Android). In addition to learning realtime development

strategies, you'll also learn progressive development strategies including responsive CSS3 layouts, AJAX development with jQuery, and more. The future of the web is realtime. Grab your hoverboard. Introduces you to the revolutionary capabilities of the HTML5 WebSocket API Gets you started with WebSocket immediately using the super-simple Pusher API Walks you through the development of a real-life realtime web app Gets you working with responsive layouts, jQuery, and AJAX development

Building Real-World Scalable Web Apps Packt Publishing Ltd

The engineering profession is at a critical juncture that requires reforming engineering education. The supply of engineers is declining whereas the nature of the demand is changing. Formulating a response to these challenges demands the adoption of new and innovative tools and methods for promoting the expansion of the community while supporting these evolving requirements. Initiatives to entice and retain students are being employed to support growth objectives. Modern technologies are reshaping reform efforts. This book discusses the state of affairs in the field of engineering education and presents practical steps for addressing the challenges in order to march toward a brighter future. Features Covers the latest state of engineering education in the North America, Europe, Middle East, North Africa, and Far East Asia Discusses advances in science, technology, engineering, and mathematics and community engagement Outlines applications of digital technologies to enhance learning Provides advances in remote and online instructions for engineering education Presents discussions on innovation, leadership, and ethics

[Node.js: Real-Time Web with Socket.IO](#). Packt Publishing Ltd

"If you wish to build something that is real time, this Learning Path will help you achieve your goal. Learn how to implement real-time applications on websites using Socket.IO, Express, and Redis. Socket.IO helps in real-time analytics, instant messaging, and two-way communication between the browser and web application. Redis opens doors by making data quick and easy to fetch. Lastly, Express helps by making full-featured web applications easy. A powerful combination of these three will give you awe-inspiring application experiences and you'll be able to create fast, scalable, and dynamic real-time apps in no time!"--Resource description page.

[Single Page Web Applications](#) Packt Publishing Ltd

This book is a collection of peer-reviewed best-selected research papers presented at 4th International Conference on Computer Networks and Inventive Communication Technologies (ICCNCT 2021). The book covers new results in theory, methodology, and applications of computer networks and data communications. It includes original papers on computer networks, network protocols and wireless networks, data communication technologies, and network security. The proceedings of this conference are a valuable resource, dealing with both the important core and the specialized issues in the areas of next-generation wireless network design, control, and management, as well as in the areas of protection, assurance, and trust in information security practice. It is a reference for researchers, instructors, students, scientists, engineers, managers, and industry practitioners for advanced work in the area.