



Developing Real Time Application

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Agenda

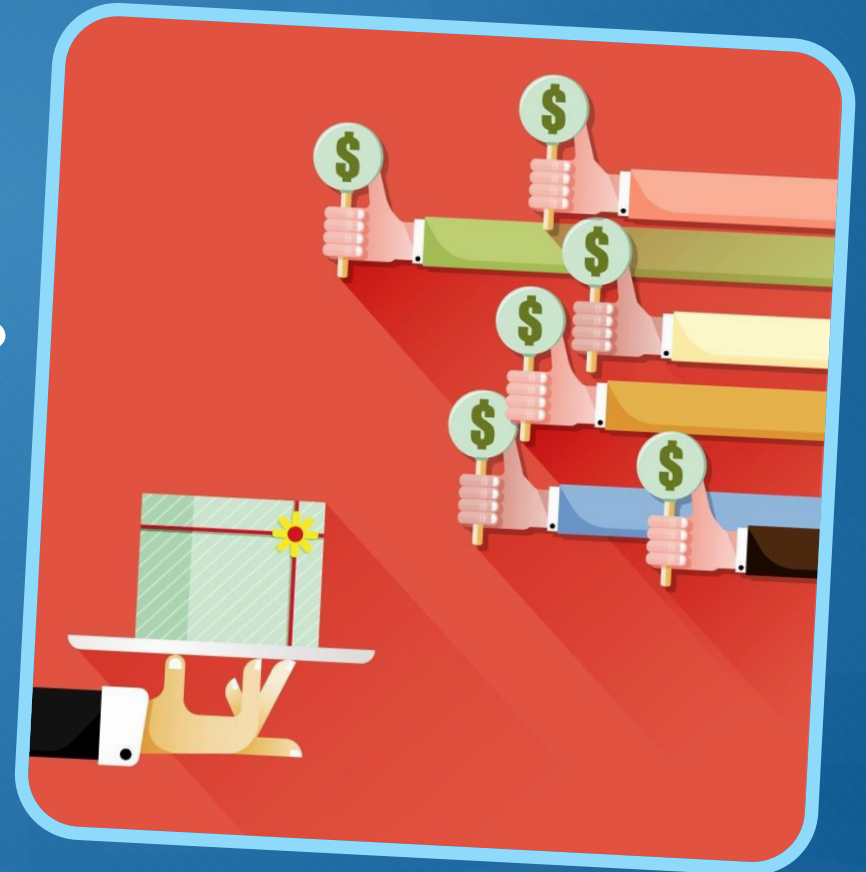
RTA Mobile Apps

Solutions for your app

Why your app needs this?

RTA client-server design

Workshop





Static applications

Most of
apps

Single-user
experience

Request-re
sponse

Easy



Dynamic applications

Fewer on
market

Audience
experience

More
engaging

Expensive
and
complicated

RTA examples we use every day

Games: Dota 2, WoW, CS: GO ...

In-box app: Facetime, Maps ...

Messengers: Skype, Viber ...

Enterprise: WebEx, Slack ...

Streams: Twitch, YouTube ...

AR: HoloLens, Oculus Rift ...

Other: Uber, ClassDojo ...

Embedded: Robots, Satellites ...



Why should I use it?

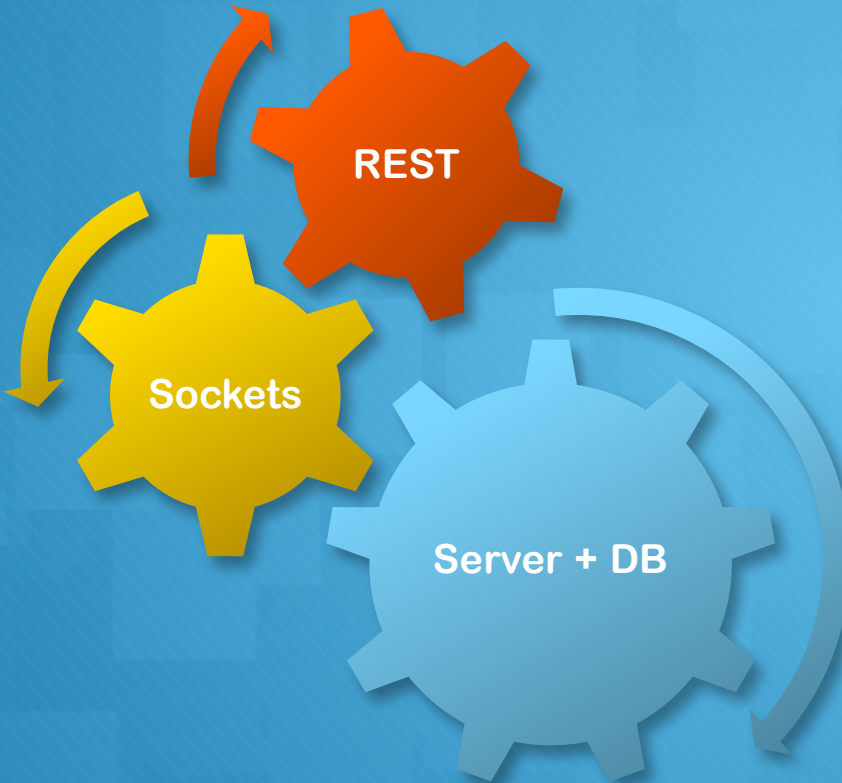
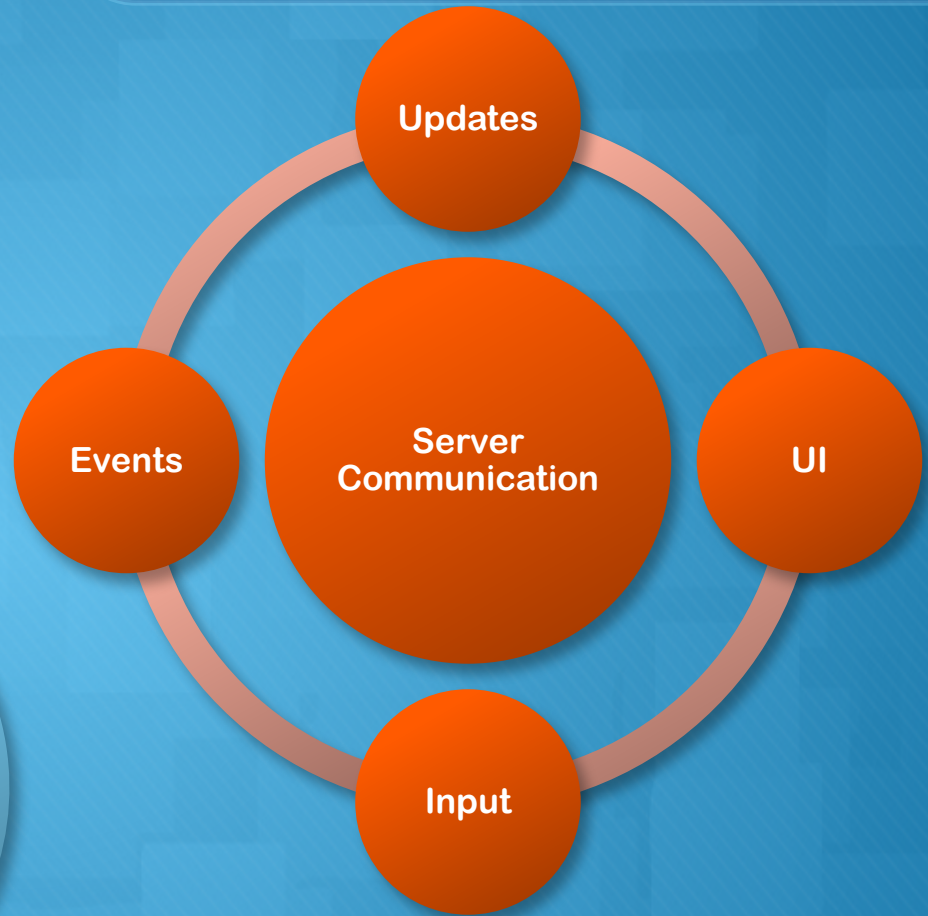
Benefits?

- High-speed data delivery
- Broadcasting
- Fast community growing
- Presence-as-a-service

Downsides?

- Your app may not require it
- System complexity
- Connectivity dependence
- Multi-client implementation

Client Side



Server Side

RTA
components



Web Sockets

Java WS

Autobahn

Android

iOS

Socket
Rocket

Starscream

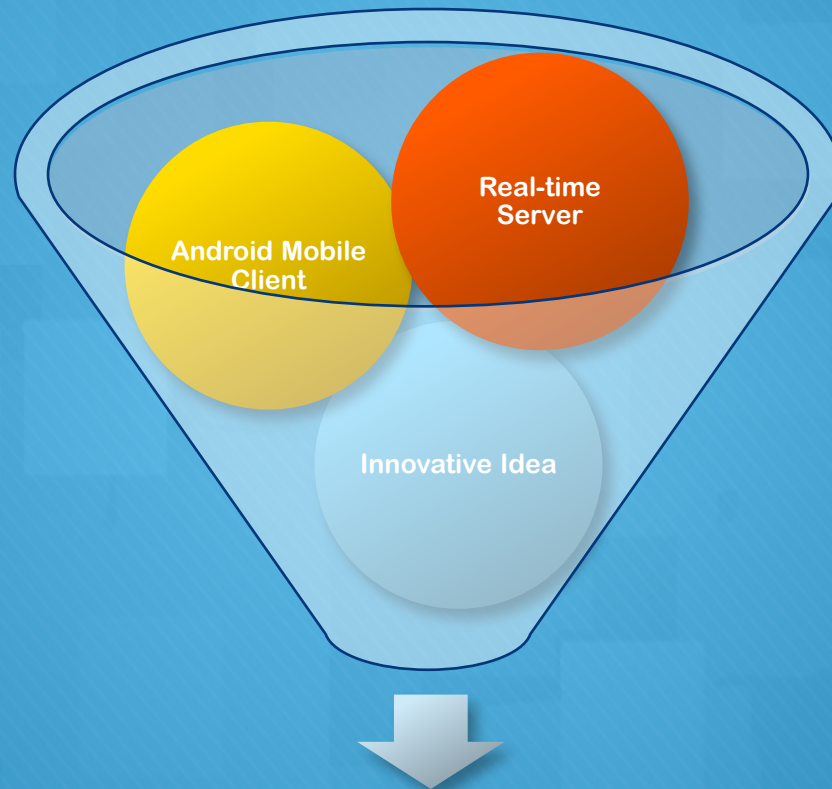
Pure JS
WS

C# WS

Windows

Your ads
here

Workshop



Great Time to Start a Business!
(or \$1 million app 😊)



Thank you!

Questions?

