

用tornado搭建实时应用

机械唯物主义

最近在玩web开发

web上面实时通讯?

- javascript轮询
- long pull
- flash
- websocket

还是用websocket吧

服务器端?

tornado!

- 支持长连接
- 本身就带有websocket
- 性能比较好

websocket接口

```
chat_ws = new WebSocket('ws://localhost:9901/c'); chat_ws.onopen =  
function() {...}; chat_ws.onmessage = function() {...}; chat_ws.onclose =  
function() {...};
```


websocket tornado

```
from tornado.websocket import WebSocketHandler
class Chatroom(WebSocketHandler):
    def open(self): ...
    def on_message(self, message): ...
    def on_close(self): ...
```

实现一个简单的聊天室

```
class ChatRoomWebSocket(WebSocketHandler):  
    connects = []  
    def open(self):  
        self.name = '???'  
        self.room = "root"  
        self.write_message('current in: \n' + len(current_ins))  
        self.connects.append(self)
```

```
def on_message(self, message):
    data = json.loads(message)
    if data.has_key('name'):
        self.name = data['name']
        self.room = data['room']
        self.broadcast(self.room, self.name + ' enters.')
    return
    else:
        self.broadcast(self.room, self.name + ' says: ' + data['msg'])

def broadcast(self, room, msg):
    for c in self.connects:
        if c.room != room:
            continue
        c.write_message(msg)
```

js

```
chat_ws = new WebSocket(server);
chat_ws.onopen = function() {
  return chat_ws.send(JSON.stringify({
    name: name, room: room}));
};

chat_ws.onmessage = function(e) {
  $('#msg').prepad(e.data);
};

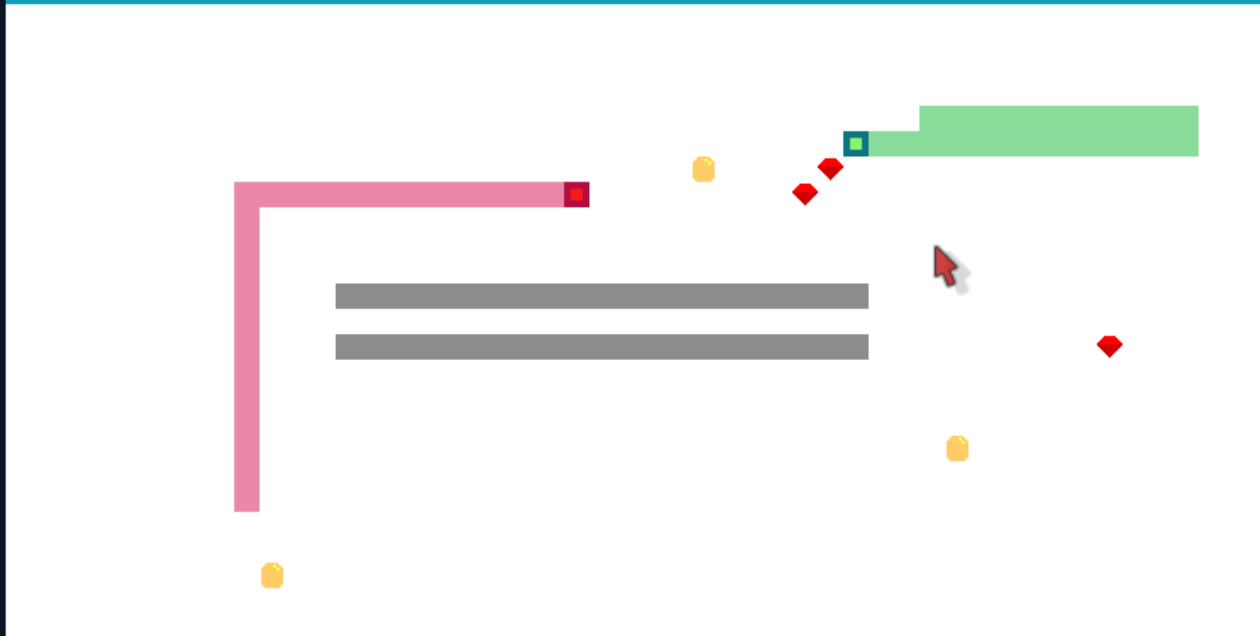
window.chat_send = function() {
  msg = $("#msg").val();
  chat_ws.send(JSON.stringify({msg: msg}));
  return $("#msg").val("");
};
```

SNAKE CHALLENGE

PYTHON VS RUBY

[Register](#) [Login](#)

ROUND: 398 running



MEMBERS

 simple ai	26	
 simple ai	25	

TIPS

PYTHON'S TEAM



RUBY'S TEAM



 PYTHON  RUBY  DEATH

你能用websocket来做什么

weibo? online game?