Assignment: WebSocket

Requirements

- Within a new or existing Node.js and Vue.js application, implement one or more features which add interactive, bidirectional client-server communication using the WebSocket protocol.
  - For Node.js, use the [Node.js WebSocket library](https://github.com/websockets/node-websocket).
  - For Vue.js, use the WebSocket API that is provided by the web browser.
- Deploy your finished application (including both the Node.js server application and the Vue.js client application) to Heroku.

Resources

- [Node.js WebSocket library](https://github.com/websockets/node-websocket)

Submission

1. Submit your project using Git and GitHub. Start by creating a repo for this assignment [here](https://github.com).
2. To pass off your project (required to receive credit), choose one of the following two options:
   - Show your completed assignment to the instructor during class or office hours using Google Meet.
   - Alternatively, you may record and [submit to Canvas](https://canvas.cs.ucsb.edu) an audio/video screen capture that demonstrates ALL views and aspects of your completed project. Use your recorded voice to narrate your demonstration. You will only receive credit for what is demonstrated in your recording, so be sure to show all completed requirements.