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has exploded over the last few years. Not only do companies want them for site stickiness through social networking, but developers have tremendous interest in exploring this niche area.

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IN CHAPTER 2 ,
Connecting Users
, we introduced

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socket servers—software that is usually running in a remote location, accessible over the Internet, that manages thousands of connections between client applications (in our case, games and virtual

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developers and
architects
wanting to
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is based on
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Java socket-
server on the
server-side and

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concepts and
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specific to
ElectroServer,
as well as how
to install it
and write a
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application.

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You'll also learn how to configure the server using the web-based administration system.

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