

- Where the client sends a request and a webhook url
- Server responds to webhook url when ready
- Queues can be setup to manage webhook responses from the server
- Having a fall-back polling mechanism improves fault tolerance
 - ↳ Useful for when the server does not respond within a timeout
- Secure webhooks to prevent abuse
 - ↳ for e.g. when waiting for stripe to confirm payment
- Ensure webhooks are idempotent using unique identifiers
- Not useful for real-time ^{low} latency communication ⇒ use websockets