

First Steps

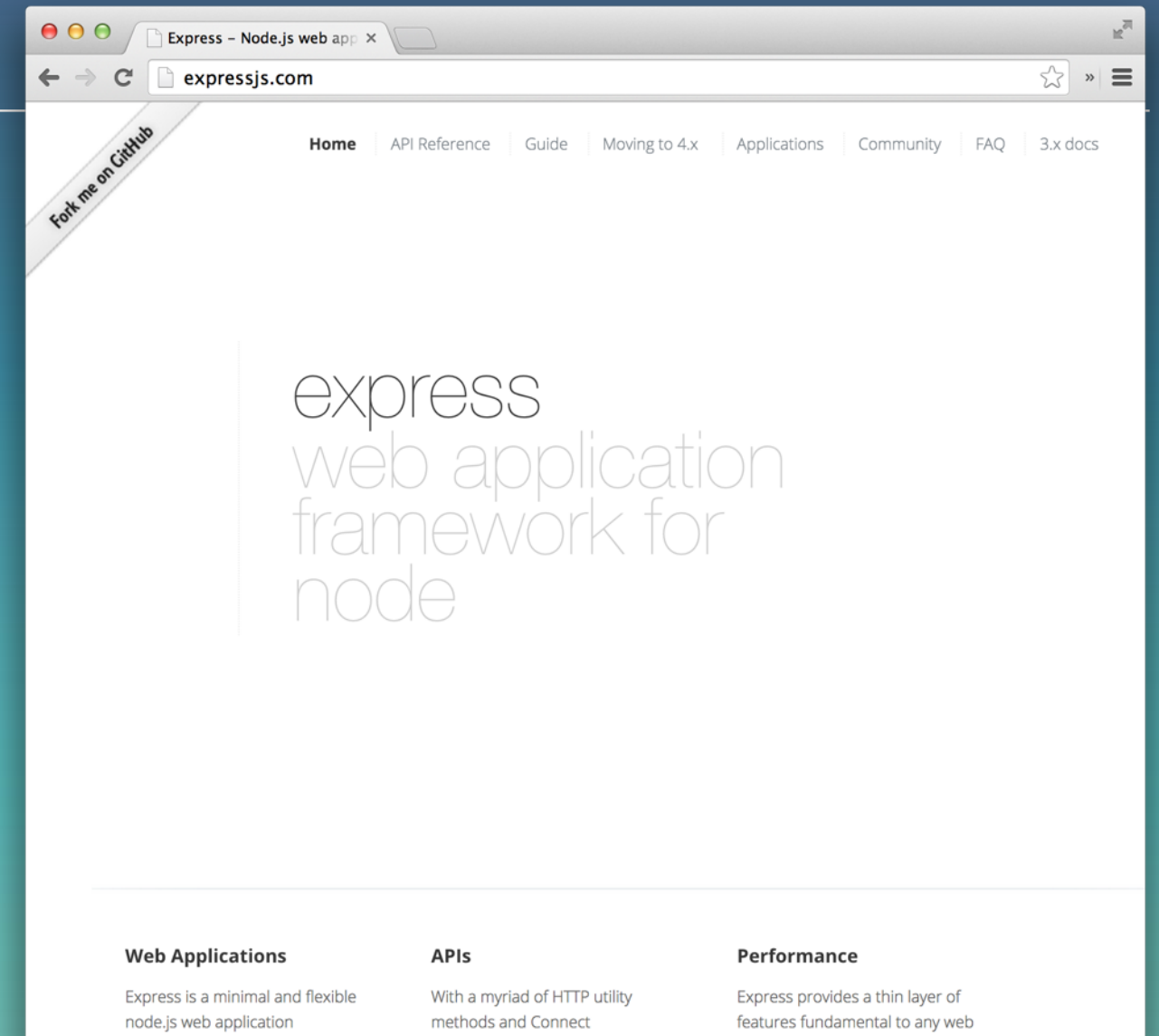
Level 1



What Express Is

A web application framework for Node

- Minimal and flexible
- Great for building **Web APIs**
- Popular services built on Express
i.e. MySpace, Ghost and more
- Foundation for other tools and frameworks, like **Kraken** and **Sails**



Installing Express

Node Package Manager

Use **npm** to install the latest stable version



```
$ npm install express
```

Use **@** to install a specific version

```
$ npm install express@4.9
```

installs latest version
from the 4.9 branch

```
$ npm install express@3.15.2
```

installs specific version

This course covers **version 4.9.x**

Code seen here should run on any version of Express
which starts with 4.9 (i.e. 4.9.1, 4.9.2, 4.9.3, etc.)



Writing Hello World

Calling the `express` function gives us an **application instance**

application instance

app.js

```
var express = require('express');  
var app = express();
```

BUILDING
BLOCKS
OF EXPRESS JS



Writing Hello World

The `app.get` function creates a route that accepts **GET** requests

app.js

```
var express = require('express');
var app = express();

app.get('/', function(request, response) {
  response.send('Hello world');
});

app.listen(3000);
```

binds application
to tcp port 3000

sends back server response

built-in functions
named after HTTP verbs

`app.post(...)`
`app.put(...)`
`app.patch(...)`
`app.delete(...)`
...



Writing Hello World

The `app.listen` function takes an optional callback, which is called once the app is ready to start taking requests

app.js

```
var express = require('express');
var app = express();

app.get('/', function(request, response) {
  response.send('Hello world');
});
```

```
app.listen(3000, function() {
  console.log('Listening on port 3000');
});
```

printed to the console



Running our Express app

Start the server with the **node** command

```
$ node app.js  
Listening on port 3000
```

Changes to code require a
server restart.

Requests with **curl**

```
$ curl http://localhost:3000/
```

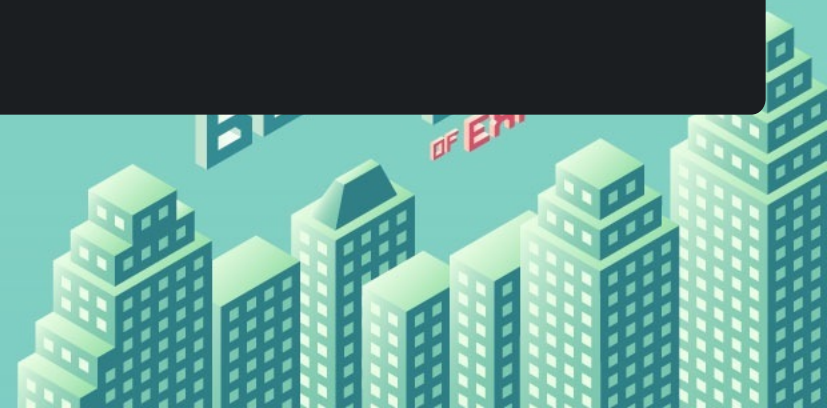
Hello world

server response

Control + C stops the server

```
$ node app.js  
Listening on port 3000  
^C
```

interrupts current process



The Request and Response objects

Express extends Node HTTP objects

app.js

```
app.get('/', function(request, response) {  
  ...  
});
```

<https://github.com/strongloop/express>

Express
source code

lib/request.js

```
var req = exports = module.exports = {  
  __proto__: http.IncomingMessage.prototype  
};  
...
```

objects from
Node HTTP

inheritance in
JavaScript

lib/response.js

```
var res = module.exports = {  
  __proto__: http.ServerResponse.prototype  
};  
...
```


Calling Node's HTTP functions

We can respond from Express using Node's **write** and **end** functions

app.js

```
var express = require('express');
var app = express();

app.get('/', function(request, response) {
  response.write('Hello world');
  response.end();
});

app.listen(3000);
```

using Node API

...very useful when we start writing “extensions” for Express

same thing

```
response.send('Hello world')
```

using Express API

Response from both

```
$ curl http://localhost:3000/
```

```
Hello world
```



Responding with JSON

The send function converts **Objects** and **Arrays** to JSON

app.js

```
app.get('/blocks', function(request, response) {  
  var blocks = ['Fixed', 'Movable', 'Rotating'];  
  response.send(blocks);  
});
```

use -i to print response headers

```
$ curl -i http://localhost:3000/blocks
```

```
HTTP/1.1 200 OK
```

```
X-Powered-By: Express
```

```
Content-Type: application/json; charset=utf-8
```

```
["Fixed", "Movable", "Rotating"]
```

sets proper
response headers



Using the response.json function

The `json` function reads better when all we respond with is JSON

app.js

```
app.get('/blocks', function(request, response) {  
  var blocks = ['Fixed', 'Movable', 'Rotating'];  
  response.json(blocks);  
});
```

Same response as `send`, for Objects and Arrays

```
$ curl -i http://localhost:3000/blocks
```

```
HTTP/1.1 200 OK
```

```
X-Powered-By: Express
```

```
Content-Type: application/json; charset=utf-8
```

```
["Fixed","Movable","Rotating"]
```



Responding with HTML

The `send` function converts strings to HTML

app.js

```
app.get('/blocks', function(request, response) {  
  var blocks = '<ul><li>Fixed</li><li>Movable</li></ul>';  
  response.send(blocks);  
});
```

Responds with `text/html`

For server-side templates,
checkout **EJS** or **Jade**

```
$ curl -i http://localhost:3000/blocks
```

```
HTTP/1.1 200 OK
```

```
X-Powered-By: Express
```

```
Content-Type: text/html; charset=utf-8
```

```
<ul><li>Fixed</li><li>Movable</li></ul>
```



Redirecting to relative path

The `redirect` function sets the proper response headers

app.js

```
app.get('/blocks', function(request, response) {  
  response.redirect('/parts');  
});
```

```
$ curl -i http://localhost:3000/blocks
```

```
HTTP/1.1 302 Moved Temporarily
```

```
X-Powered-By: Express
```

```
Location: /parts
```

```
Content-Type: text/plain; charset=utf-8
```

```
Moved Temporarily. Redirecting to /parts
```



Redirecting with custom status code

The status code can be passed as the first argument to `redirect`

app.js

```
app.get('/blocks', function(request, response) {  
  response.redirect(301, '/parts');  
});
```

optional status code

```
$ curl -i http://localhost:3000/blocks
```

```
HTTP/1.1 301 Moved Permanently
```

```
X-Powered-By: Express
```

```
Location: /parts
```

```
Content-Type: text/plain; charset=utf-8
```

```
Moved Permanently. Redirecting to /parts
```

