

Programming with NodeJS

Lesson 1: Setting up, the event loop and callback functions

February 7th, 2017

What is NodeJS? What programming languages is it like?

What is NodeJS? What programming languages is it like?

Previous series:

What is NodeJS? What programming languages is it like?

Previous series:

<https://github.com/Casper-Oakley/python-lessons>

What is NodeJS? What programming languages is it like?

Previous series:

<https://github.com/Casper-Oakley/python-lessons>

This series:

What is NodeJS? What programming languages is it like?

Previous series:

<https://github.com/Casper-Oakley/python-lessons>

This series:

<https://github.com/Casper-Oakley/nodejs-lessons>

What is NodeJS? What programming languages is it like?

Previous series:

[*https://github.com/Casper-Oakley/python-lessons*](https://github.com/Casper-Oakley/python-lessons)

This series:

[*https://github.com/Casper-Oakley/nodejs-lessons*](https://github.com/Casper-Oakley/nodejs-lessons)

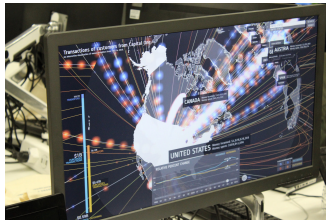


Figure: Image courtesy of HackSocNotts

Setting up your development environment

We will be using version: v6.9.5 (with npm version 3.10.10)

- Windows: **<https://nodejs.org/en/download/>**
- Mac OSX: **<https://nodejs.org/en/download/>**
- Linux: Either **`sudo apt-get install nodejs`** or **<https://nodejs.org/en/download/>**

If at any time you get stuck, just stick your hand up.

Setting up your development environment

You will also need a text editor. The choice of text editor is up to what you feel most comfortable using.

Setting up your development environment

You will also need a text editor. The choice of text editor is up to what you feel most comfortable using. Some options include:

Setting up your development environment

You will also need a text editor. The choice of text editor is up to what you feel most comfortable using. Some options include:

- notepad++

Setting up your development environment

You will also need a text editor. The choice of text editor is up to what you feel most comfortable using. Some options include:

- notepad++
- Vim

Setting up your development environment

You will also need a text editor. The choice of text editor is up to what you feel most comfortable using. Some options include:

- notepad++
- Vim
- GNU Emacs

Setting up your development environment

You will also need a text editor. The choice of text editor is up to what you feel most comfortable using. Some options include:

- notepad++
- Vim
- GNU Emacs
- atom

Setting up your development environment

You will also need a text editor. The choice of text editor is up to what you feel most comfortable using. Some options include:

- notepad++
- Vim
- GNU Emacs
- atom - Fun fact, this was actually written in part in NodeJS!

The basics of NodeJS

NodeJS is an extremely powerful language developed on top of the V8 javascript engine, written by google.

The basics of NodeJS

NodeJS is an extremely powerful language developed on top of the V8 javascript engine, written by google. It operates on a single thread, using an event loop to manage concurrency.

The basics of NodeJS

NodeJS is an extremely powerful language developed on top of the V8 javascript engine, written by google. It operates on a single thread, using an event loop to manage concurrency. It has been found to be particularly strong in certain areas:

The basics of NodeJS

NodeJS is an extremely powerful language developed on top of the V8 javascript engine, written by google. It operates on a single thread, using an event loop to manage concurrency. It has been found to be particularly strong in certain areas:

- I/O bound applications

The basics of NodeJS

NodeJS is an extremely powerful language developed on top of the V8 javascript engine, written by google. It operates on a single thread, using an event loop to manage concurrency. It has been found to be particularly strong in certain areas:

- I/O bound applications
- Data streaming applications

The basics of NodeJS

NodeJS is an extremely powerful language developed on top of the V8 javascript engine, written by google. It operates on a single thread, using an event loop to manage concurrency. It has been found to be particularly strong in certain areas:

- I/O bound applications
- Data streaming applications
- JSON APIs

The basics of NodeJS

NodeJS is an extremely powerful language developed on top of the V8 javascript engine, written by google. It operates on a single thread, using an event loop to manage concurrency. It has been found to be particularly strong in certain areas:

- I/O bound applications
- Data streaming applications
- JSON APIs
- As the backend in a MEAN stack web app

The basics of NodeJS

NodeJS is an extremely powerful language developed on top of the V8 javascript engine, written by google. It operates on a single thread, using an event loop to manage concurrency. It has been found to be particularly strong in certain areas:

- I/O bound applications
- Data streaming applications
- JSON APIs
- As the backend in a MEAN stack web app - This is the one we will focus on

Hello World!

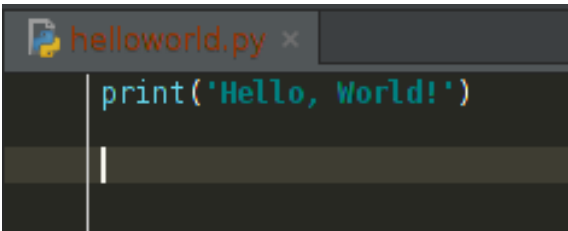
Now that we have all prerequisites installed, load up PyCharm and start a new project.

Hello World!

Now that we have all prerequisites installed, load up PyCharm and start a new project.

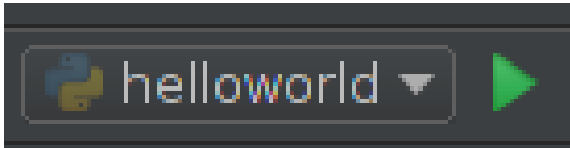
We are going to build a simple program which prints the words "Hello, World!" .

The *print* command prints something to the console:

A screenshot of a code editor window. The title bar shows a Python icon, the filename 'helloworld.py', and a close button. The editor area has a dark background with light-colored text. The first line of code is 'print('Hello, World!')'. The text is color-coded: 'print' is blue, the opening quote is red, 'Hello, World!' is green, and the closing quote is red. A white cursor is positioned at the end of the first line, on the second line of the editor.

```
helloworld.py x
print('Hello, World!')
```

Now that we have our code, we want to execute it. This can be done by hitting the green arrow in the top right corner.



Feel free to change the code inside the print to print whatever message you want!

Reading in input

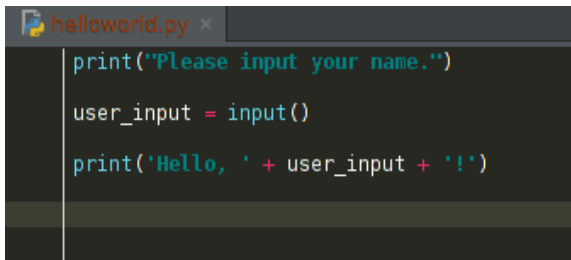
A program that just prints a string is pretty rubbish. What'd be great would be if we could tell it what to print.

Reading in input

A program that just prints a string is pretty rubbish. What'd be great would be if we could tell it what to print.

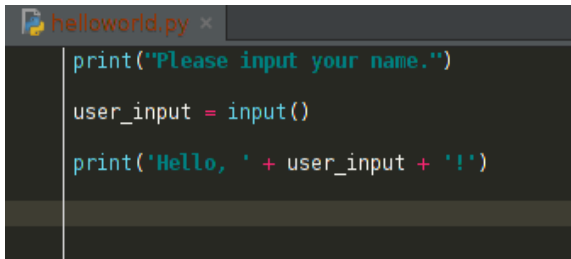
The *input* command allows us to input what we want into the program. However, we need somewhere to put our input, before we can display it.

Now our program can display our name:



```
helloworld.py x
print("Please input your name.")
user_input = input()
print('Hello, ' + user_input + '!')
```

Now our program can display our name:



```
helloworld.py x
print("Please input your name.")
user_input = input()
print('Hello, ' + user_input + '!')
```

What have we actually done here?

Variables

Variables are a container for things. They can change when you want them to and have any name you want.

Variables

Variables are a container for things. They can change when you want them to and have any name you want.

In the previous example we specified a new variable called *name* where we stored the value we wanted to input.

Variables

Variables are a container for things. They can change when you want them to and have any name you want.

In the previous example we specified a new variable called *name* where we stored the value we wanted to input.

Variables can be many different things including:

Variables

Variables are a container for things. They can change when you want them to and have any name you want.

In the previous example we specified a new variable called *name* where we stored the value we wanted to input.

Variables can be many different things including:

- An integer (1,2,3 etc)

Variables

Variables are a container for things. They can change when you want them to and have any name you want.

In the previous example we specified a new variable called *name* where we stored the value we wanted to input.

Variables can be many different things including:

- An integer (1,2,3 etc)
- A character ('a','b','c' etc)

Variables

Variables are a container for things. They can change when you want them to and have any name you want.

In the previous example we specified a new variable called *name* where we stored the value we wanted to input.

Variables can be many different things including:

- An integer (1,2,3 etc)
- A character ('a','b','c' etc)
- A string ("Hello, World!", "I love python xo" etc)

Variables

Variables are a container for things. They can change when you want them to and have any name you want.

In the previous example we specified a new variable called *name* where we stored the value we wanted to input.

Variables can be many different things including:

- An integer (1,2,3 etc)
- A character ('a','b','c' etc)
- A string ("Hello, World!", "I love python xo" etc)
- A float (1.45345, 24.4562389, 7.4234 etc)

Variables

Variables are a container for things. They can change when you want them to and have any name you want.

In the previous example we specified a new variable called *name* where we stored the value we wanted to input.

Variables can be many different things including:

- An integer (1,2,3 etc)
- A character ('a','b','c' etc)
- A string ("Hello, World!", "I love python xo" etc)
- A float (1.45345, 24.4562389, 7.4234 etc)
- An array ([1,2,7,4,7], ['p', 'y', 't', 'h', 'o', 'n'] etc)

Variables

Variables are a container for things. They can change when you want them to and have any name you want.

In the previous example we specified a new variable called *name* where we stored the value we wanted to input.

Variables can be many different things including:

- An integer (1,2,3 etc)
- A character ('a','b','c' etc)
- A string ("Hello, World!", "I love python xo" etc)
- A float (1.45345, 24.4562389, 7.4234 etc)
- An array ([1,2,7,4,7], ['p', 'y', 't', 'h', 'o', 'n'] etc)
- Or more!

Variables

Variables are a container for things. They can change when you want them to and have any name you want.

In the previous example we specified a new variable called *name* where we stored the value we wanted to input.

Variables can be many different things including:

- An integer (1,2,3 etc)
- A character ('a','b','c' etc)
- A string ("Hello, World!", "I love python xo" etc)
- A float (1.45345, 24.4562389, 7.4234 etc)
- An array ([1,2,7,4,7], ['p', 'y', 't', 'h', 'o', 'n'] etc)
- Or more!

Some of these types can do things others can't. For example, we can subtract an integer from another, but we can't subtract a string from another.

A simple adding calculator

Using these variable types, we can convert our input into a different type! To convert a variable into a different type, we wrap the variable in the type we want to convert it to.

A simple adding calculator

Using these variable types, we can convert our input into a different type! To convert a variable into a different type, we wrap the variable in the type we want to convert it to.

```
print("Please input a number.")  
  
input1 = int(input())
```

A simple adding calculator

Using these variable types, we can convert our input into a different type! To convert a variable into a different type, we wrap the variable in the type we want to convert it to.

```
print("Please input a number.")  
  
input1 = int(input())
```

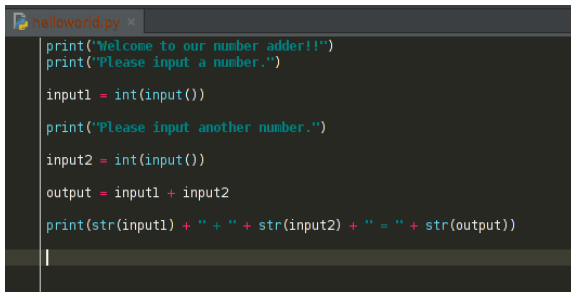
Here, the input we are asking for is being turned into an integer. Another name for this is we are **casting** the input to an integer.
Q: What happens if you put in something other than a number?

Our lovely calculator

Building on from that, we can combine what we have talked about to make a very simple calculator, which asks for two numbers, adds them together (using the $+$ operator), and then outputs them to the user.

Our lovely calculator

Building on from that, we can combine what we have talked about to make a very simple calculator, which asks for two numbers, adds them together (using the $+$ operator), and then outputs them to the user.

A screenshot of a code editor window titled 'helloworld.py'. The code is written in Python and implements a simple calculator. It prompts the user for two numbers, adds them together, and prints the result. The code is as follows:

```
print("Welcome to our number adder!!")
print("Please input a number.")

input1 = int(input())

print("Please input another number.")

input2 = int(input())

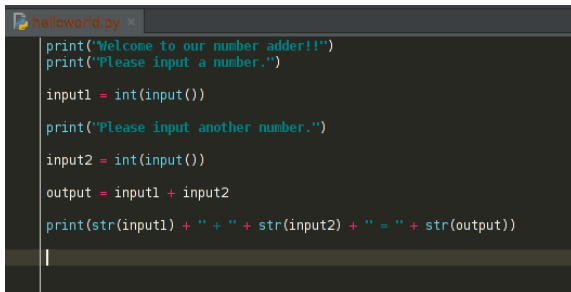
output = input1 + input2

print(str(input1) + " + " + str(input2) + " = " + str(output))

|
```

Our lovely calculator

Building on from that, we can combine what we have talked about to make a very simple calculator, which asks for two numbers, adds them together (using the $+$ operator), and then outputs them to the user.

A screenshot of a code editor window with a dark background. The title bar shows a file named 'helloworld.py'. The code is written in Python and uses syntax highlighting: strings are in red, keywords like 'print', 'int', and 'str' are in blue, and operators like '+' are in green. The code prompts the user for two numbers, converts them to integers, adds them, and prints the result in a formatted string.

```
print("Welcome to our number adder!!")
print("Please input a number.")

input1 = int(input())

print("Please input another number.")

input2 = int(input())

output = input1 + input2

print(str(input1) + " + " + str(input2) + " = " + str(output))

|
```

Note we had to **cast** our integer variables to strings using *str()* for *print* to work.

That's all for tonight!

To summarise:

- We have installed Python and PyCharm
- We have learnt about variables and variable types
- We have learnt about printing and asking for input from the user
- We have made a sweet ass calculator!

For next week

Source code plus lecture slides will be available online soon after the lesson.

If you are new to HackSocNotts, please join us on
<http://hacksocnotts.slack.com>.

If you have any questions, feel free to ask now or over slack.