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- ▶ Web Developer
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wing121



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- ▶ Framework für serverseitiges JavaScript

„Keine Programmiersprache“

JavaScript?

„böses Voodoo im Browser“



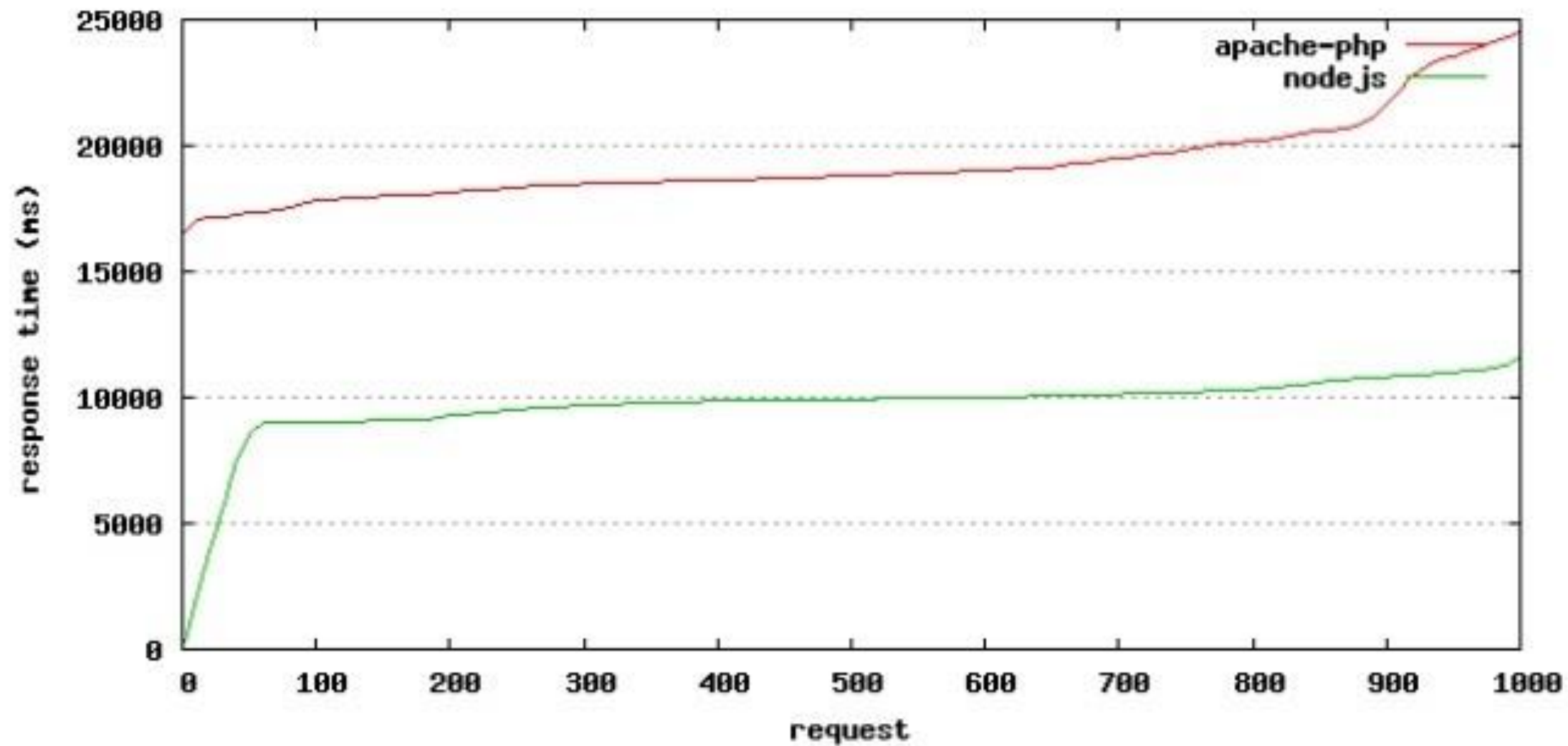
serverseitig?

„Typsicherheit?“



Ja!!!

ab -n 1000 -c 50 (fetch and process html, read 1000 records from db)



Benchmark

100 concurrent clients
1 megabyte response





- ▶ Google V8 Engine (Chrome)
- ▶ Serverseitiges JavaScript
- ▶ Ausgelegt für viel I/O
- ▶ Asynchron
- ▶ Single-Threaded

Asynchron

- ▶ event-driven
- ▶ non-blocking I/O
- ▶ event-loops

Traditionelles I/O

```
var db_result = db.query("select * from table");  
doSomething(db_result); //wait!  
doSomeOtherVoodoo();    //blocked
```

Non-blocking I/O

```
db.query("select * from table",function(db_result){  
    doSomething(db_result); //wait  
});  
doSomeOtherVoodoo();
```

WebServer: Non-blocking I/O

```
var http = require('http');  
  
http.createServer(function (req, res){  
  res.writeHead(200, {'Content-Type': 'text/plain'});  
  res.end('Hello World\n');  
}).listen(1337, '127.0.0.1');
```

One Thread to rule them all

- ▶ leicht zu programmieren
- ▶ keine Deadlocks
- ▶ keine Race-Conditions

Event-loop

“With an event loop, you ask it to do something and it’ll get back to you when it’s done”

~@davidpadbury

Why should I node?

- ▶ Non-blocking Server
- ▶ skalierbarkeit
- ▶ ein Sprache
- ▶ I/O-Handling

Getting Started ...

<http://nodejs.org/download/>

Fragen?

Danke!!!

Useful Links

- ▶ <http://nodejs.org/download/> (Node.js Homepage)
- ▶ <http://howtonode.org/> (Tutorials)
- ▶ <https://www.joyent.com/noderoad> (next Steps Node.js)
- ▶ <http://nodeschool.io/> (Tutorials)
- ▶ <http://socket.io/> (Node.js Modul für WebSockets)
- ▶ <https://www.npmjs.org> (Node packaged Modul - Packed Manager)