

# Introduction to Node.js

Overview, Modules, Web Server, Request and Response



SoftUni Team  
Technical Trainers



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**#js-web**



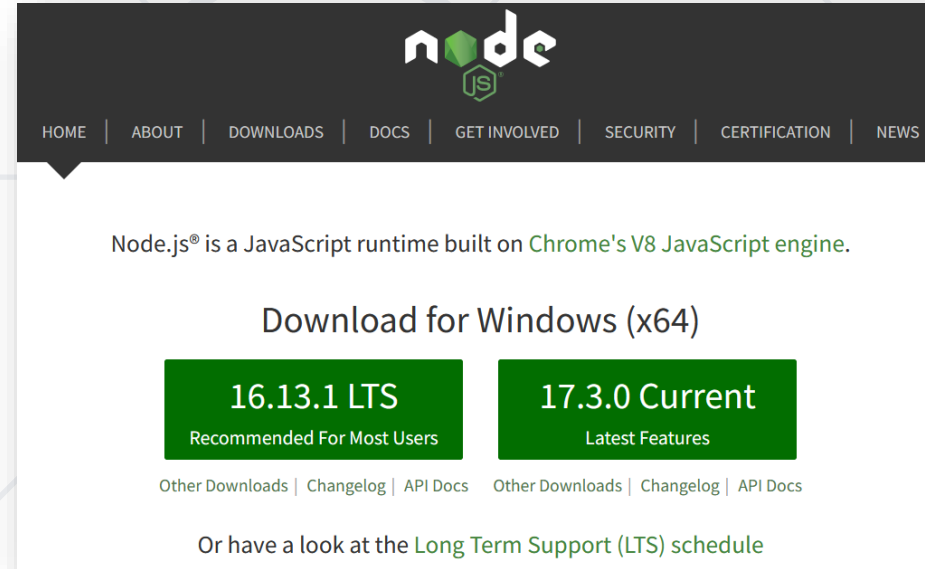
# Introduction to Node.js

# Node.js Overview

- A runtime environment for JS that runs on the server
- Advantages
  - **One language** for server and client
  - **Asynchronous** and **Event** Driven
  - Very **fast**
  - Efficient **package manager**



- Go to <http://nodejs.org> and install the latest version



- To check the currently installed version of the node, type in the **command prompt/terminal**:

```
node -v
```

- From the **terminal**

```
node           // Starts REPL
let a = 5
let b = 3
a + b         // 8
```

- Interpret code from a **file**
  - Save the script to **index.js**
  - Execute from the terminal:

```
node index.js
```



Node.js **projects** are usually set up as **NPM packages**

- From the **terminal**, inside the **target directory**

```
npm init
```

- Answer **questions** to initialize the project
- A **package.json** file will be created with initial configuration
- To bypass all questions (take default values):

```
npm init -y
```



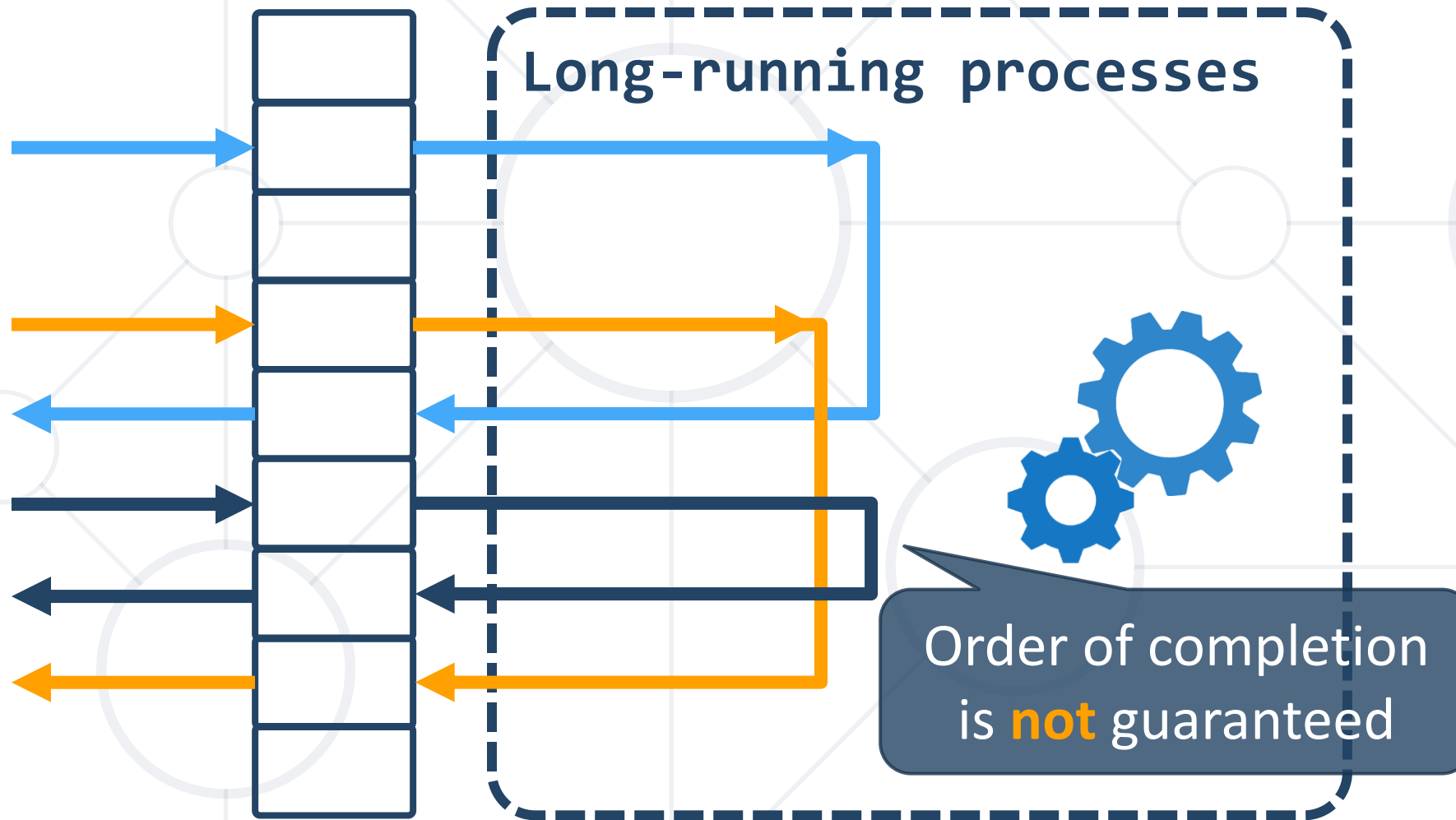
# Configuration (Package.json)

```
{
  "name": "demo",
  "version": "1.0.0",
  "description": "Node.js demo project",
  "main": "index.js",
  "engines": {                // Sets versions of Node.js
    "node": ">= 6.0.0",        and other commands
    "npm": ">= 3.0.0" },
  "scripts": {                // Defines a set of node scripts
    "start": "node index.js" },
  "keywords": [],
  "author": "",
  "license": "ISC"
}
```



**Event Loop**

# The Event Loop



# Stack calls

```
function foo(x) {  
    return x * x;  
}  
function bar(y) {  
    return foo(y + 2);  
}  
  
bar(8);
```

## Stack

# Stack calls

```
function foo(x) {  
    return x * x;  
}  
function bar(y) {  
    return foo(y + 2);  
}  
  
bar(8);
```

## Stack

bar(8)



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# Stack calls

```
function foo(x) {  
    return x * x;  
}  
function bar(y) {  
    return foo(y + 2);  
}  
  
bar(8);
```

## Stack

foo(10)

bar(8)



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# Stack calls

```
function foo(x) {  
    return x * x;  
}  
function bar(y) {  
    return foo(y + 2);  
}  
  
bar(8);
```

## Stack

return

bar(8)



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# Stack calls

```
function foo(x) {  
    return x * x;  
}  
function bar(y) {  
    return foo(y + 2);  
}  
  
bar(8);
```

## Stack

bar(8)



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# Stack calls

```
function foo(x) {  
    return x * x;  
}  
function bar(y) {  
    return foo(y + 2);  
}  
  
bar(8);
```

## Stack

return



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# Stack calls

```
function foo(x) {  
    return x * x;  
}  
function bar(y) {  
    return foo(y + 2);  
}  
  
bar(8);
```

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# Stack calls

```
function foo(x) {  
    return x * x;  
}  
function bar(y) {  
    return foo(y + 2);  
}  
  
bar(8);
```

## Stack



```
function init(el){  
  el.addEventListener(  
    "click",  
    handler  
  );  
}
```

**Stack**

A diagram of a stack data structure. It consists of a vertical rectangle with a dashed border. Inside the rectangle, there are four circles of varying sizes, connected by lines. The circles are arranged in a way that suggests a stack, with the top circle being the smallest and the bottom circle being the largest. The lines connect the circles in a way that suggests a sequence of operations, with the top circle being the first and the bottom circle being the last.

**Browser APIs**

Hidden implementation



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## Stack

init

## Browser APIs

Hidden implementation



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## Stack

**addEventListener**

**init**

## Browser APIs

Hidden implementation



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## Stack

**addEventListener**

**init**

## Browser APIs

Hidden implementation

**Event Callback**



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## Stack

**return**

**init**

## Browser APIs

Hidden implementation

**Event Callback**



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## Stack

**return**

## Browser APIs

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**Stack**

The diagram shows a light gray rectangular area labeled 'Stack'. Inside, there is a network of thin gray lines connecting several circular nodes of varying sizes. The nodes are arranged in a way that suggests a hierarchical or interconnected structure, with some nodes being larger than others.

**Browser APIs**

Hidden implementation

**Event Callback**



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**Stack**

....

**Message Queue**



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**Browser APIs**

Hidden implementation

**Event Callback**

## Stack

....

Event Loop

Message Queue



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## Browser APIs

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## Stack

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## Browser APIs

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**Event Loop**

**Message Queue**

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**return**

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## Browser APIs

Hidden implementation

**Event Callback**

**Stack**

**Event Loop**

**Message Queue**

**Browser APIs**

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**Modules**

# Modules

- Allow larger **apps** to be **split** and **organized**
- Each module has its **own context**
  - It **cannot pollute** the **global scope**
- Node.js includes **three types** of modules
  - **Core** Modules
  - **Local** Modules
  - **Third-Party** Modules



# Local Modules

- Created **locally** in the Node.js application
- Include **different functionalities** in **separate** folders
- Use **module.exports** to expose a **function**, **object** or **variable**



```
module.exports = myModule
```

- Loaded using the **require()** function

```
const myModule = require('./myModule.js');
```

# Third-Party Modules

- Installed from Node Package Manager (**NPM**)
- Run from the terminal

```
npm install express --save-exact
```

- To use in your code

```
const express = require('express');
```

- To install globally (for use from the terminal)

```
npm install mocha -g
```

# Core Modules

- Includes all **functionalities** of Node.js
- Load **automatically** when Node.js process starts
- Need to be **imported** in order to be used

```
const module = require('module');
```

- Commonly used modules are
  - **http** - used to create Node.js server
  - **url, querystring, path, fs**





# URL Module

- Provides utilities for URL **resolution** and **parsing**

```
const url = require('url');
```

- Parses an address with the **parse()** function
  - Returns an **object** with **info** about the **url**

```
let urlObj = url.parse(req.url);
```

- **Splits** web address into **readable** parts



# URL Parts

- Host '**localhost:8080**'

```
let host = urlObj.host
```

- Path '**/home**'

```
let path = urlObj.pathname
```

- Search/query '**?year=2017&month=february**'

```
let query = urlObj.query
```

```
let search = urlObj.search
```



# Query String Module

- Provides utilities for **parsing** and **formatting** URL query strings

```
const queryString = require('queryString');
```

- Parses a query string into an object

```
const qs = queryString  
  .parse('year=2017&month=february');
```

```
const year = qs.year;           // 2017
```

```
const month = qs.month;         // february
```





# Node.js Web Server

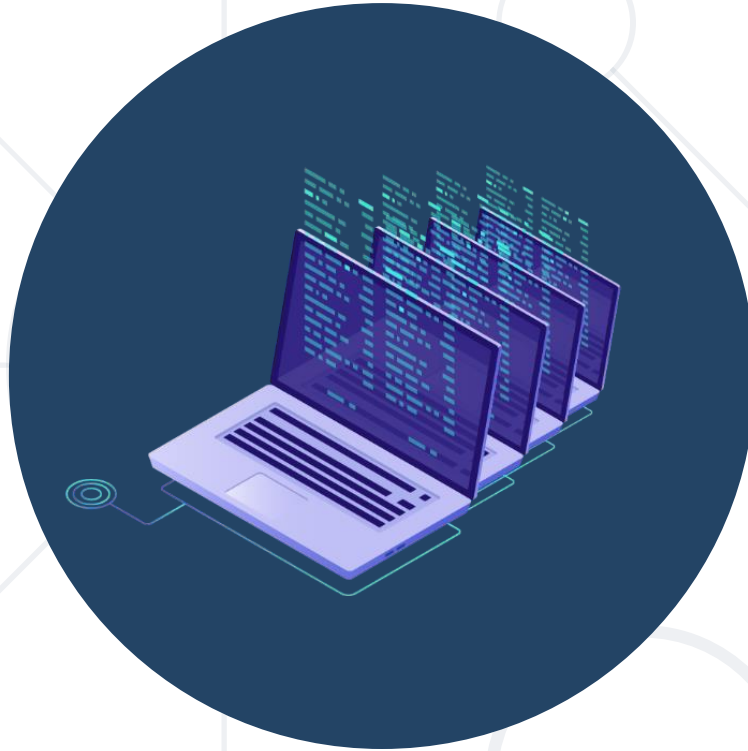
# Web Servers

- All **physical** servers have **hardware**
- The hardware is controlled by the **operating system**
- **Web servers** are **software** products that use the operating system to **handle web requests**
  - Web servers **serve** Web content
- The requests are **redirected to other software** products (ASP.NET, PHP, etc.), depending on the webserver **settings**



- Creating a simple Node.js web server

```
const http = require('http');  
  
http.createServer((req, res) => {  
  res.write('Hi!');  
  res.end();  
}).listen(1337);  
  
console.log('Node.js server running on port 1337');
```



# **Request & Response Wrappers**

# The Request Wrapper

- Used to **handle** incoming http requests
- Properties
  - **httpVersion** - '1.1' or '1.0'
  - **headers** - object for request headers
  - **method** - 'GET', 'POST', etc.
  - **url** - the URL of the request





# Request Wrapper Example

```
const http = require('http');
const url = require('url');
const port = 1337;

http.createServer((req, res) => {
  let path = url.parse(req['url']).pathname;
  if (path === '/') {
    // TODO: Send 'Welcome to home page!'
  }
}).listen(port);
```

# The Response Wrapper

- Used to **retrieve** a **response** to the **client**
- Functions
  - Create **response header**
  - Send the actual **content** to the **client**
  - **End** the response



# Response Wrapper Example

```
const http = require('http');
const port = 3000;

http.createServer((req, res) => {
  res.writeHead(200, { // Response Status Code
    'Content-Type': 'text/plain'
  });
  res.write('Hello from Node.js'); // UTF-8 Encoding
  res.end(); // Always End the Response
}).listen(port);
```

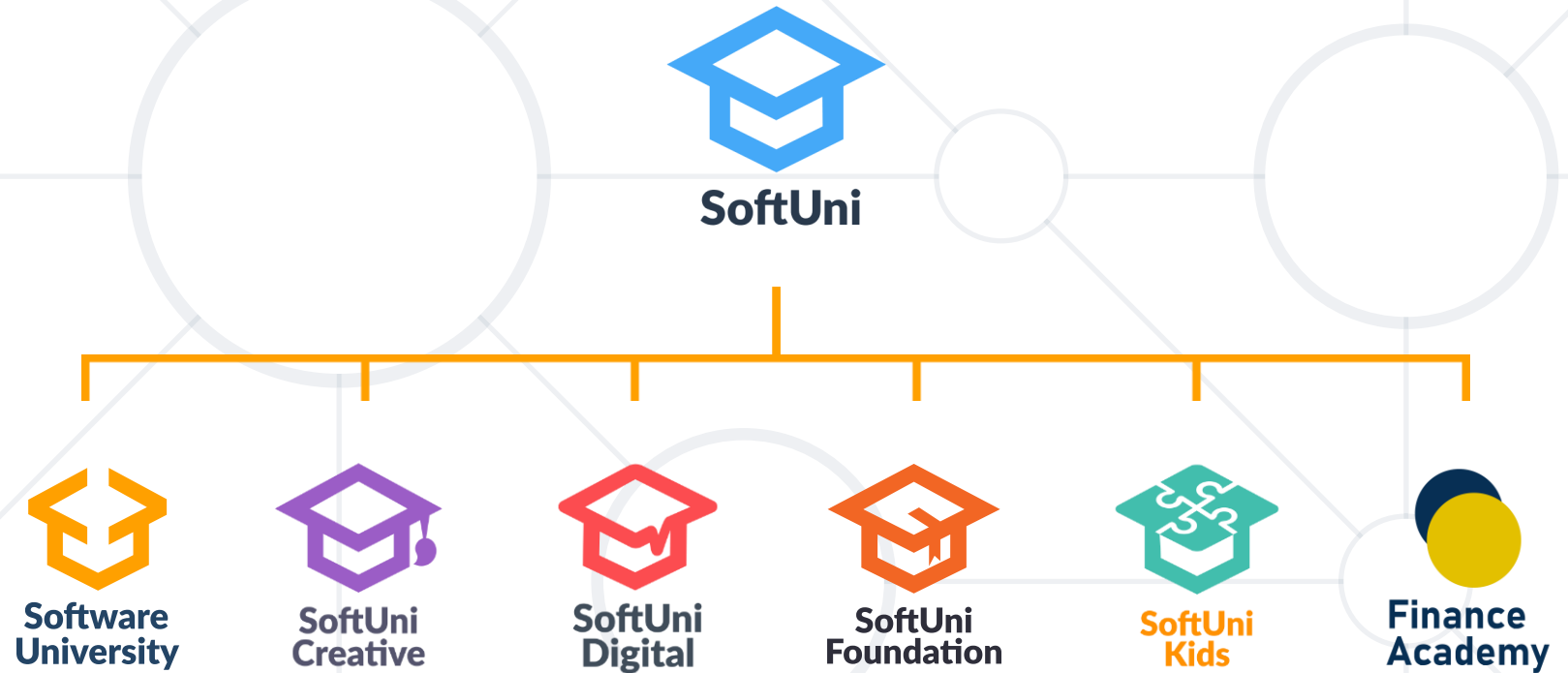


**Live Exercises**

- Node.js is a **fast** and **asynchronous** efficient **package manager**
- Applications can be **organized** using **module**
- NPM allows quick access to **external modules**
- **Web Servers** transfer resources to the **Client**
- The **Request/Response** Wrappers



# Questions?



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