Node.js开发运维常见问题 与解决方案

Tencent server web专解

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Tencent Server Web

https://github.com/Tencent/TSW

https://tswjs.org



Tencent Server Web

常见问题

开发过程

体验测试

运维监控

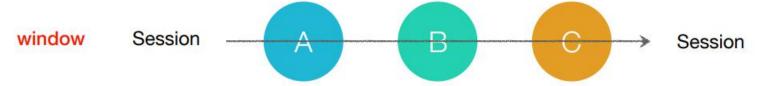
问题定位

开发过程

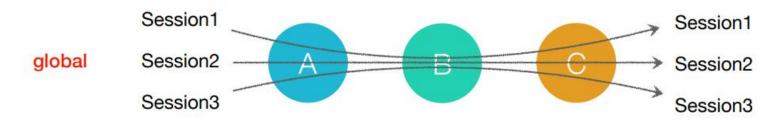
Web跟node的开发习惯迁移,上下文与异常处理

开发习惯

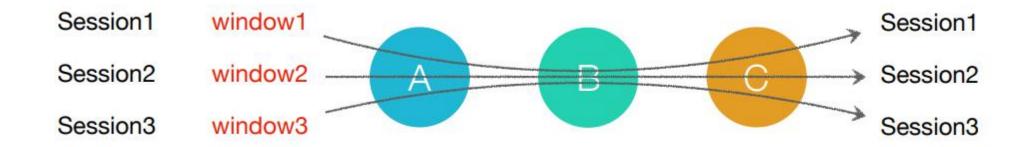
浏览器端:



Node.js端:



习惯迁移,上下文



举个栗子

```
const printDebugLog = msg => {
    const uid = window.request.cookies['uid'];
    if (alpha.isTest(uid)) {
        logger.info(msg);
    } else {
        logger.debug(msg);
    }
};
```

Domain

```
const d = domain.create();
d. add (req);
d. add (res);
d. currentContext = new Context();
d. currentContext. log = {};
d. currentContext. SN = ++process. SN;
d. currentContext. window = new Window();
d. currentContext. window. request = req;
d. currentContext. window. response = res;
d. run (() => {
    doRoute(req, res);
});
```

window

```
this.currentContext = function() {
   return (process. domain && process. domain. currentContext) | new Context();
if (!global.context) {
   Object.defineProperty(global, 'context', {
       get: function() {
           return module.exports.currentContext();
   });
   Object.defineProperty(global, 'window', {
       get: function()
            if (global.windowHasDisabled) {
               return undefined;
            const curr = module.exports.currentContext();
            if (!curr.window)
                curr.window = new Window();
           return curr.window;
```

异常处理

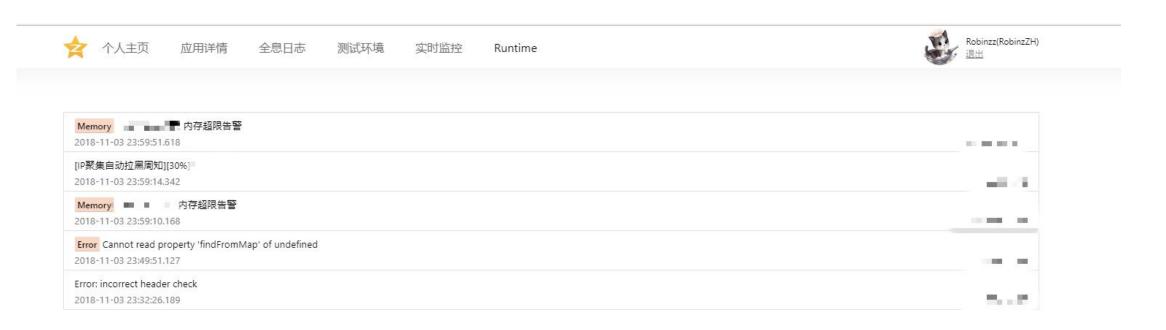
已发生异常的用户,返回错误页

不影响其他用户访问

异常内容反馈给开发

异常捕获

脚本报错告警



报错堆栈

```
Error: require field not exist, tag:0
2018-11-07 23:58:01.687
Error: require field not exist, tag:0
stack
Error: require field not exist, tag:0
   at Taf. JceInputStream. _skipToTag (/data/services/TSW-1.0/bin/deps/taf-stream/libjce.js:788:24)
   at Object. JcePacker. unpack (/data/services/TSW-1. O/bin/tencent/qzone/webapp/wup/JceSinglePacker. js: 40:43)
   at Object.success (/data/services/TSW-1.0/bin/tencent/qzone/webapp/WebApp.js:434:38)
   at Socket. (anonymous) (/data/services/TSW-1.0/bin/tencent/qzone/webapp/sender/Sender.js:53:40)
   at Socket. emit (events. js:182:13)
   at Socket. EventEmitter. emit (domain. js: 460:23)
   at addChunk (_stream_readable.js:283:12)
服务器IP:
进程名字: TSW/worker/3
进程ID: 7987
测试环境: 否
是否考核: 否
发送间隔: 600s
请求头:
                              _=0.5260809502114794&g tk=1602964281&uiVin
                                                                                    .LoneId=7&sQua=V1 AND SQ 7.8.8 942 YYB D&ui:
                                                                                                                                ...format=json&inCh
host: h5. qzone. qq. com
x-client-proto: https
x-client-proto-ver: HTTP
x-real-ip:
x-forwarded-for: .....
accept: application/json
x-requested-with: XMLHttpRequest
man-agent: Marilla/E O Timur Andreid & O. wine Veza Build/MRAESK: mur) Annlawakki+/E37 36 (KMTMT libe Caple) Marrian/A O Chama/E7 O 2087 132 MOOR-americ/A 2 TRS/OAA306 Mar
```

体验与测试

如何让用户(产品/测试等)了解开发环境,测试环境,生产环境差别

体验、测试

让产品下个fiddler配个host

安装下HTTPS证书

手机怎么办

体验、测试

到开发工位体验测试吧, 手把手教!

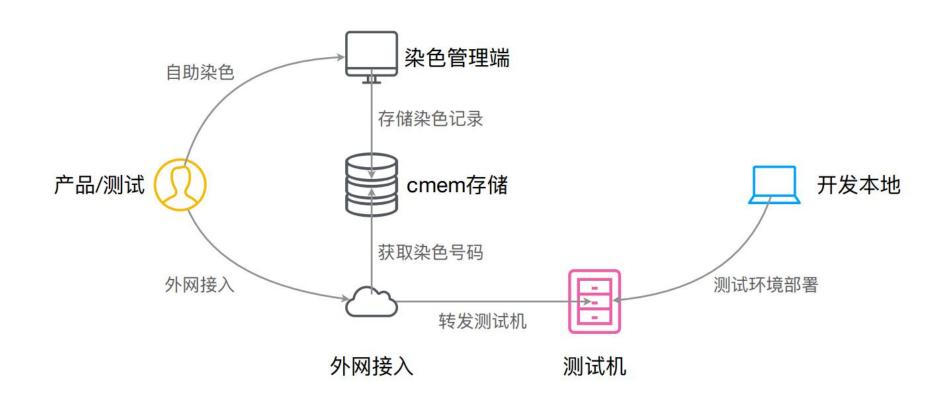
理想的运行环境

完成功能模块开发, 部署至测试环境, 本地继续开发

产品/测试/老板可自行选择外网环境切换到测试环境

体验完成后可退出测试环境

TSW测试环境



染色系统

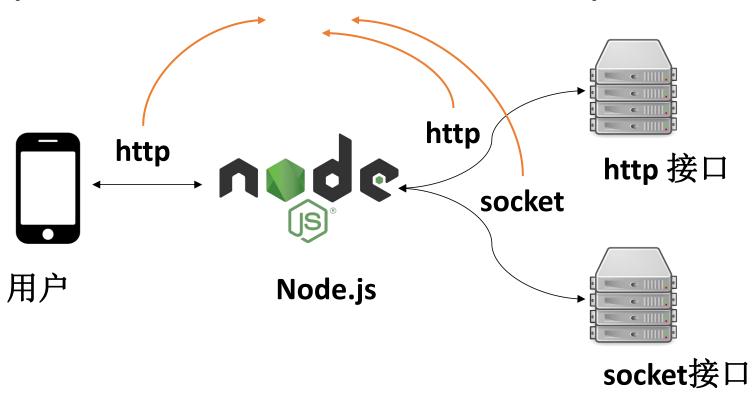
收到用户端请求 获取用户身份ID 根据染色列表判断用户身份 标注用户身份 路由到具体业务逻辑

染色系统

```
    const d = domain.create()
    d.currentContext = {window: {req: request}};
    d.run(() => {doRoute();})
    global.window = get window() {return process.domain.currentContext.window};
    const request = window.req;
```

染色系统

process.domain.currentContext.window.req



线上配置

#1 选择测试环境 临时染色 alpha	人在家中坐,包从天上来	微视前端 QQ空间游戏	QQ空间营收	企鹅FM 预发	
我是2号,pick me	情侣&小游戏,负责人				
我是3号,pick me	不知道写什么好~。~,	负责人:			
我是6号,pick me	([
我是4号,pick me					
我是5号,pick me					
#2 输入用户id(支持批量,换行即	可)				

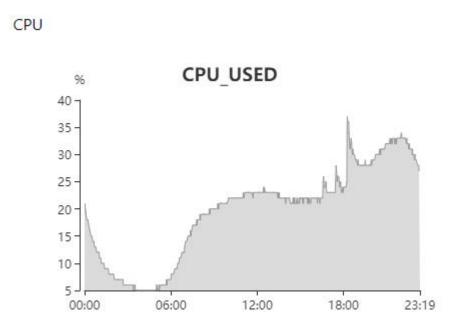
测试环境服务器标记



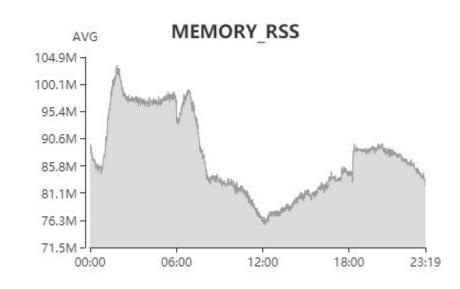
上线后运维和监控

除了运维人员,开发也需要了解应用上线后情况

外网运维-实时查询服务器状态

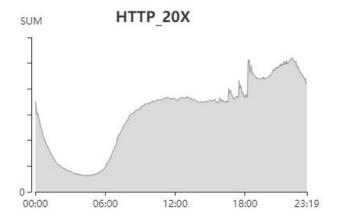


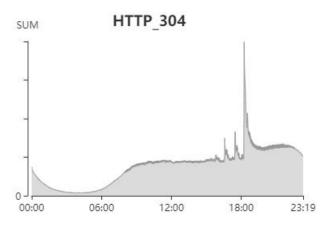


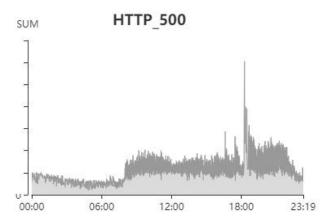


返回码状态

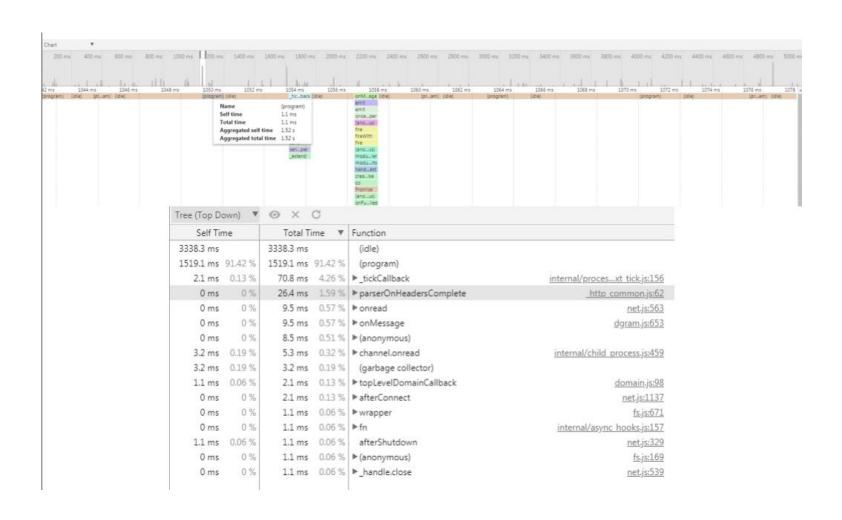
HTTP



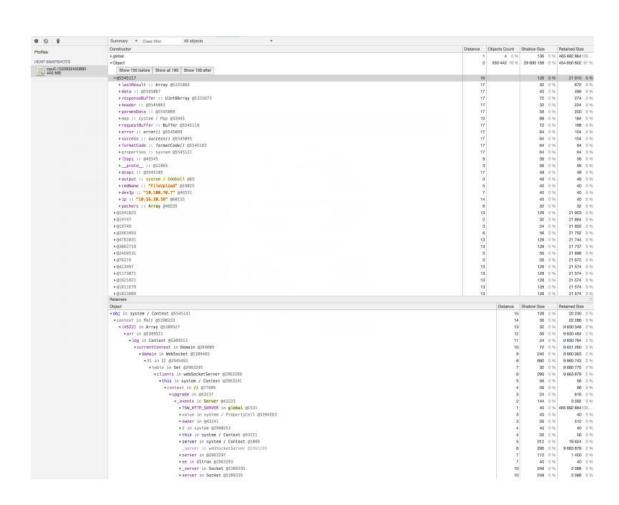




外网运维-CPU Profiler (./dump.cpu.sh)



外网运维-Heap Dump (./dump.heap.sh)



外网运维-Top 100请求(./top100.sh)

```
taotao.qq.com/
g.qzone.qq.com/cgi-bin/
gameapp.qq.com/proxy/domain/qzonestyle.gtimg.cn/qzone/hybrid/lib/pow/worker/pow.js^M
gameapp.qq.com/proxy/domain/qzonestyle.gtimg.cn/qzone/hybrid/lib/pow/worker/index.js^M
gameapp.qq.com/
gameapp.qq.com/proxy/domain/qzonestyle.gtimg.cn/qzone/hybrid/lib/pow/worker/sha.js^M
gameapp.qq.com/proxy/domain/qzonestyle.gtimg.cn/qzone/hybrid/lib/pow/worker/RunFlow.js^M
gameapp.qq.com/proxy/domain/qzonestyle.gtimg.cn/qzone/hybrid/lib/pow/worker/RunFlow.js^M
gameapp.qq.com/
g.qzone.qq.com/
```

问题定位

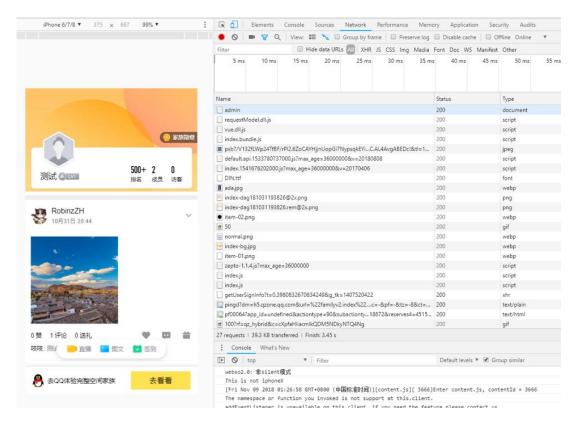
开发环境与生产环境定位问题的差异

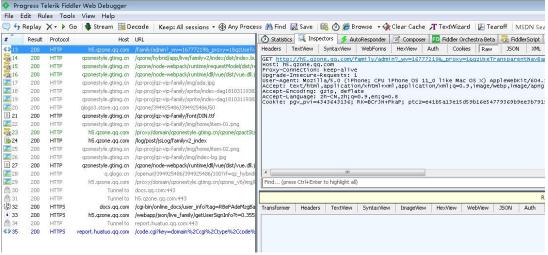
Web开发定位

本地开发定位

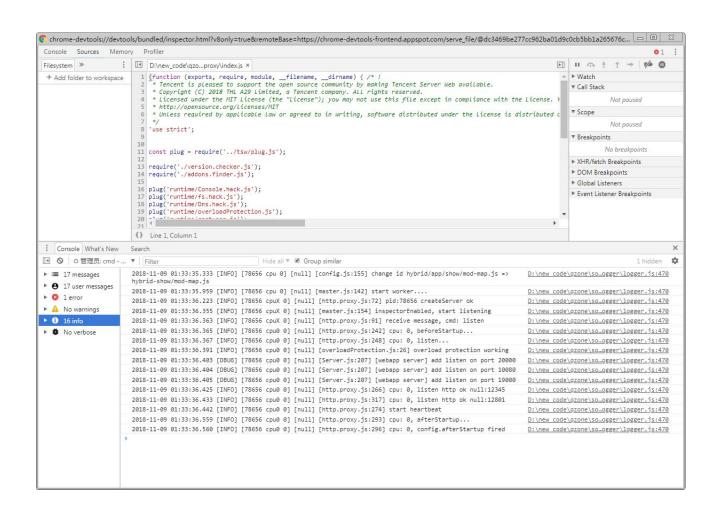
线上问题定位

Chrome Developer Tools + Fiddler





Node.js调试 --inspect



解决90%问题

在开发环境模拟场景

抓取请求包

收集执行日志

单步调试

10%无法重现

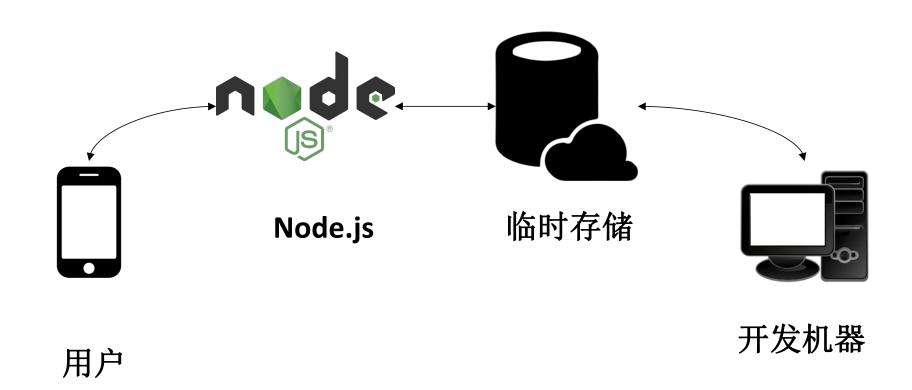
有几个用户一直反馈网页进去后转菊花, 按钮点击没反应

如何能抓取特定用户的请求包

抓包新思路

代理本地抓包 X Node.js接入层抓包 ✓

抓包新思路



抓包

抓取哪些内容

怎么抓取?

抓哪些包

所有的请求包

- 用户请求及响应包体
- ·后端Http调用请求及响应包体
- · 后端Socket调用请求及响应包体

怎么抓包

用户请求及响应包体

·路由层根据用户身份保存request和response内容

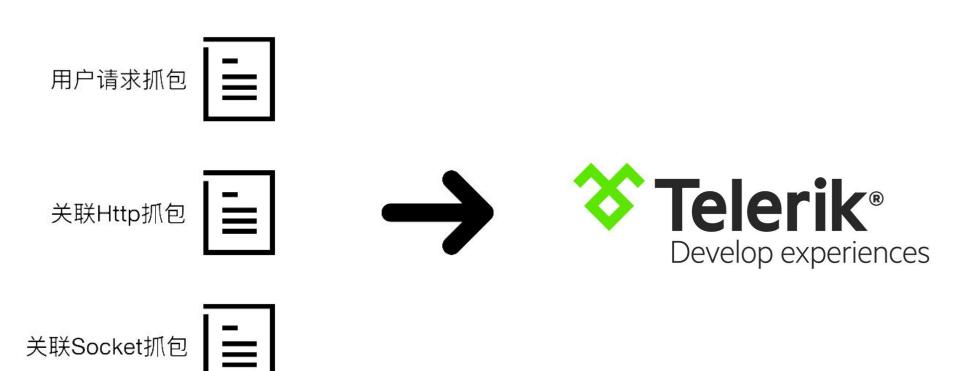
后端Http调用请求及响应包体

· Node.js端Ajax组件根据用户身份保存request和response内容

后端Socket调用请求及响应包体

· Node.js端Socket组件根据用户身份保存请求和响应二进制内容

怎么抓包



路由层抓包

```
request.on( "data", d => {capture(d);})
response.write = function(d) {capture(d);}
response.end = function(event) {}
```

路由层抓包

```
request.on( "data", d => {capture(d);})
response.write = function(d) {capture(d);}
response.end = function(event) {}
```

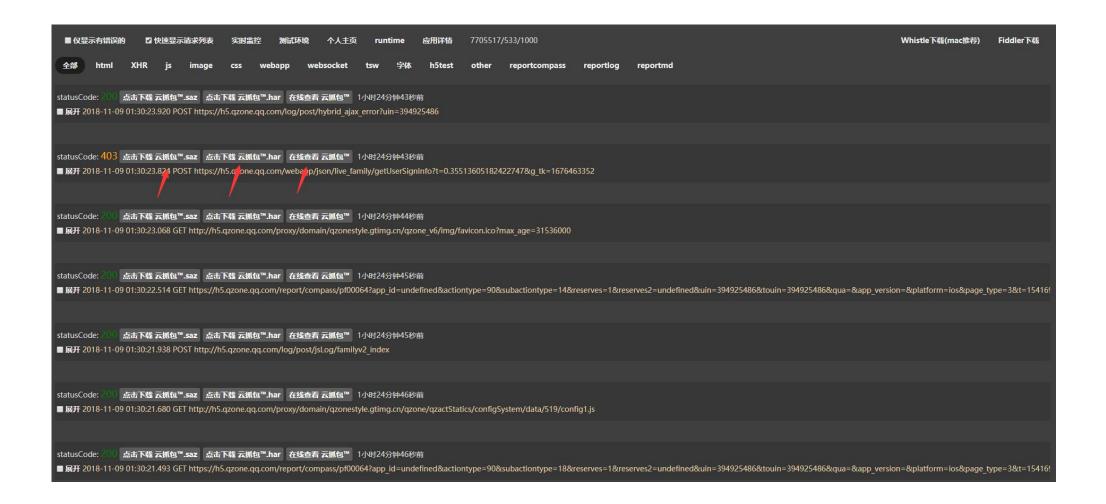
HTTP抓包

```
captureReqHeader(request.headers);
captureReqBody(request.body)

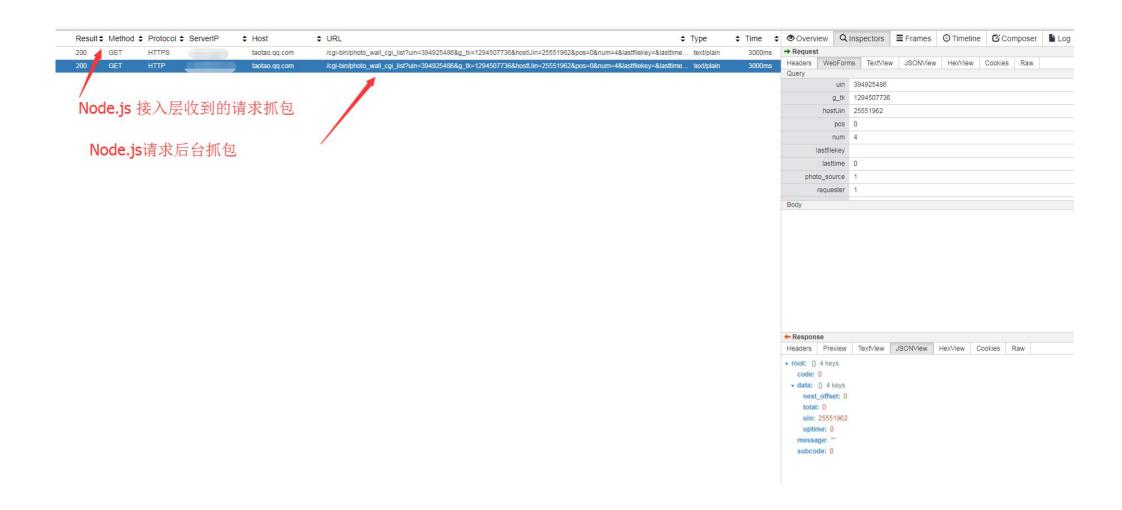
client.on("response", client => {
    captureRspHeader(client.headers)
})
client.on("data", d => {captureRspBody(d);})

client.on("end", ()=> {captureEnd(d);})
```

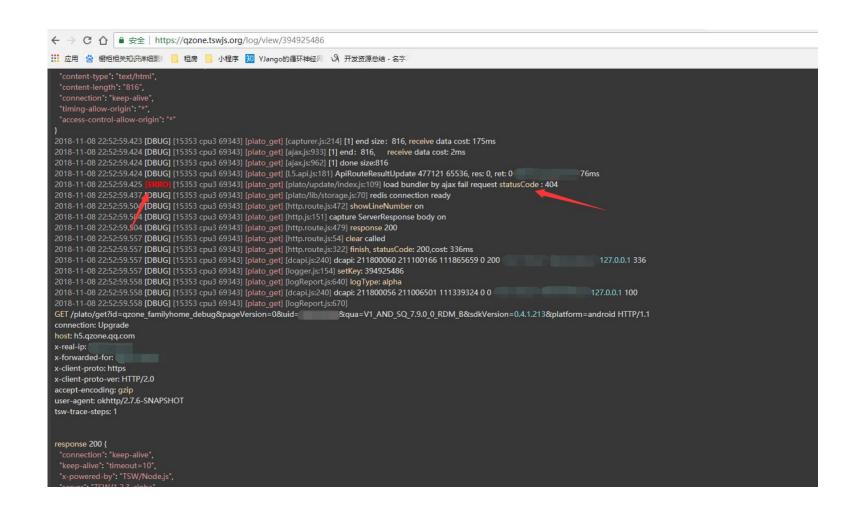
打包&下载



在线查看



定位问题



保证服务稳定可用

项目大盘

实时监控

告警分析

具体用户

测试环境

线上抓包

Q & A