NODE PROGRAM METEOR



NODE.JS VERSION: 5.1 LAST UPDATED: JAN 2016

METEOR FEATURES

- > WEBSOCKETS
 - > MONGODB
- > BLAZE/REACT/ANGULAR
 - > NODE
- > PACKAGES AND HOSTING

METEOR DOWNSIDES

- OPINIONATED
- > NO LARGE SCALE ENTERPRISE-GRADE DEPLOYMENT

METER VS. SPA+REST API

- \$ meteor create app-name
- \$ cd app-name
- \$ meteor

```
app-name.js
app-name.html
app-name.css
.meteor
```

```
# a JavaScript file loaded on both client and server
# an HTML file that defines view templates
# a CSS file to define your app's styles
# internal Meteor files
```

\$ meteor update --release VERSION_NUMBER

```
if (Meteor.isClient) {
}
```

```
if (Meteor.isServer) {
}
```

```
Meteor.startup(function () {
    // Code to run on server at startup
});
```

var Games = new Mongo.Collection('games')

```
{#each games}}{{> game}}{{/each}}
```

```
if (Meteor.isClient) {
  // This code only runs on the client
  Template.body.helpers({
    games: function () {
      return Games.find({});
 });
```

meteor mongo

db.games.insert({ text: "Hello world!", createdAt: new Date() });

```
<form class="new-game">
    <input type="text" name="text" placeholder="Type to add new games" />
    </form>
```

```
Template.body.events({
  "submit .new-game": function (event) {
    // Prevent default browser form submit
    event.preventDefault();
    // Get value from form element
    var text = event.target.text.value;
    // Insert a game into the collection
    Tasks.insert({
     text: text,
     createdAt: new Date() // current time
   });
    // Clear form
    event.target.text.value = "";
```

```
// This code only runs on the client
Template.body.helpers({
    games: function () {
        // Show newest games at the top
        return Tasks.find({}, {sort: {createdAt: -1}});
    }
});
```

DEMO

HTTPS://GITHUB.COM/AZAT-CO/REACT/TREE/MASTER/CH4/ ROCK-PAPER-SCISSORS

QUESTIONS AND EXERCISES









HTTPS://WWW.METEOR.COM/TUTORIALS/BLAZE/CREATING-AN-APP