Koa

不仅仅是 generator

何翊宇(aka. 死马)



dead-horse





deadhorse_busi





异步之殇

```
// error in next tick
try {
  setImmediate(function () {
   throw new Error('error happened');
 });
} catch (err) {
 // 捕获不到异常
```

```
// get json by callback
function getJSON(file, callback) {
  fs.readFile(file, function (err, content) {
    if (err) return callback(err);
    try {
      content = JSON.parse(content);
    } catch (err) {
      return callback(err);
    return callback(null, content);
  });
```

```
// callback hell
getUser(function (err, user) {
  if (err) return callback(err);
  getArticle(user, function (err, article) {
    if (err) return callback(err);
    getComment(article, function (err, comment)) {
      if (err) return comment;
      // res = ...
      callback(null, res);
   });
  });
});
```

- 重构代码 callbackhell.com
- async
- promise
- ES7 async function
- ES6 generator and co

```
// get json by co
co(function* getJSON(file) {
    var content = yield fs.readFile(file);
    content = JSON.parse(content);
}).catch(error);
// sync style in co
co(function* () {
  var user = yield getUser();
  var article = yield getArticle(user);
  var comment = yield getComment(article);
  // res = ...
}).catch(error);
```

先来认识一下 generator

```
function IteratorFactory(items) {
 var iterator = {
    index: 0,
    max: items.length
 };
 iterator.next = function () {
    return this.index === this.max
      ? { value: undefined, done: true }
      : {value: items[this.index++], done: false};
  }
 return iterator;
};
var iterator = IteratorFactory([1, 2, 3]);
do {
 var ret = iterator.next();
 console.log(ret);
} while (!ret.done);
```

```
function* GeneratorFunction(items) {
  var index = 0;
  var max = items.length;
  while (index < max) {</pre>
    yield items[index++];
var generator = GeneratorFunction([1, 2, 3]);
do {
  var ret = generator.next();
  console.log(ret);
} while (!ret.done);
```

```
function IteratorFactory(items) {
  var iterator = {
    index: 0,
   max: items.length
  };
  iterator.next = function () {
    return this.index === this.max
      ? { value: undefined, done: true }
      : {value: items[this.index++], done: false};
  return iterator;
}
function run(iterator) {
  var ret = iterator.next();
 if (ret.done) return;
  ret.value(function () {
   run(iterator);
 });
var count = 1;
function tick(done) {
  setTimeout(function () {
    console.log('tick %s after %s ms', count++, 1000);
   done();
 }, 1000)
run(IteratorFactory([tick, tick, tick]));
```

Iterator with Functions

```
function* GeneratorFunction(items) {
  var index = 0;
  var max = items.length;
  while (index < max) {</pre>
   yield items[index++];
}
function run(generator) {
  var ret = generator.next();
  if (ret.done) return;
  ret.value(function () {
   run(generator);
  });
var count = 1;
function tick(done) {
  setTimeout(function () {
    console.log('tick %s after %s ms', count++, 1000);
    done();
 }, 1000)
}
run(GeneratorFunction([tick, tick, tick]));
```

Generator with Functions

```
var count = 1;
function tick(done) {
  setTimeout(function () {
    console.log('tick %s after %s ms', count++, 1000);
    done();
  }, 1000)
function* GeneratorFactory() {
  console.log('start run...');
 yield tick;
  console.log('tick 1 done');
 yield tick;
  console.log('tick 2 done');
  yield tick;
  console.log('tick 3 done');
}
function run(generator) {
  var ret = generator.next();
 if (ret.done) return;
  ret.value(function () {
    run(generator);
 });
run(GeneratorFactory());
```

Generator with Logic

```
function tick(time) {
 return function (done) {
    setTimeout(function () {
     done(null, time);
   }, time);
function* GeneratorFunction() {
 var time;
 console.log('start run...');
 time = yield tick(500);
 console.log('tick 1 done after %s ms', time);
 time = yield tick(1000);
 console.log('tick 2 done after %s ms', time);
 time = yield tick(2000);
 console.log('tick 3 done after %s ms', time);
}
function run(generator, err, res) {
 var ret = generator.next(res);
 if (ret.done) return;
 ret.value(function (err, res) {
   run(generator, err, res);
 });
run(GeneratorFunction());
```

Minimal Implement of co

```
var co = require('co');
function tick(time) {
  return function (done) {
    setTimeout(function () {
      done(null, time);
    }, time);
function* GeneratorFunction() {
  var time;
  console.log('start run...');
  time = yield tick(500);
  console.log('tick 1 done after %s ms', time);
  time = yield tick(1000);
  console.log('tick 2 done after %s ms', time);
  time = yield tick(2000);
  console.log('tick 3 done after %s ms', time);
}
co(GeneratorFunction).then();
```

co with Thunk

```
var co = require('co');
function tick(time) {
  return new Promise(function (resolve) {
    setTimeout(function () {
      resolve(time);
    }, time);
 });
function* GeneratorFunction() {
 var time;
  console.log('start run...');
 time = yield tick(500);
  console.log('tick 1 done after %s ms', time);
 time = yield tick(1000);
  console.log('tick 2 done after %s ms', time);
  time = yield tick(2000);
  console.log('tick 3 done after %s ms', time);
}
co(GeneratorFunction).then();
```

co with Promise

```
function tick(time) {
  return new Promise(function (resolve) {
    setTimeout(function () {
      resolve(time);
    }, time);
  });
}
async function asyncFunction() {
  var time;
  console.log('start run...');
  time = await tick(500);
  console.log('tick 1 done after %s ms', time);
  time = await tick(1000);
  console.log('tick 2 done after %s ms', time);
  time = await tick(2000);
  console.log('tick 3 done after %s ms', time);
}
asyncFunction();
```

ES7 Async Function

- Generator 本质上是一个迭代器
- Generator Function(function *) 提供动态构建 generator 的能力
- co 封装了 Generator, 让其具有异步流程控制能力
- Async Function 是规范级别的解决方案

前戏结束进入正题

什么是 Koa?

- 提供最基础功能的 web 框架
- TJ Holowaychuk 出品
- 和 express 共享大部分的底层模块
- 通过 generator 提供更优的异步控制和异常处理

koa 是个玩具?



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11.11

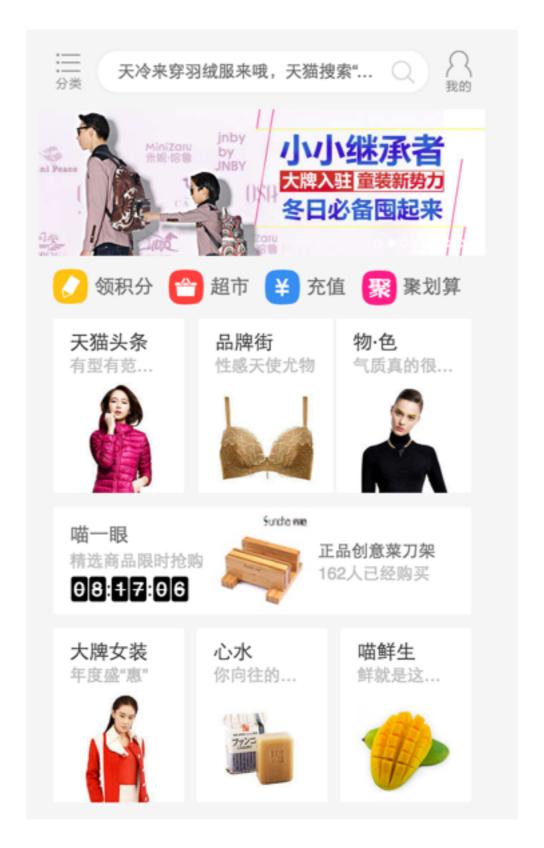


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```
var koa = require('koa');
var app = koa();
app.use(function* () {
  this.body = 'hello koa';
});
app.listen(3000);
```

```
app.use(function (req, res, next) {
  fs.readFile('package.json', function (err, content) {
    if (err) return next(err);
   try {
      content = JSON.parse(content);
    } catch (err) {
      return next(err);
    content.user = 'dead_horse';
    res.json(content);
 });
});
app.use(function errorHandler (err, req, res, next) {
  res.status(500).send(err.message);
});
```

```
app.use(function* (next) {
 try {
   yield next;
  } catch (err) {
    this.body = err.message;
    this.status = 500;
});
app.use(function* () {
  var content = yield fs.readFile('package.json');
  var content = JSON.parse(content);
  content.user = 'dead_horse';
 this.body = content;
});
```

```
app.use(function (req, res) {
 var stream = fs.createReadStream('filename.txt');
 stream
  .on('error', onerror)
  .pipe(zlib.createGzip())
  .on('error', onerror)
  .pipe(res);
 res.once('close', function () {
   // 如果客户端终止了这个请求,可能导致 `fd` 泄漏
   // 需要 `unpipe` 来让上游关闭这个 `fd`
   stream.unpipe();
 });
 function onerror(err) {
   res.status(500).send(err.message);
});
```

```
// stream in koa
app.use(function* () {
  this.body = fs.createReadStream('filename.txt');
  this.body = this.body.pipe(zlib.createGzip());
});
```

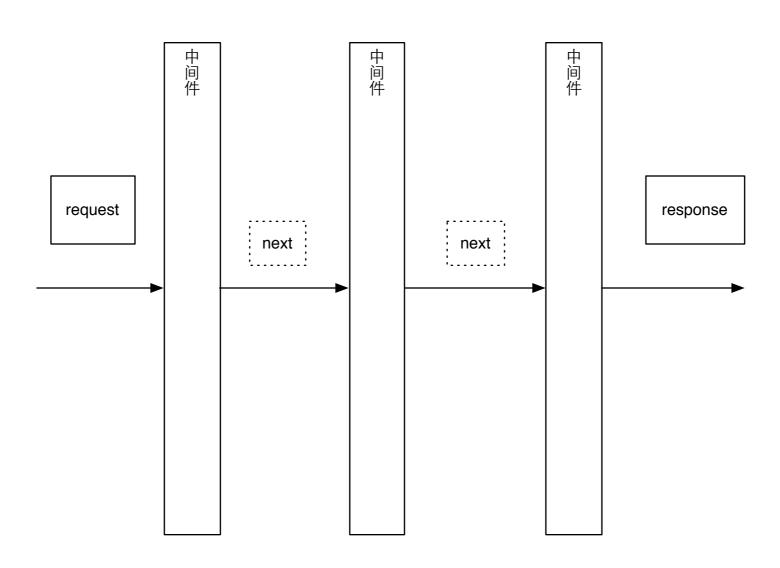
koa 核心

- generator 带来更自然的异常处理
- 抽象的 context + 神奇的 setter
- "修饰器"模式的中间件

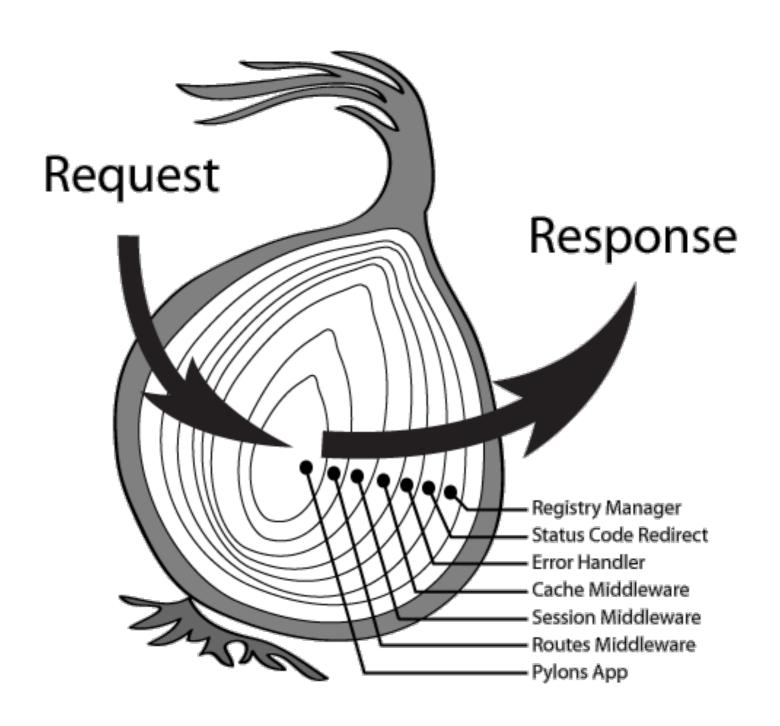
```
app.use(function* responseTime(next) {
 var start = Date.now();
 // 在进入下一个中间件前执行
 yield next;
 // 在执行完后面的所有中间件之后执行
 var used = Date.now() - start;
 this.set('X-Response-Time', used);
});
app.use(function* respond() {
 this.body = 'hello koa';
 this.status = 200;
});
```

```
app.use(function* () {
  var start = Date.now();
  // yield next() => yield respond();
  this.body = 'hello koa';
  this.status = 200;
  var used = Date.now() - start;
  this.set('X-Response-Time', used);
});
```

express



koa



```
var koa = require('koa');
    var app = koa();
    app.use(function* responseTime(next) {
 4
     var start = new Date;
     yield next;
     var ms = new Date - start;
      this.set('X-Response-Time', ms + 'ms');
9
    });
10
    app.use(function* logger(next) {
11
12
     var start = new Date;
13
     yield next;
14
     var used = new Date - start;
15
      console.log('%s %s %s %sms',
16
        this.method,
17
        this.originalUrl,
18
        this.status, used);
19
   });
20
   app.use(function* contentLength(next) {
22
   yield next;
    if (!this.body) return;
23
24
      this.set('Content-Length', this.body.length);
25
   });
26
27
   app.use(function* body(next) {
28
     yield next;
     if (this.path !== '/') return;
29
30
      this.body = 'Hello World';
31
    });
32
   app.listen(3000);
```

```
// 设置响应的 body
app.use(function* respond(next) {
  this.body = fs.createReadStream(this.path);
  yield next;
});
// 设置 etag
app.use(function* etag(next) {
  var stat = yield fs.stat(this.body.path);
  this.response.etag = require('etag')(stat);
 yield next;
});
// 将 body gzip
app.use(function* gzip(next) {
  this.body = this.body.pipe(zlib.createGzip());
});
```

```
app.use(function* () {
 // 设置响应 body
 this.body = fs.createReadStream(this.path);
 // 设置 etag
 var stat = yield fs.stat(this.body.path);
 this.response.etag = require('etag')(stat);
 // 修改响应 body (gzip 压缩)
 this.body = this.body.pipe(zlib.createGzip());
 // koa 自带的最外层的中间件,向外写响应
 this.body.pipe(this.res);
});
```

express-compression

koa-compress



- koa 不仅仅是 generator + express
- koa 拥有自己的一套理念
- koa 十分精简,具有高度可扩展性

Q&A
Thanks

更多学习资料

- koajs/koa: 源码是最好的教程
- dead-horse/koa-step-by-step: 示例代码和一些简单的例子
- koa/examples: 各种示例
- koajs/kick-off-koa: 交互式学习教程
- koajs/workshop: TDD 式学习教程
- tj/co: 基于 generator 的异步流程控制解决方案
- jshttp: web 框架的基石