Bing

Sure, I can help you with that. MQTT.js is a client library for the MQTT protocol, written in JavaScript for both Node.js and the browser. MQTT is a lightweight IoT messaging protocol based on the publish/subscribe model. It can provide real-time and reliable messaging services for networked devices with very little code and bandwidth.

To use MQTT.js, you need to install it using NPM or Yarn:

npm install mqtt --save

// Alternatively, use yarn

yarn add mqtt

You also need an MQTT broker to communicate and test with. You can use a private deployment such as EMQX, or a fully managed cloud service such as EMQX Cloud.

To create a simple MQTT.js example, you can use the following code:

// Import mqtt library

var mqtt = require('mqtt')

// Connect to a broker

var client = mqtt.connect('mqtt://test.mosquitto.org')

// Subscribe to a topic

client.on('connect', function () {

client.subscribe('hello', function (err) {

if (!err) {

// Publish a message to the topic

client.publish('hello', 'Hello from MQTT.js')

}

})

})

// Handle incoming messages

client.on('message', function (topic, message) {

// message is Buffer

console.log(message.toString())

// Close the connection

client.end()

})

MQTT.js also provides a command-line tool to interact with a broker. You can install it globally using NPM:

npm install mqtt -g

Then, on one terminal, you can subscribe to a topic:

mqtt sub -t 'hello' -h 'test.mosquitto.org' -v

On another terminal, you can publish a message to the topic:

mqtt pub -t 'hello' -h 'test.mosquitto.org' -m 'from MQTT.js'

MQTT.js has many other functions and options that you can explore in its API documentation. You can also find some tutorials and examples on how to use MQTT in Node.js on EMQ's blog.