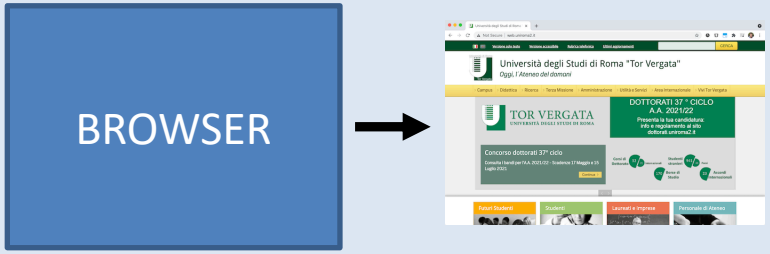
Programmare server

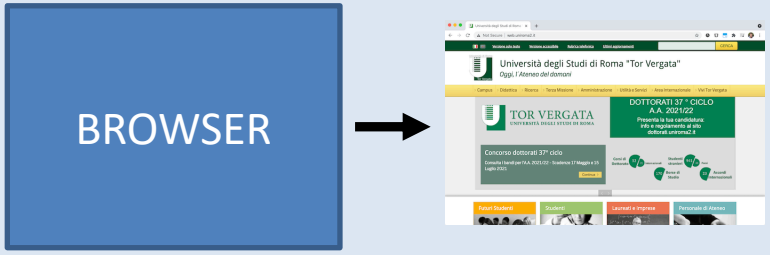
Frontend e Backend

Frontend e Backend

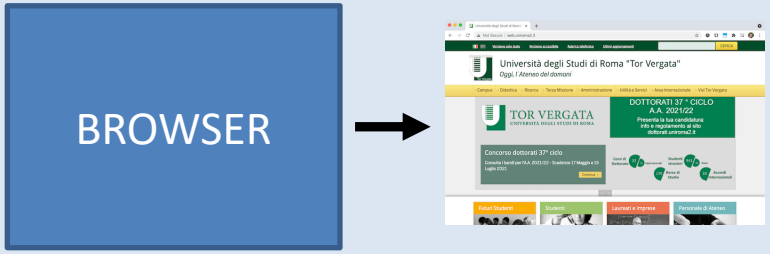
Frontend e Backend



Frontend e Backend

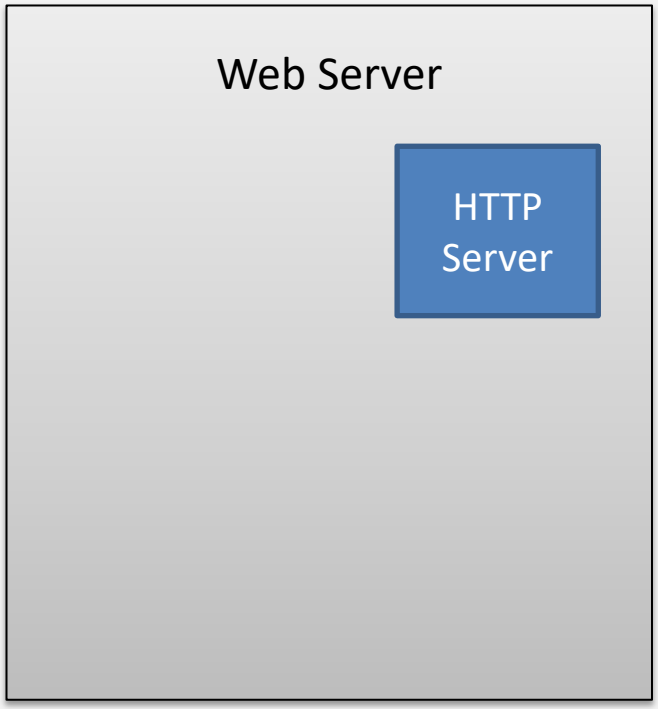


Frontend e Backend

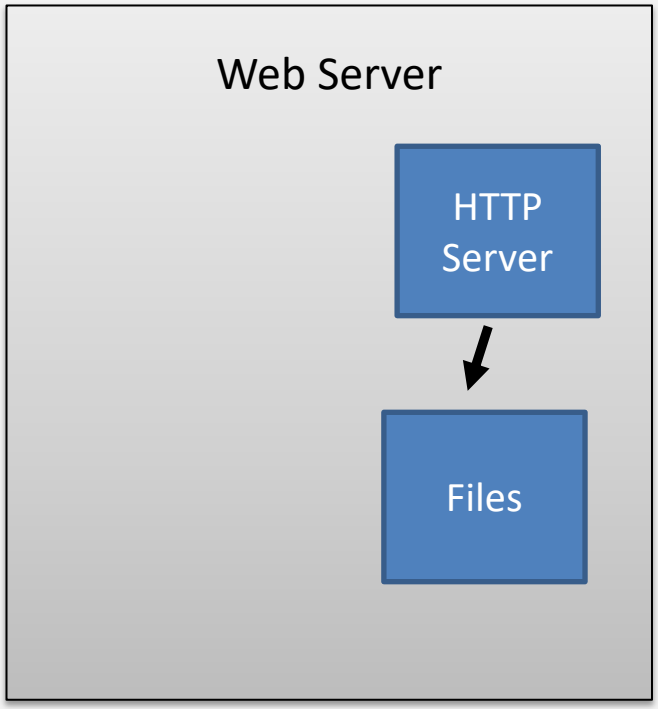


Frontend e Backend

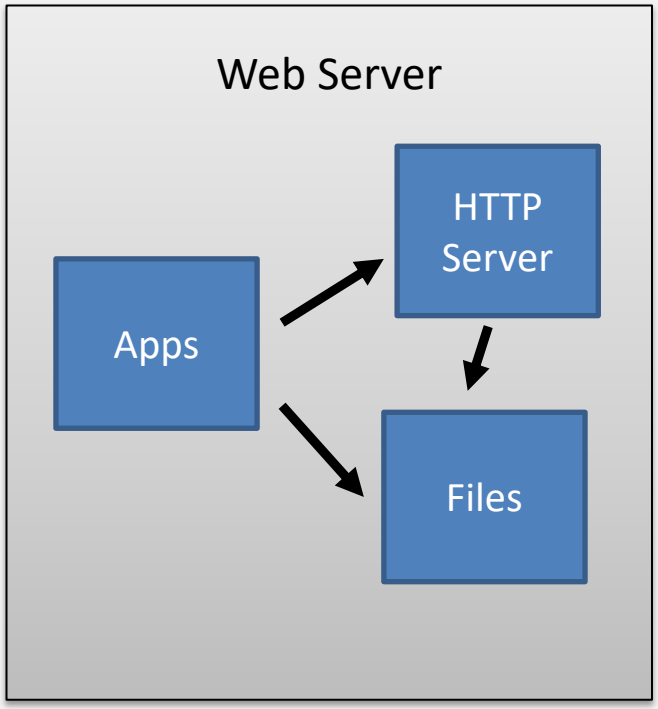
Frontend e Backend



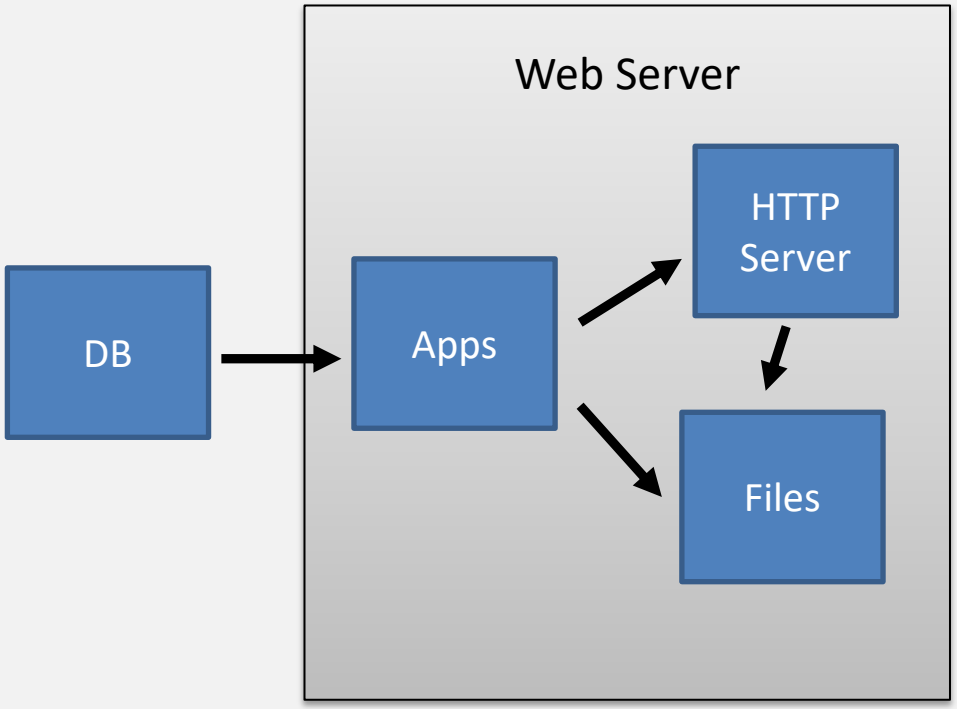
Frontend e Backend



Frontend e Backend

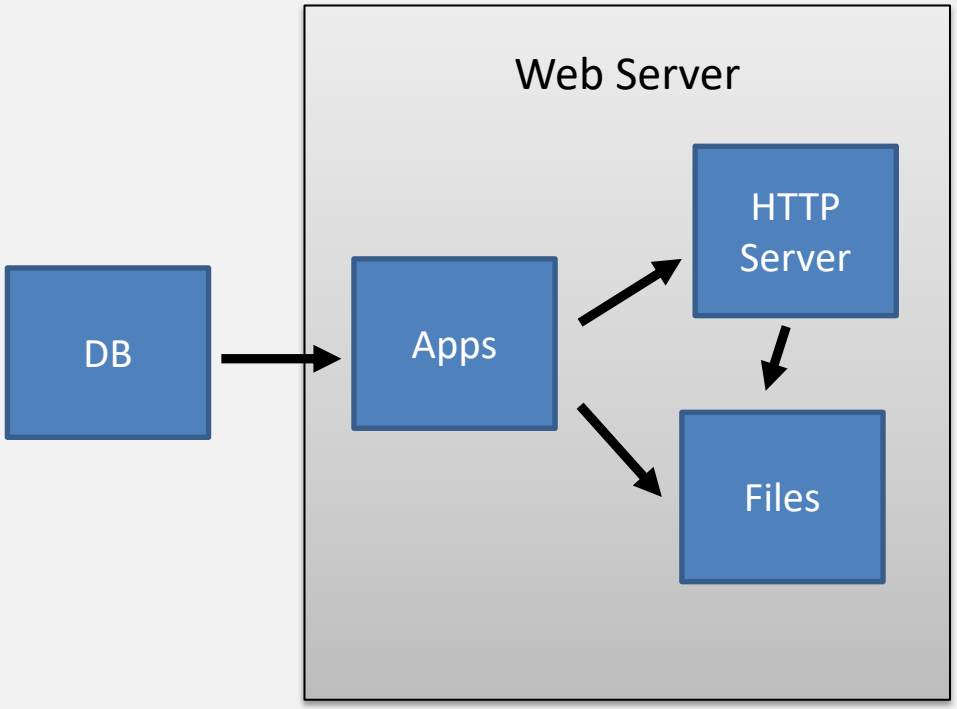


Frontend e Backend



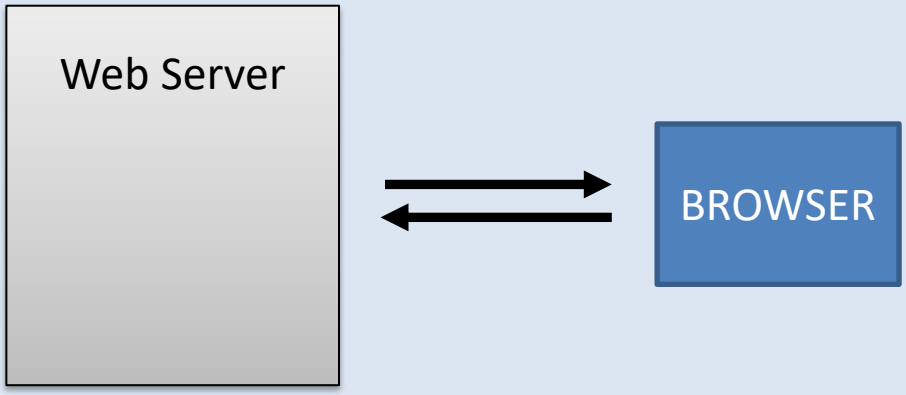
BROWSER

Frontend e Backend



Siti statici vs dinamici

Siti statici vs dinamici



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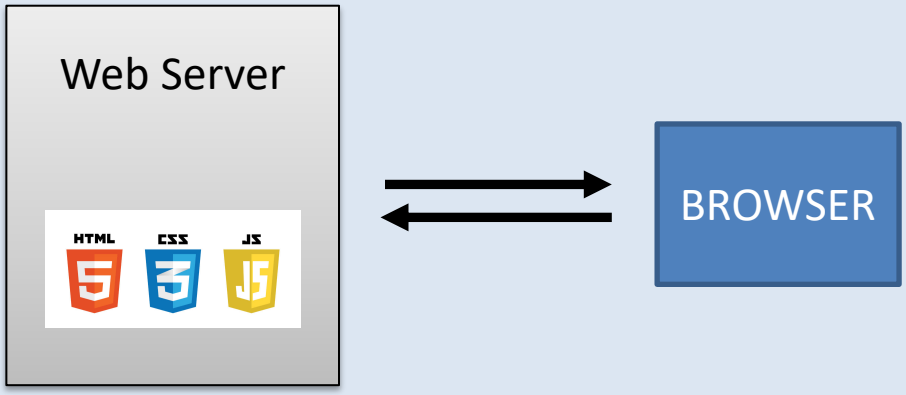

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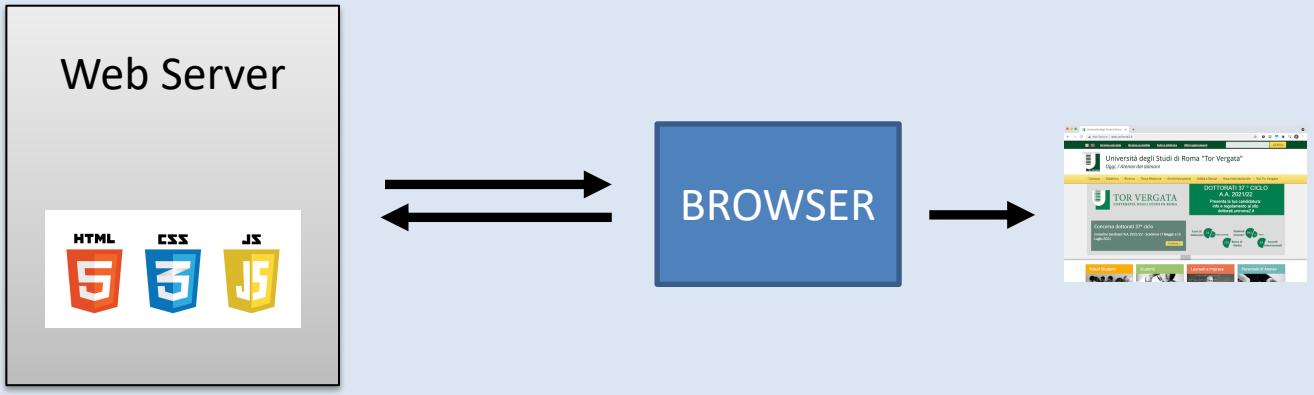
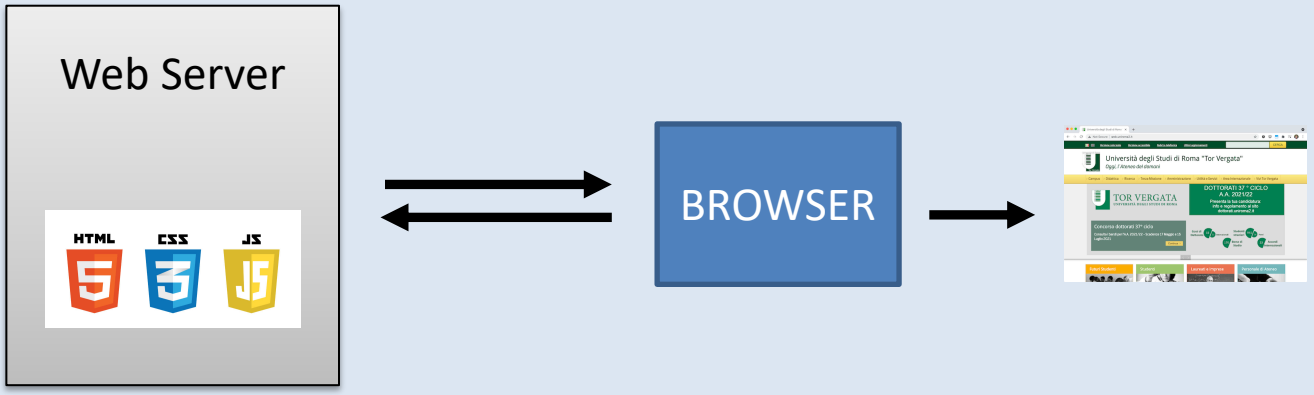
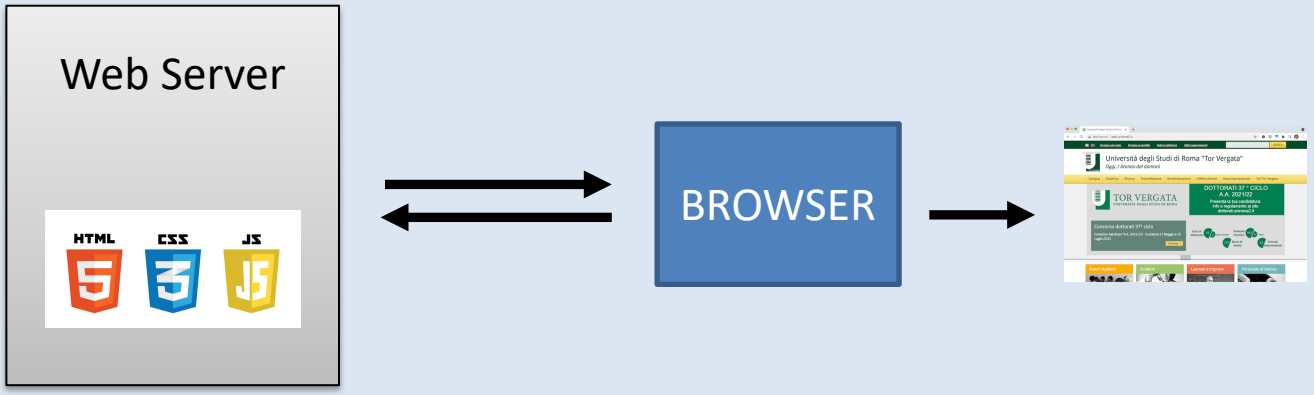
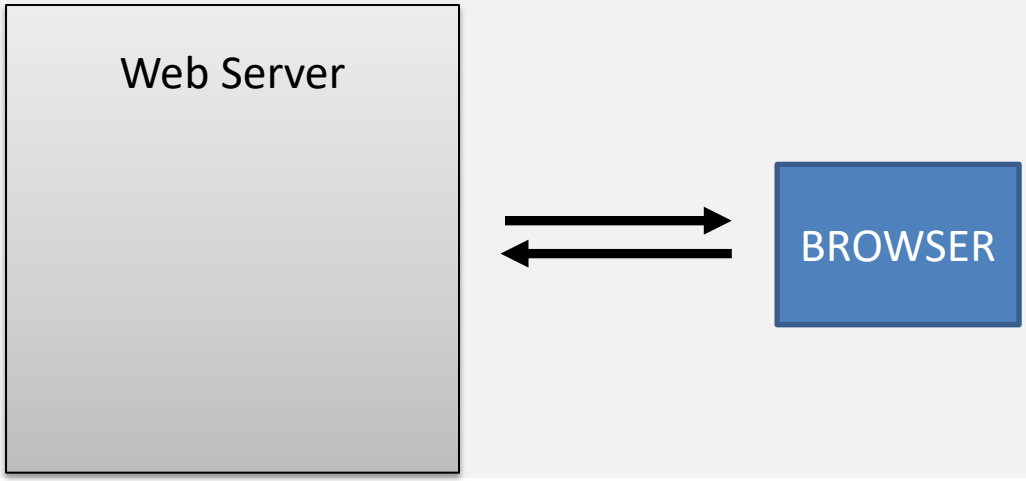


Siti statici vs dinamici



Siti statici vs dinamici





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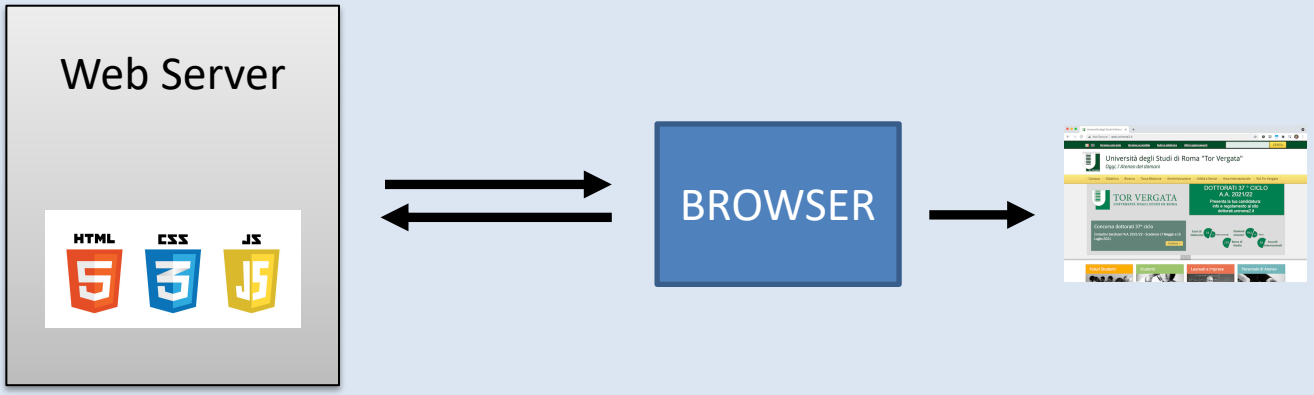

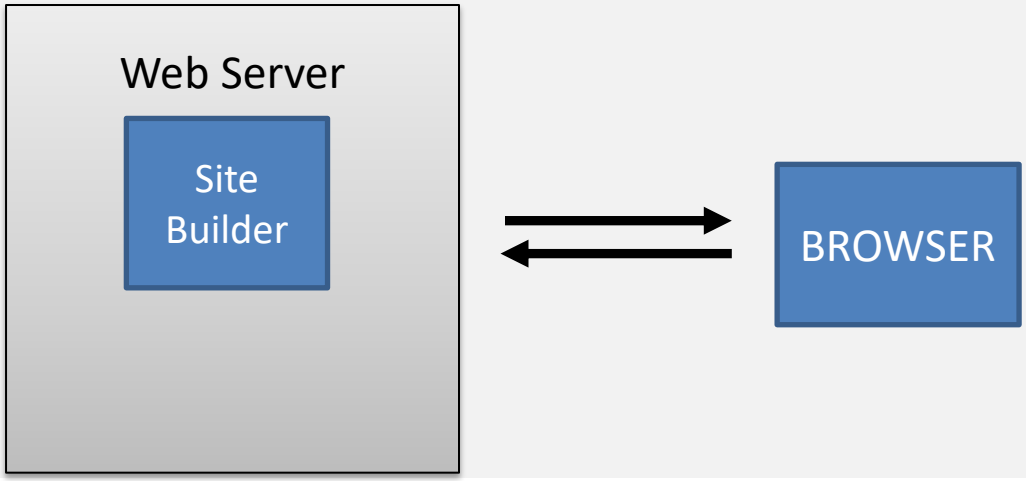

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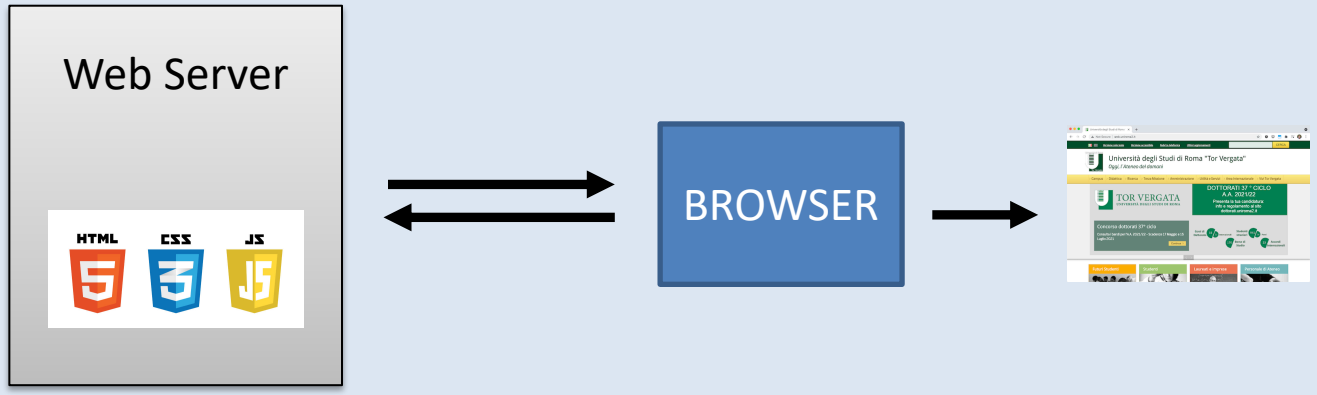

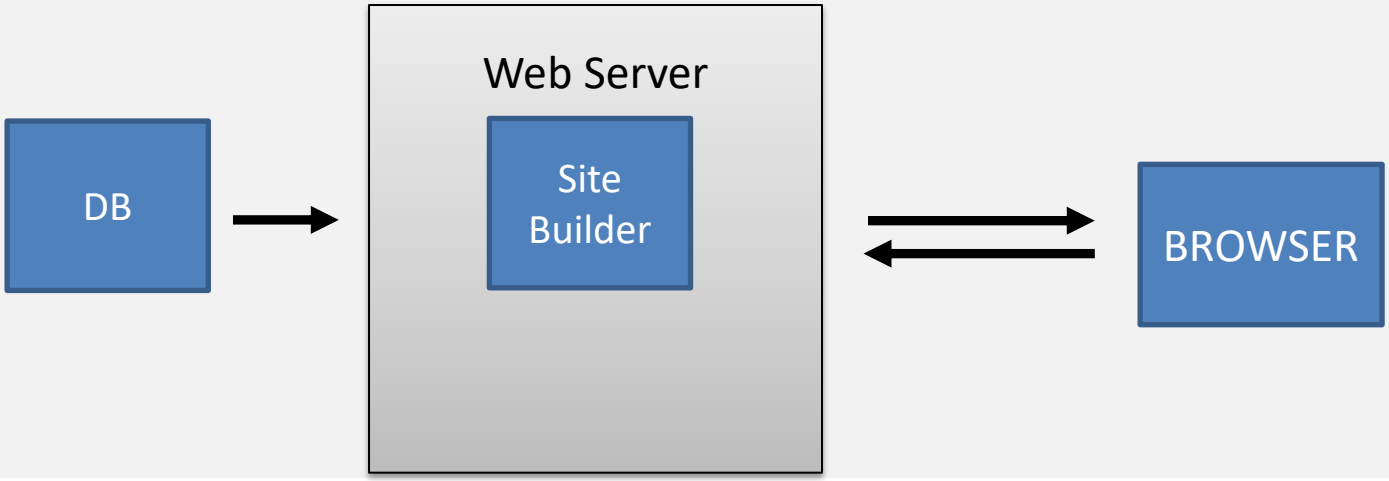

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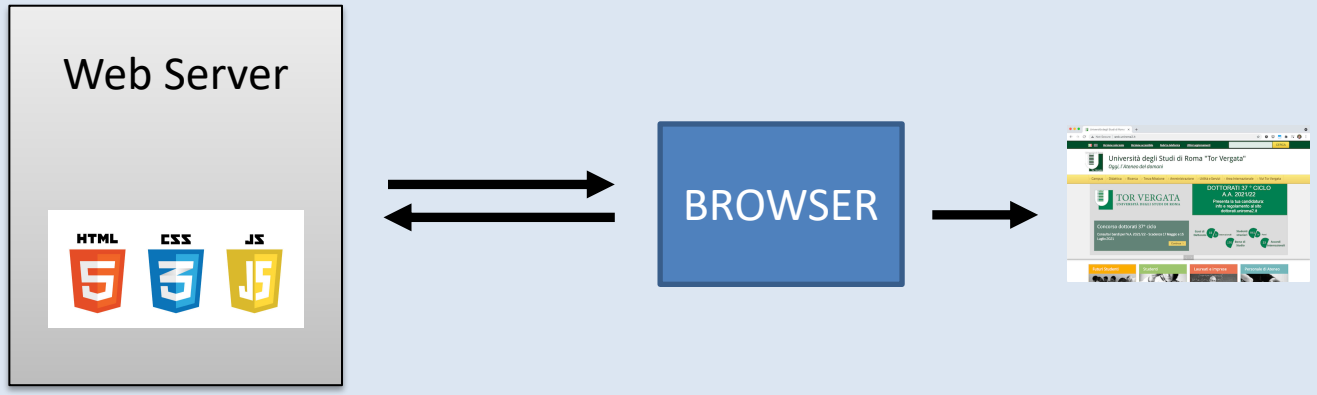

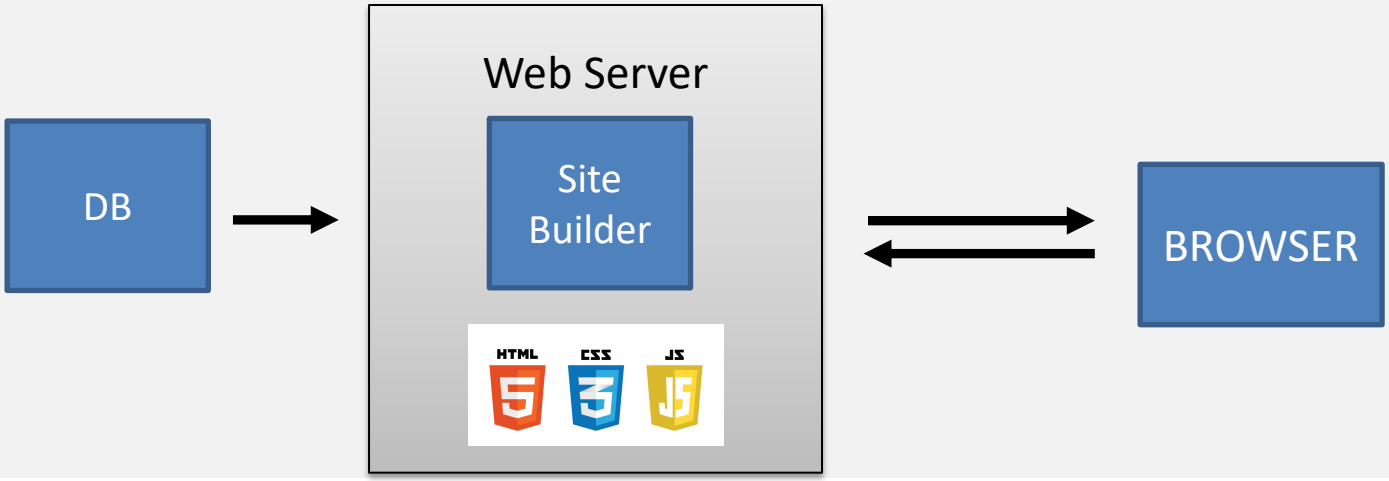

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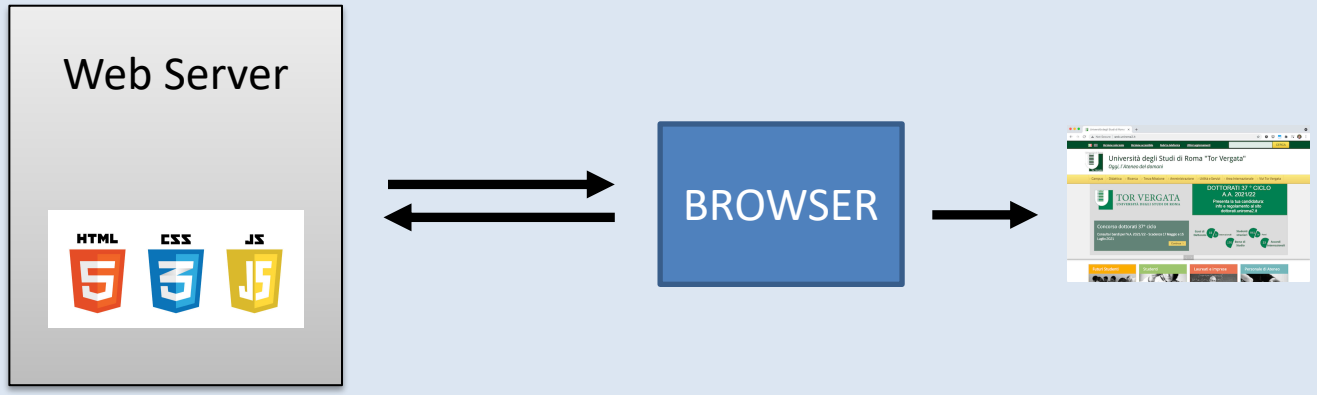
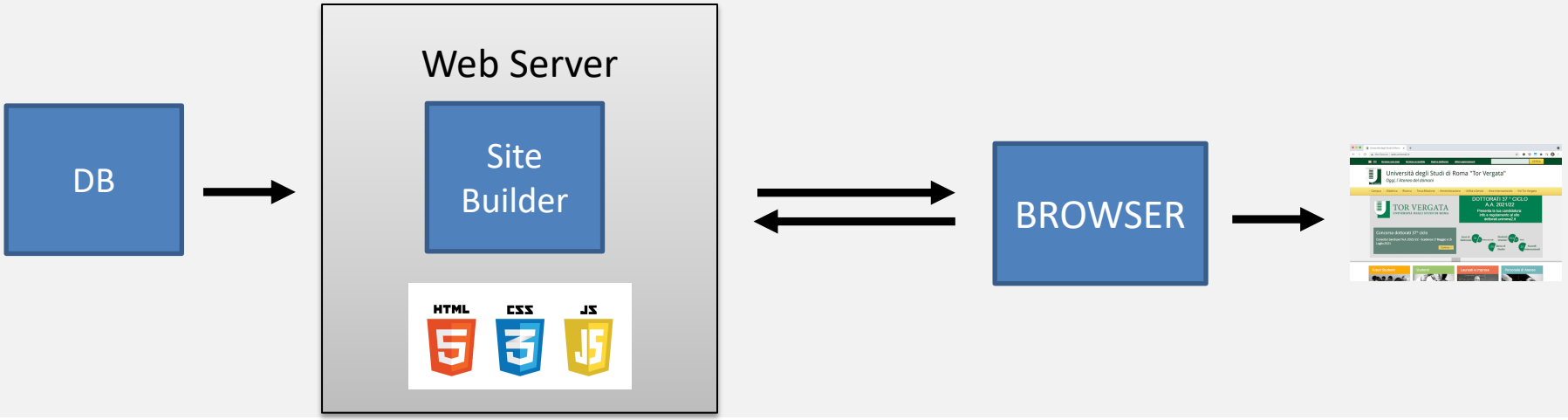
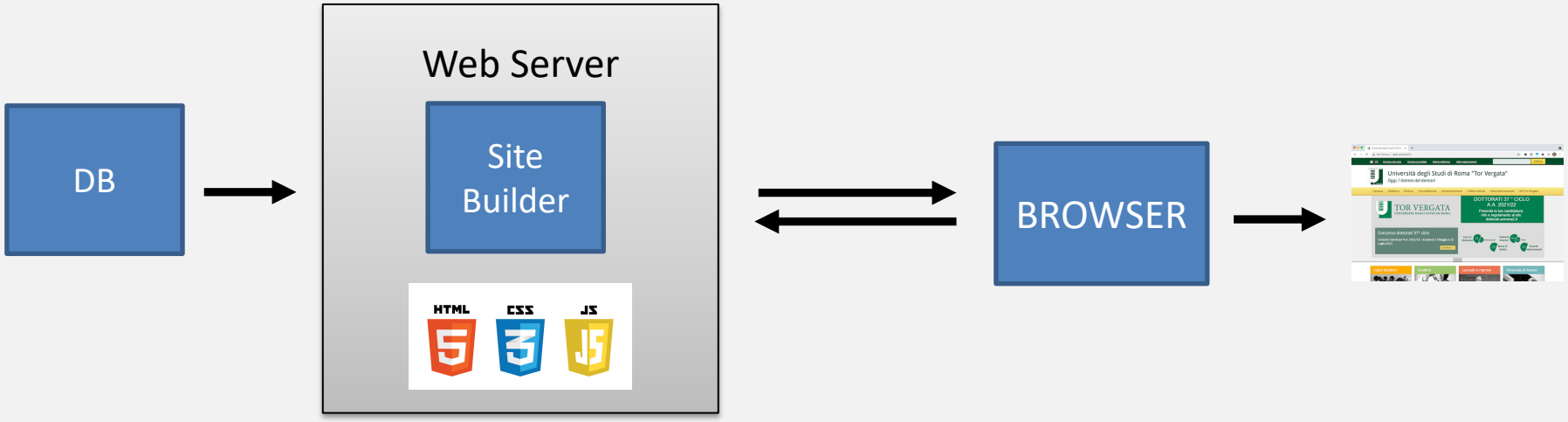
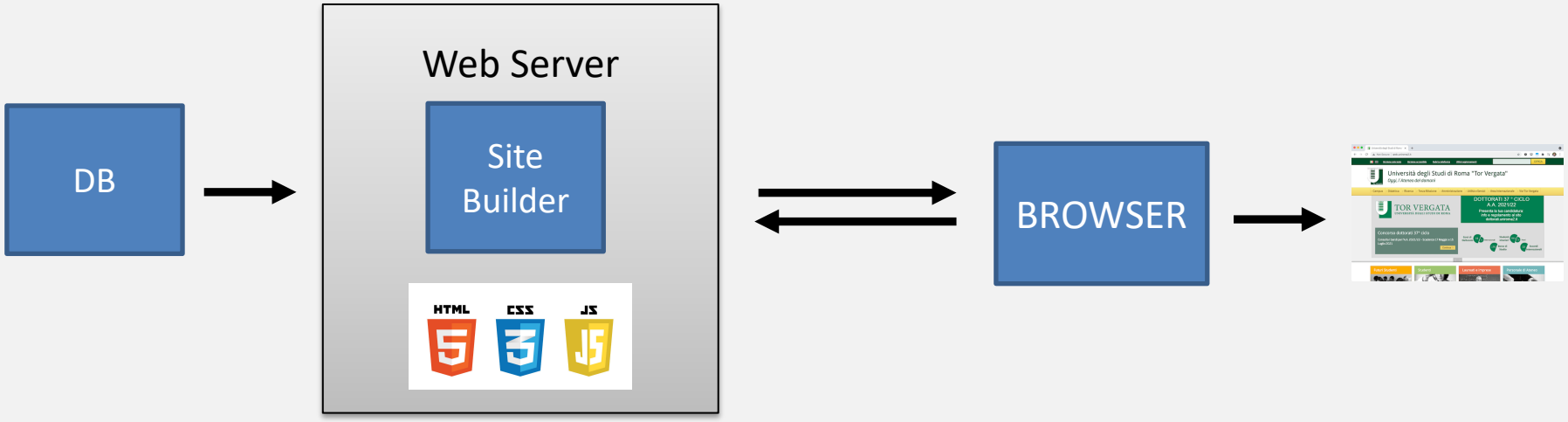




Siti dinamici vs API based

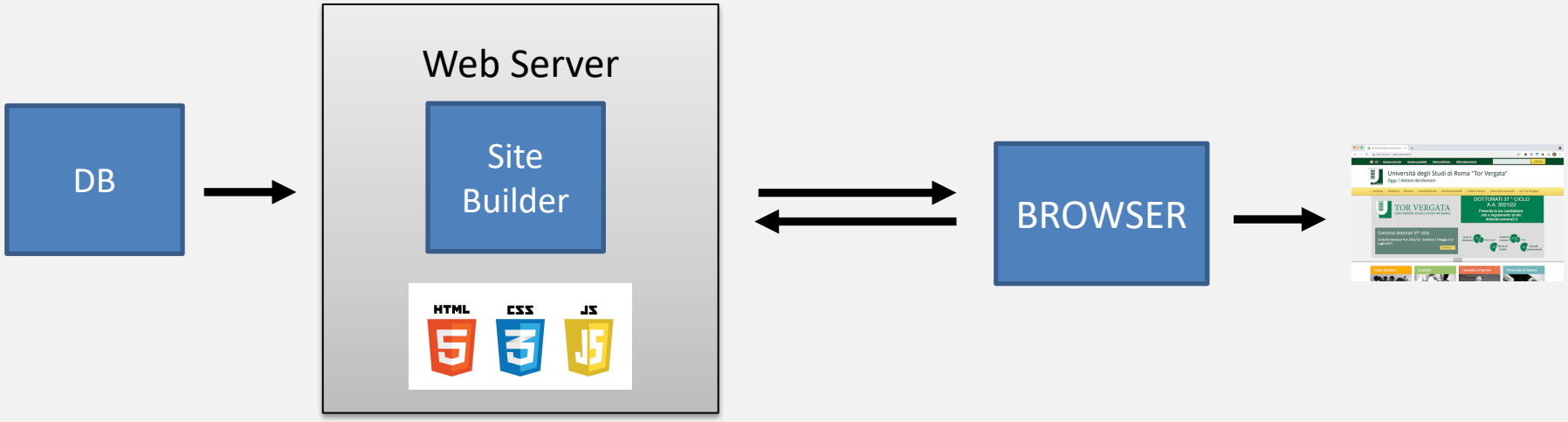


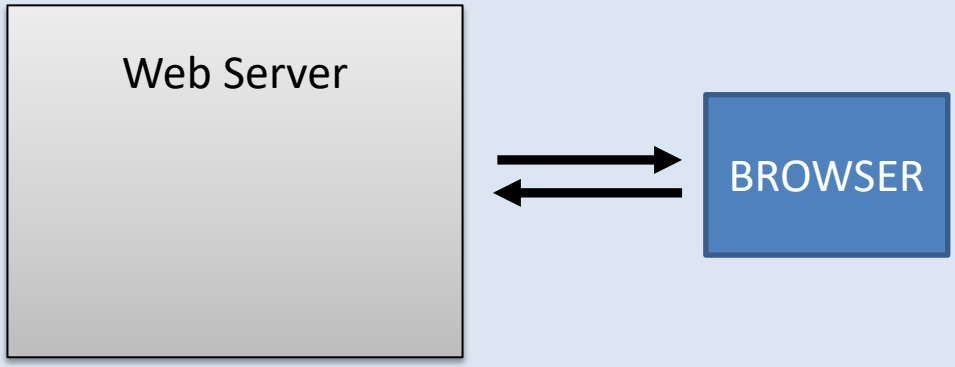
Siti dinamici vs API based



BROWSER

Siti dinamici vs API based





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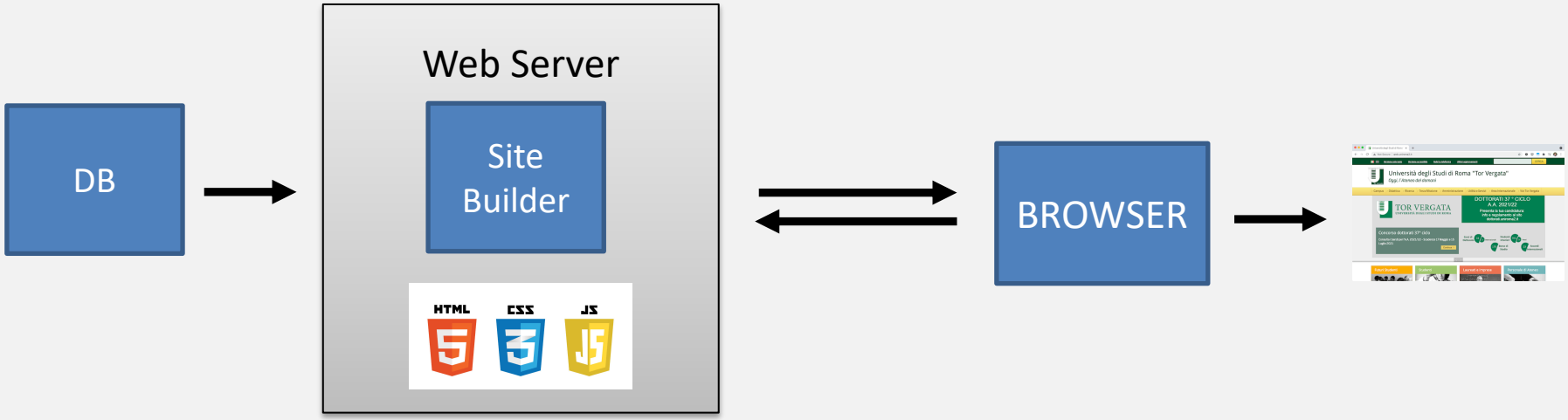

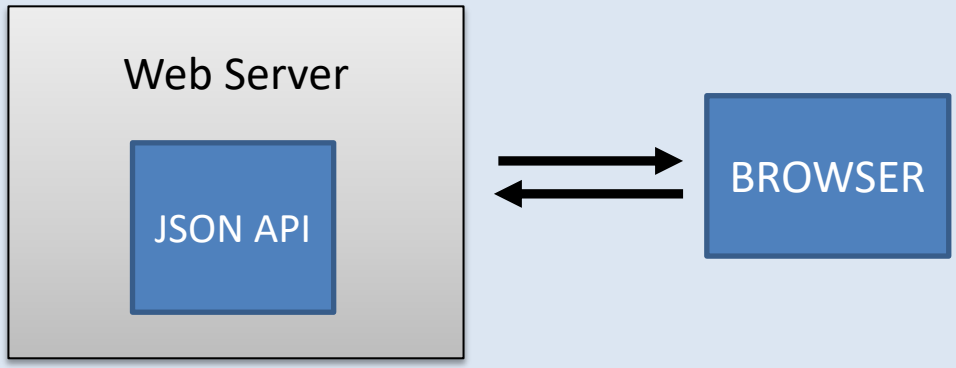

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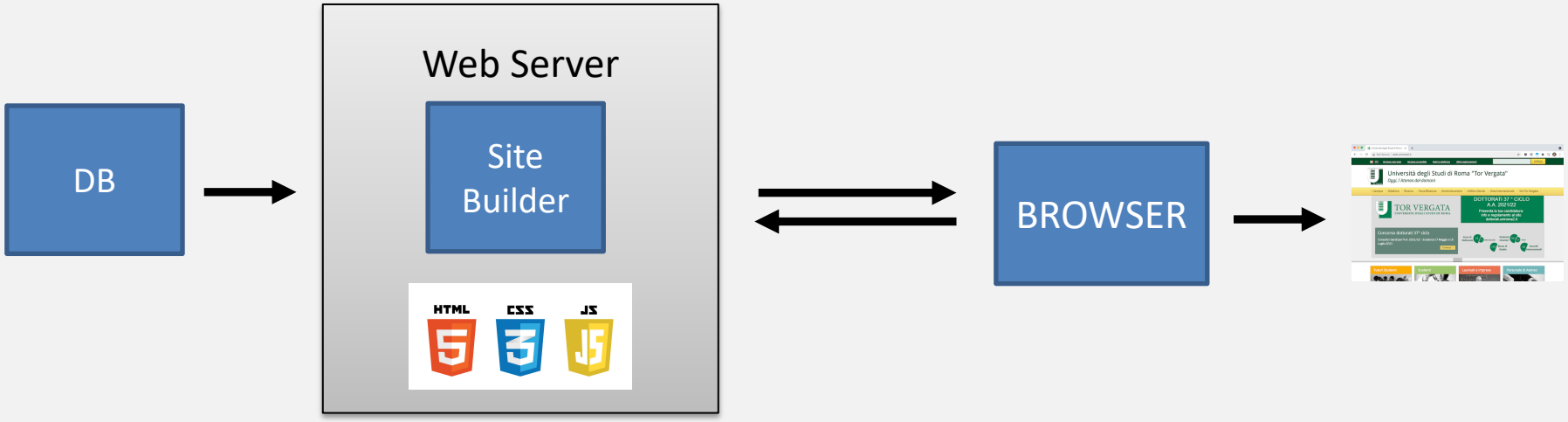
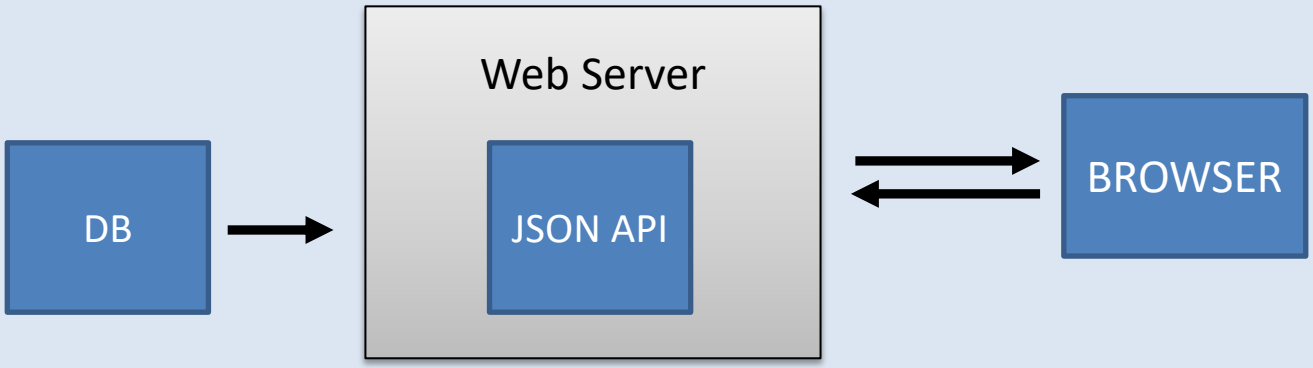
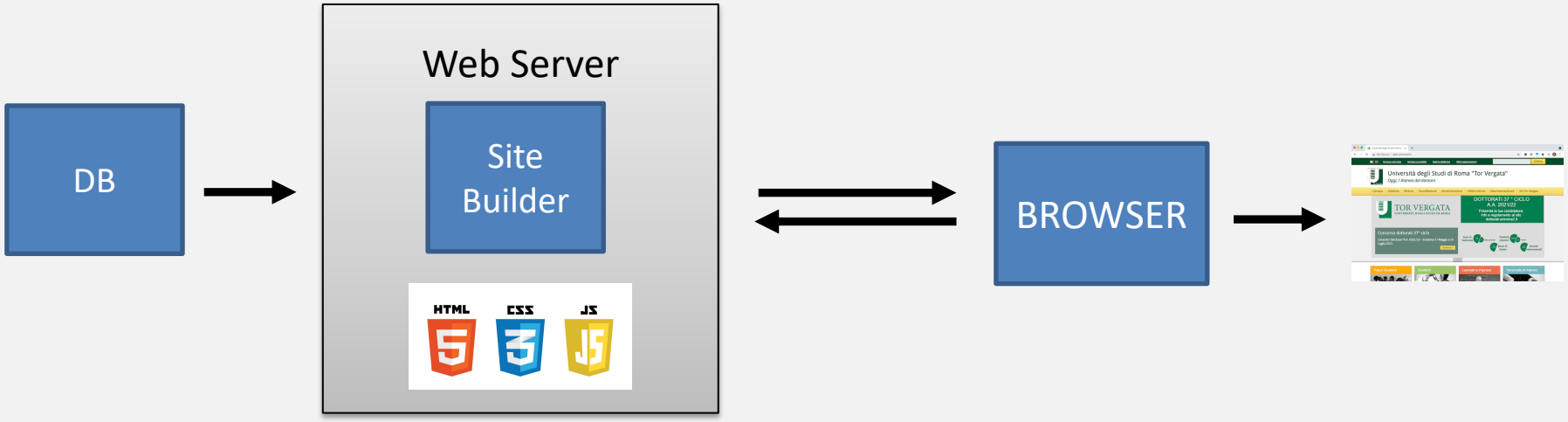
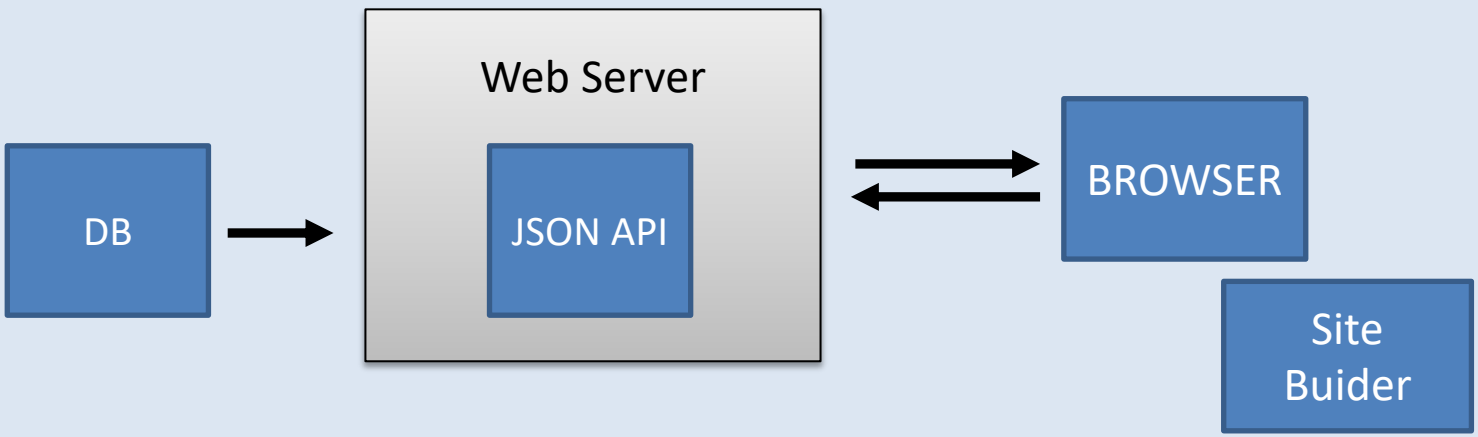




Siti dinamici vs API based





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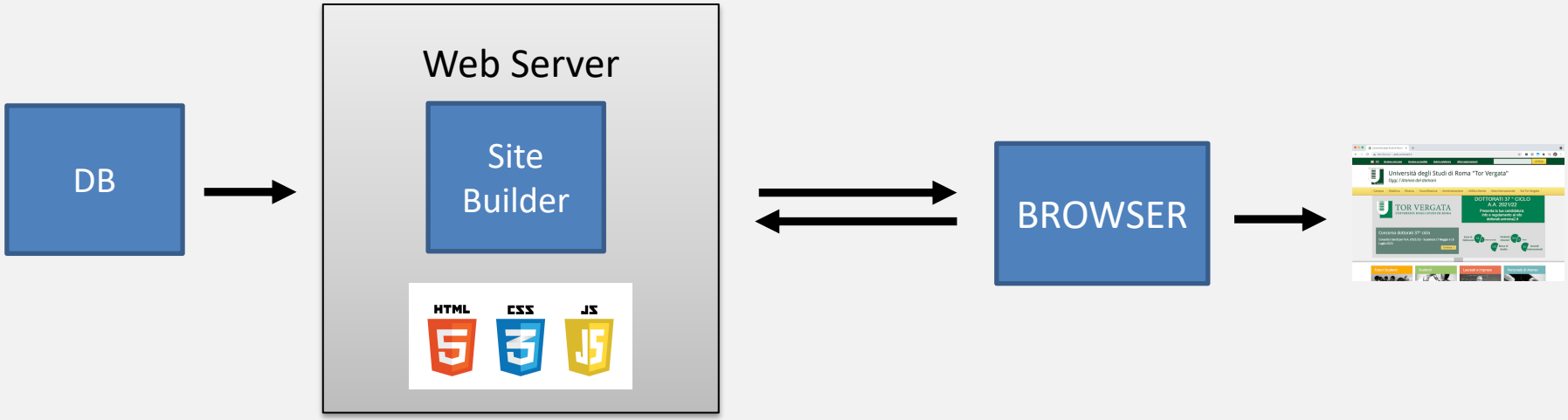
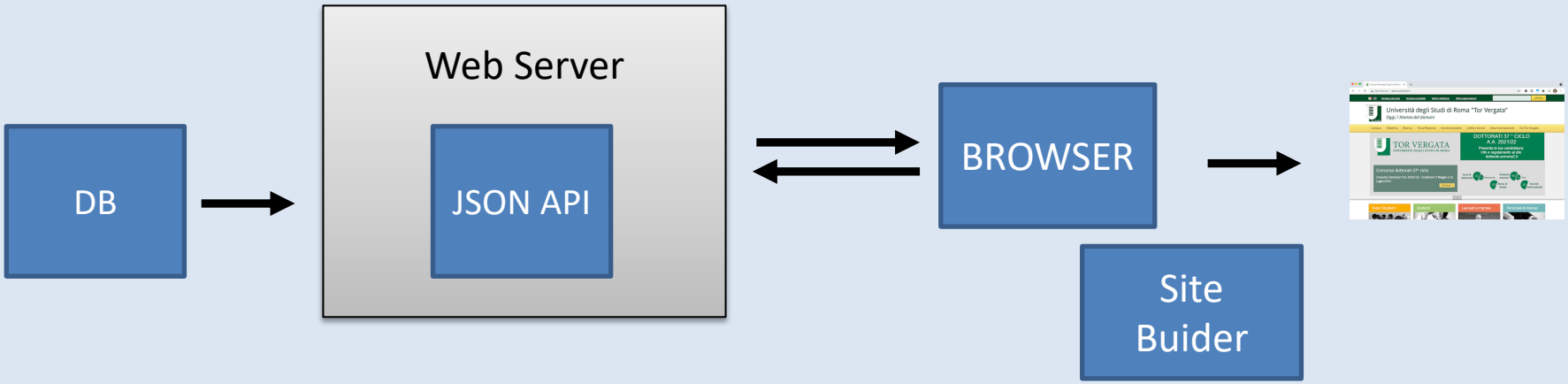
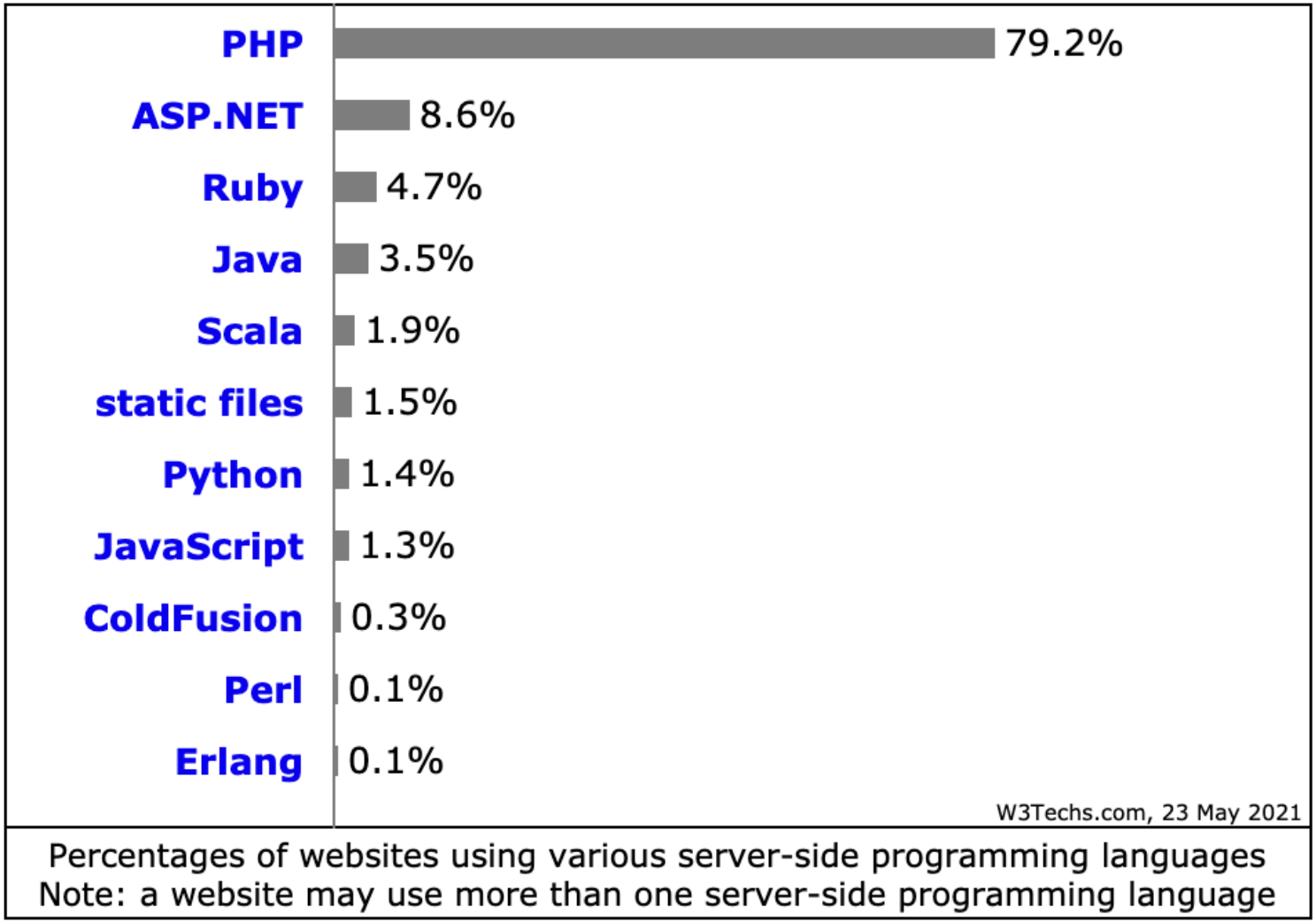
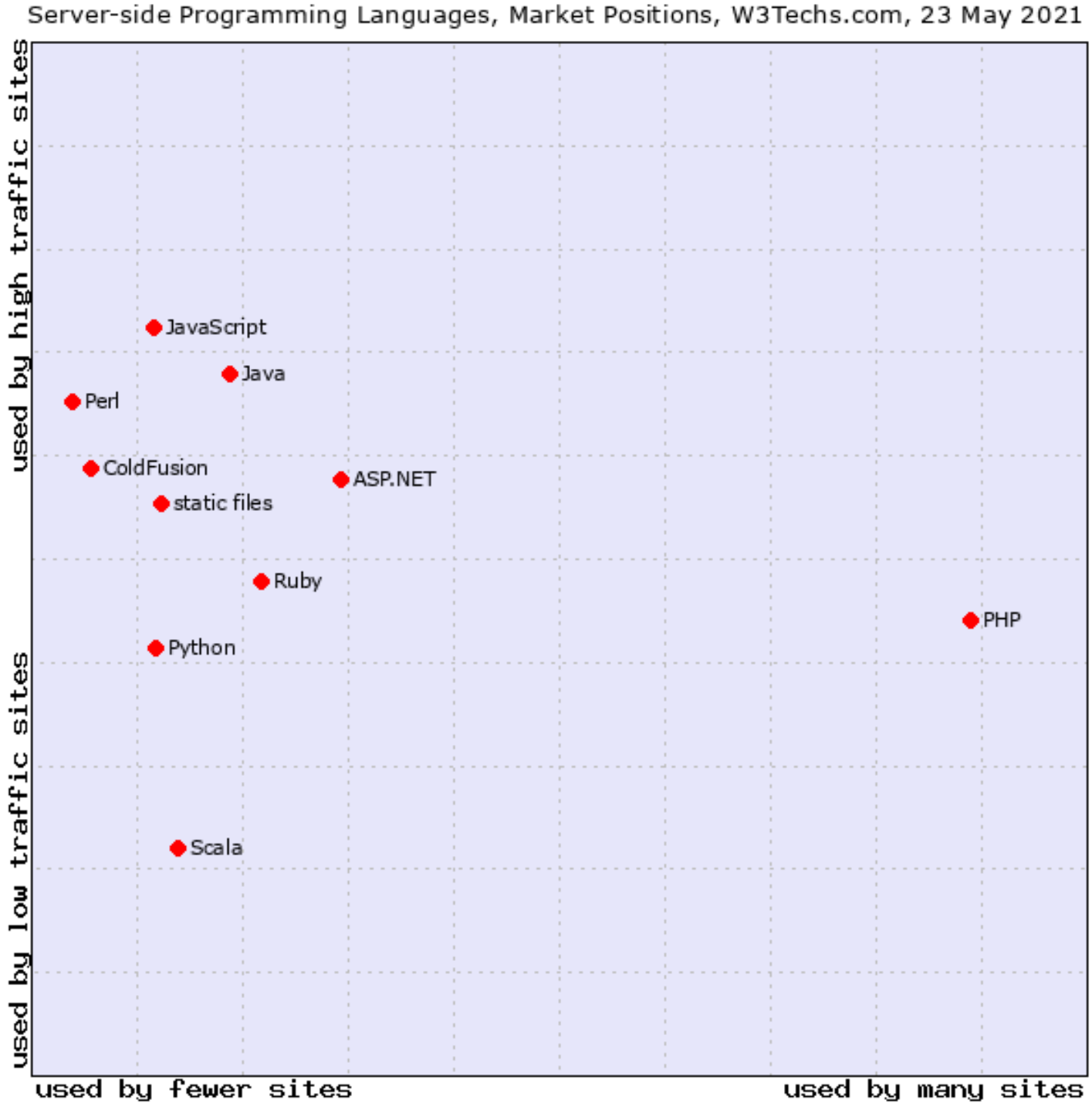




Tecnologie per backend



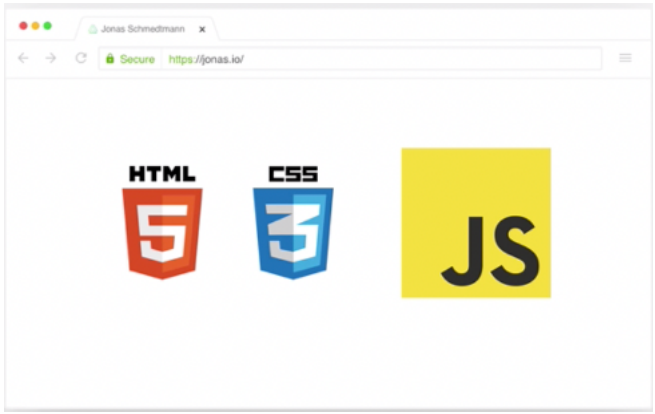
Percentages of websites using various server-side programming languages
Note: a website may use more than one server-side programming language


Server-side Programming Languages, Market Positions, W3Techs.com, 23 May 2021
used by high traffic sites
used by low traffic sites
used by fewer sites
used by many sites
JavaScript
Java
Perl
ColdFusion
ASP.NET
static files
Ruby
PHP
Python
Scala

NodeJS

node.js

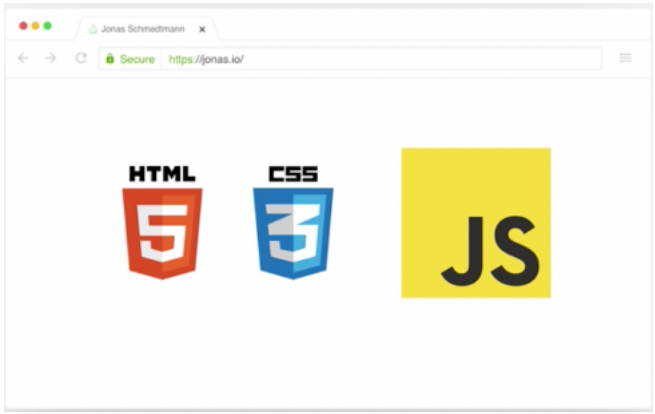

Google chrome


Jonas Schmedtmann
Secure
https://jonas.io/
HTML
CSS
JS

node.js

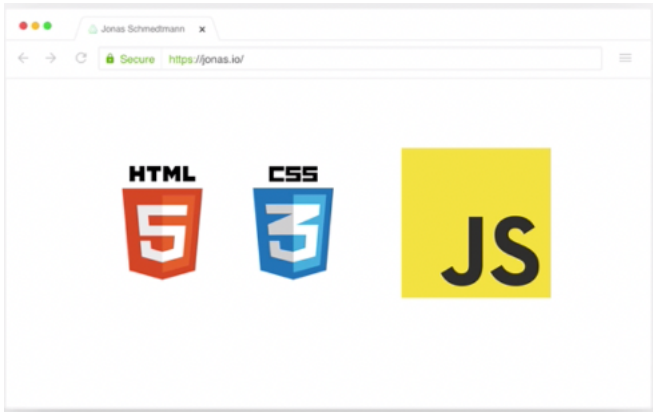

Google chrome


node
JS


Jonas Schmedtmann
Secure
https://jonas.io/
HTML
CSS
JS


JS
V8

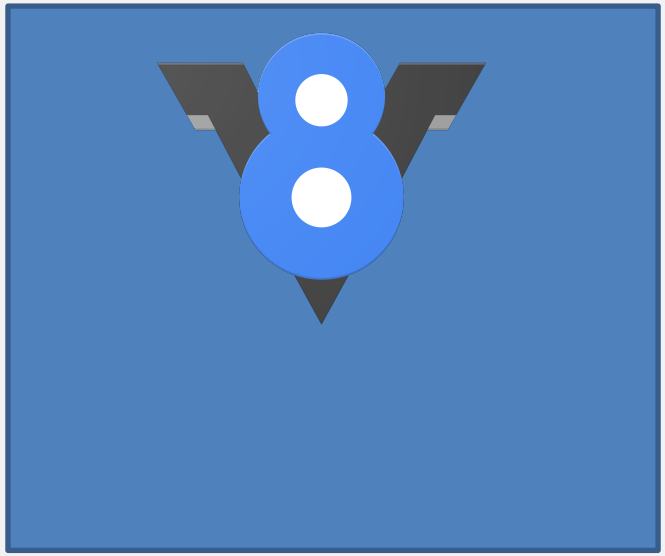
node.js



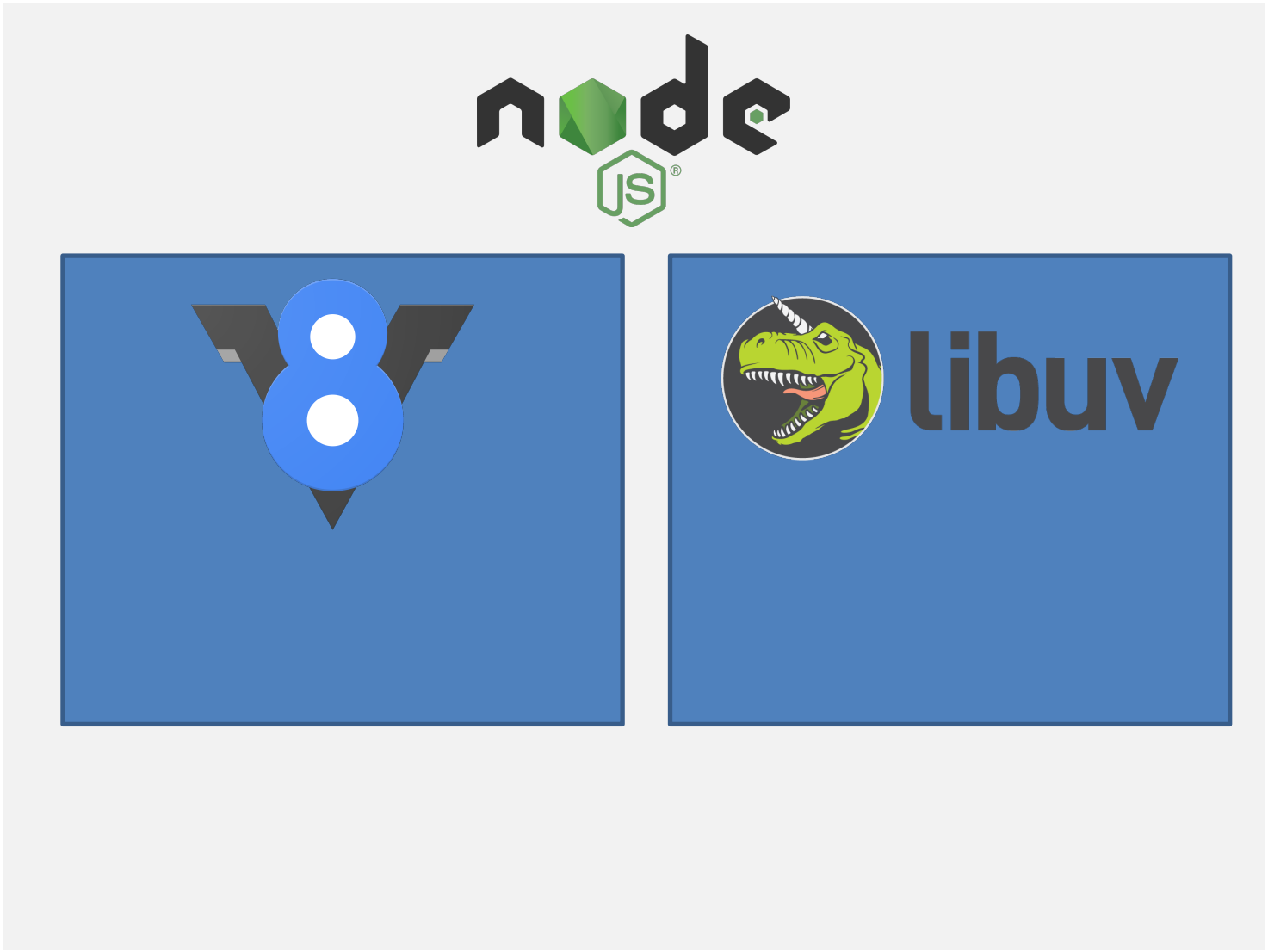
- Può essere considerato come un ambiente runtime per JavaScript costruito sopra il motore V8 di Google.
- Ci fornisce un contesto dove possiamo scrivere codice JavaScript su qualsiasi piattaforma dove Node.js può essere installato
- L'ambiente ideale dove usare node.js è il server

Architettura node.js

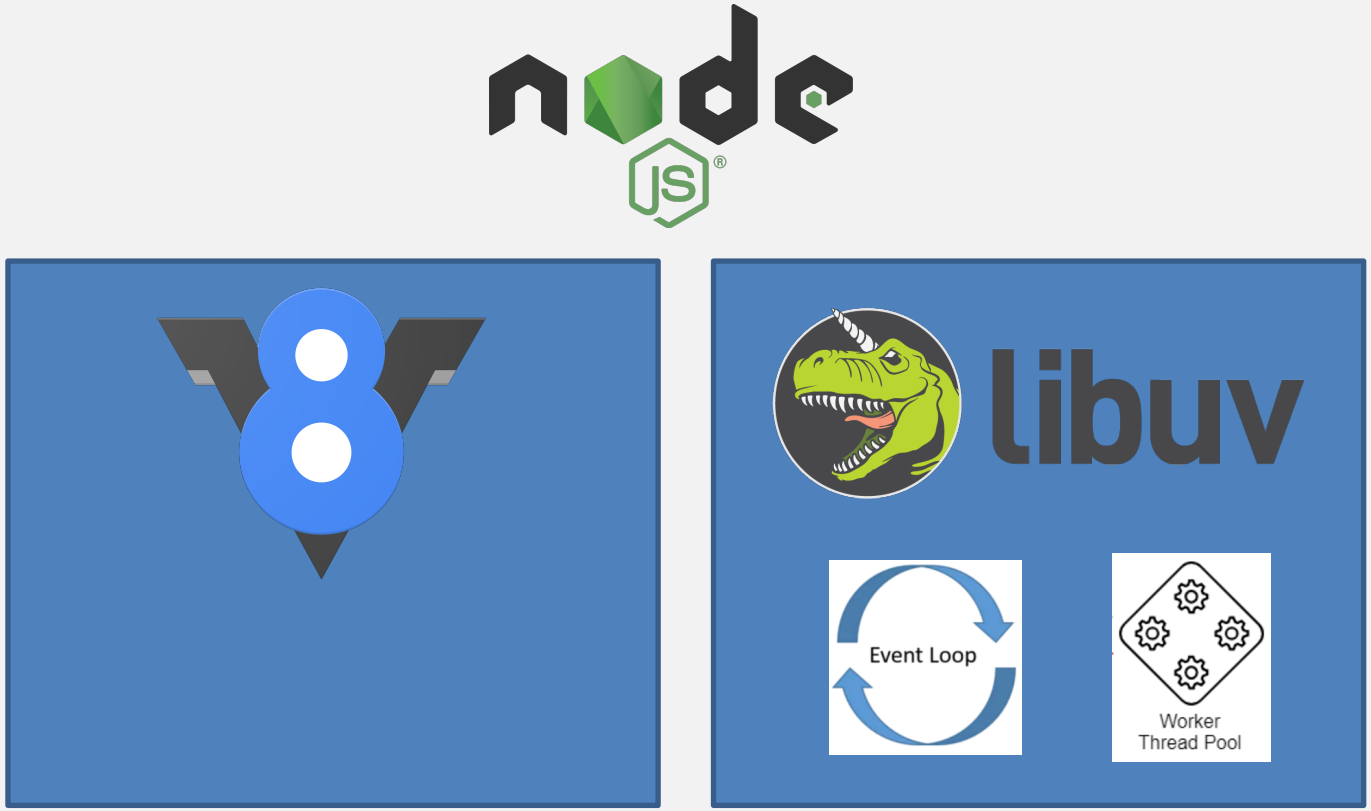
Architettura node.js



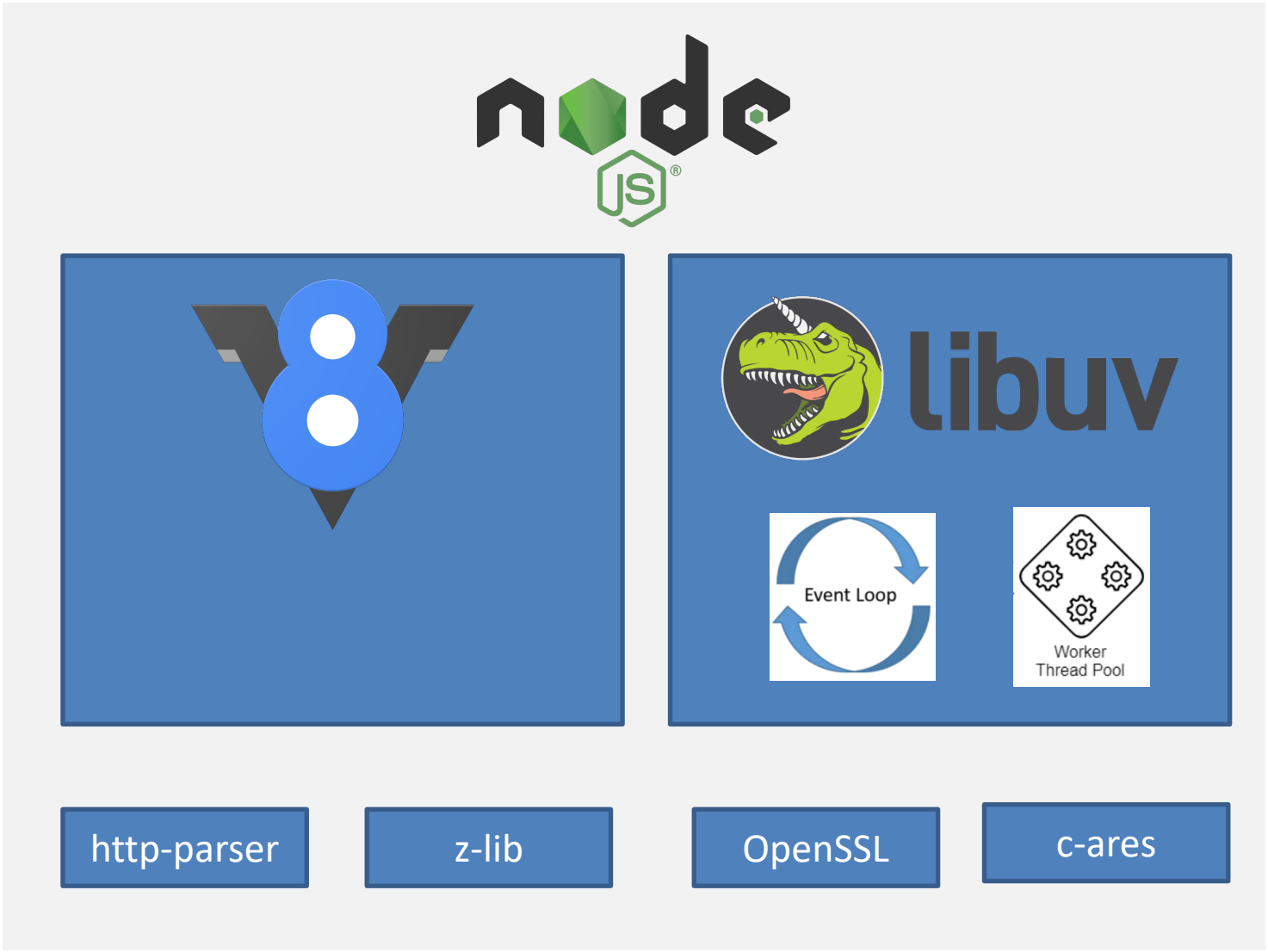
Architettura node.js



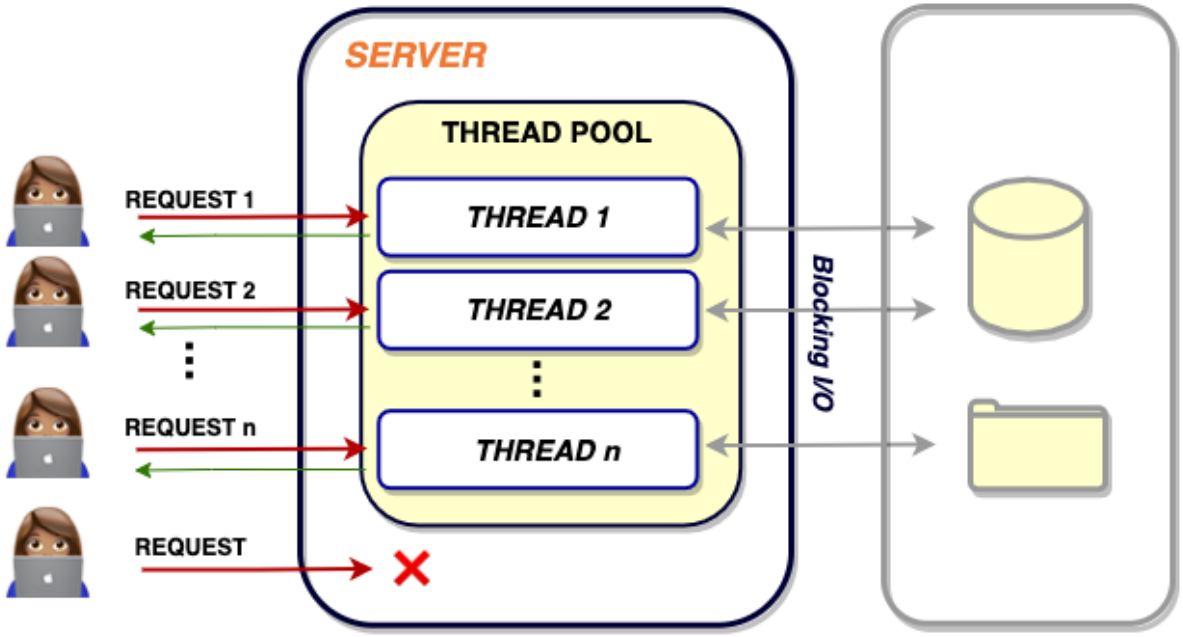
Architettura node.js



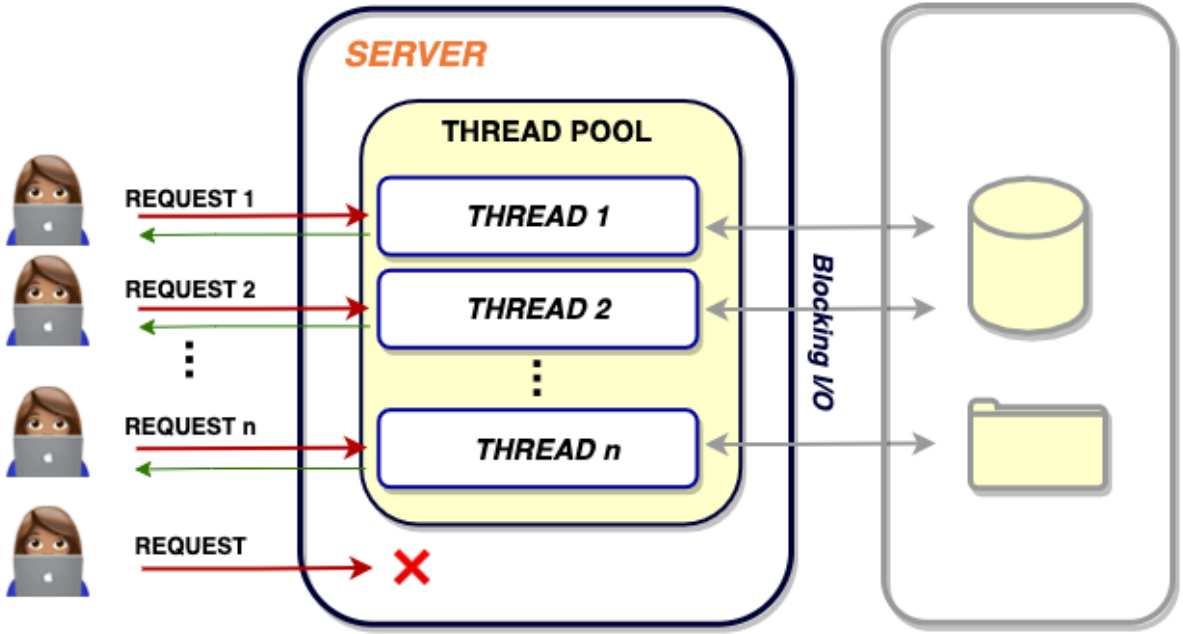
Architettura node.js

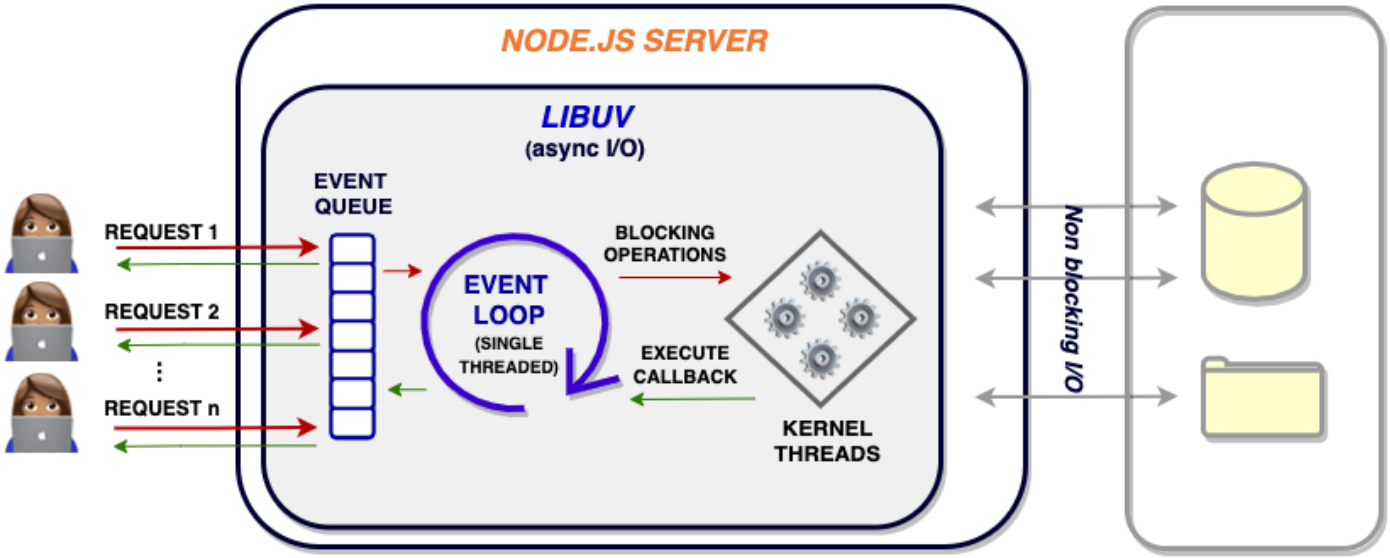


Architettura nodejs

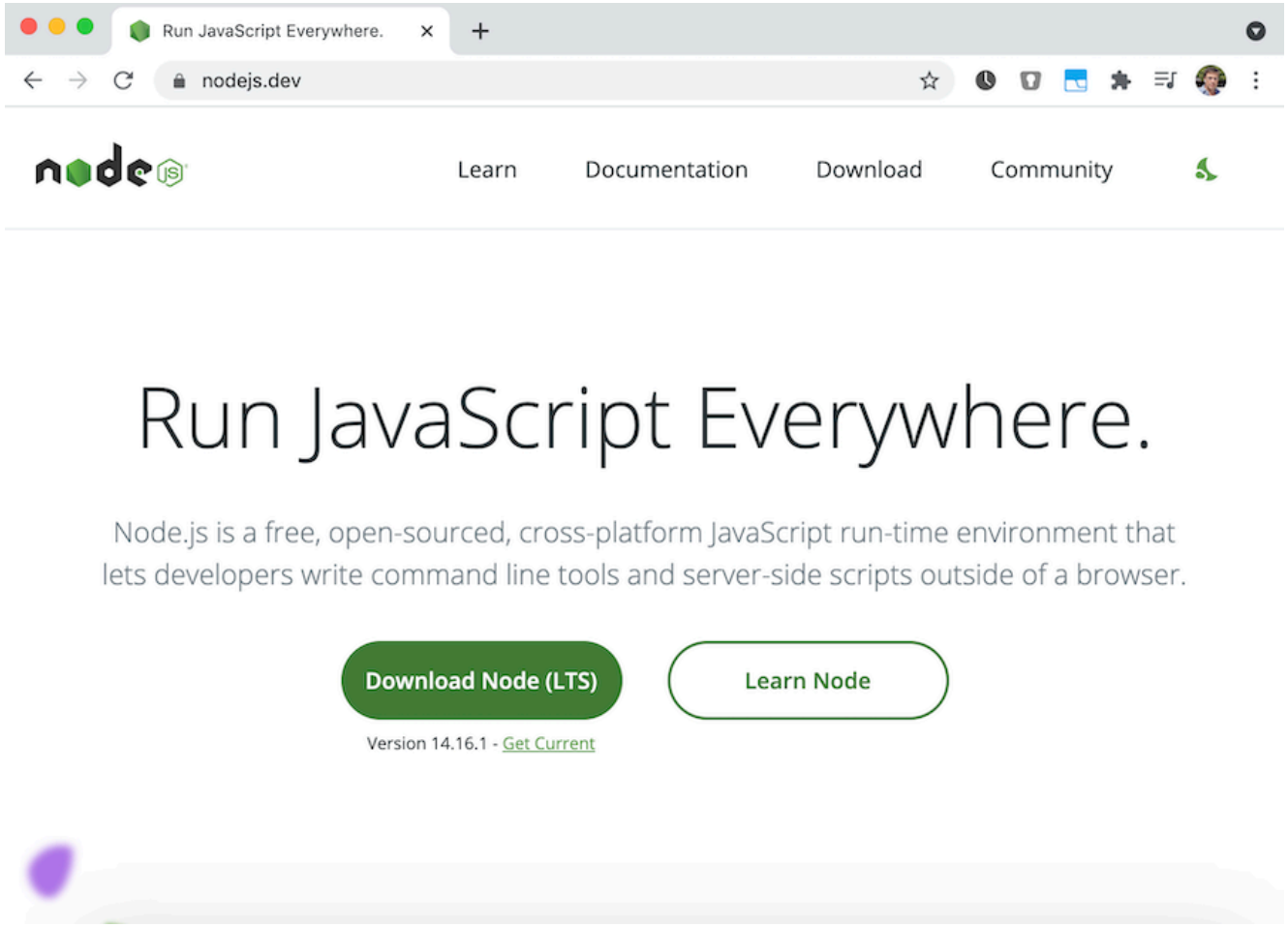


Architettura nodejs





Installazione



node hello world!!

JS es1.js

```
1  console.log('Hello World!!');
2
```

TERMINAL PROBLEMS OUTPUT DEBUG CONSOLE

```
(base) PPL3:basic loreti$ node es1.js
Hello World!!
(base) PPL3:basic loreti$
```

Moduli

- A reusable piece of code that incapsulates implementation detail
- Modules can load each other and use special directives to export and import functionality

- Moduli in JS
  - AMD – one of the most ancient module systems, initially implemented by the library require.js.
  - CommonJS – the module system created for Node.js server.
  - ES6 Moduls - language-level module system appeared in the standard in 2015

Node Module

- Core Modules
  - di sistema installati con node
- Local Modules
  - Li creiamo localmente
- Third Party Modules
  - li dobbiamo installare (con npm)

Core Module

Core Module	Description
http	http module includes classes, methods and events to create Node.js http server.
url	url module includes methods for URL resolution and parsing.
querystring	querystring module includes methods to deal with query string.
path	path module includes methods to deal with file paths.
fs	fs module includes classes, methods, and events to work with file I/O.
util	util module includes utility functions useful for programmers.

Esempio fs

JS es2.js

```
1   const fs = require('fs');
2
3   fs.readFile('./data/input.txt', 'utf-8', (err, data) => {
4     console.log('Async');
5     console.log(data);
6   });
7
8   const data = fs.readFileSync('./data/input.txt', 'utf-8');
9   console.log(data);
10  console.log('----\n');
```

Esempio web server

```
1   const http = require('http');
2
3   const server = http.createServer((req, res) => {
4     const pathName = req.url;
5     if (pathName === '/' || pathName === '/home') {
6       res.end('Home page');
7     } else if (pathName === '/contatti') {
8       res.end('Contatti');
9     } else {
10      res.writeHead(404, {
11        'Content-type': 'text/html',
12      });
13      res.end('<h1>404 - Page Not foud</h1>');
14    }
15  });
16
17  const port = 8000;
18
19  server.listen(port, '127.0.0.1', () => {
20    console.log(`Server listening on port ${port}`);
21  });
```

Routing

```
const pathName = req.url;
if (pathName === '/' || pathName === '/home') {
  res.end('Home page');
} else if (pathName === '/contatti') {
  res.end('Contatti');
} else if (pathName === '/info') {
  res.end('Info Page');
} else if (pathName === '/api') {
  res.writeHead(404, {
    'Content-type': 'appilication/json',
  });
  res.end('Info Page');
} else {
  res.writeHead(404, {
    'Content-type': 'text/html',
  });
  res.end('<h1>404 - Page Not foud</h1>');
}
```

Per ***Routing*** si intende determinare come un'applicazione risponde a una richiesta client a un endpoint particolare, il quale è un URI (o percorso) e un metodo di richiesta HTTP specifico (GET, POST e così via).

Creare moduli

```
1   const fs = require('fs');
2
3   const data = JSON.parse(
4     fs.readFileSync(`${__dirname}/data/data.json`, 'utf-8')
5   );
6
7   console.log(data);
8   exports.getAll = function () {
9     return JSON.stringify(data);
10  };
11
12  exports.getItem = function (index) {
13    return JSON.stringify(data.find((el) => el.id == index));
14  };
```

```
const { getAll, getItem } = require('./lista');
```

COMMON JS MODULES

Esempio 1

myData.js

```
const my_obj={
  a: 1,
  b: 2,
  c: 3
}

module.exports = my_obj
```

myFunc.js

```
const log = function(txt){
  console.log(txt)
}

module.exports = log;
```

```
const data = require('./myData')
const log = require('./myFunc')


console.log(data)

log("Ciao a tutti")
```

Esempio 2

logger.js

```
const error = 'ERROR';
const warning = 'WARNING';
const info = 'INFO';

function log(message, level = info) {
    console.log(`${level}: ${message}`);
}

module.exports.log = log;
module.exports.error = error;
module.exports.info = info;
module.exports.warning = warning;
```

app.js

```
const {
    log,
    error,
    info,
    warning
} = require('./logger');


log('Node.js module demo 1');
log('Node.js module demo 2', warning);
```

https://www.javascripttutorial.net/nodejs-tutorial/nodejs-modules/

Destructuring

```
let options = {
  title: "Menu",
  width: 100,
  height: 200
};

// { sourceProperty: targetVariable }
let {width: w, height: h, title} = options;

// width -> w
// height -> h
// title -> title

alert(title);  // Menu
alert(w);      // 100
alert(h);      // 200
```

https://javascript.info/destructuring-assignment

Wapper function

```
(function(exports, require, module, __filename, __dirname) {
    // Module code
});
```

Wapper function

```
(function (exports, require, module, __filename, __dirname) {
    const error = 'ERROR';
    const warning = 'WARNING';
    const info = 'INFO';

    function log(message, level = info) {
        console.log(`${level}: ${message}`);
    }

    module.exports.log = log;
    module.exports.error = error;
    module.exports.info = info;
    module.exports.warning = warning;
});
```

Wrapping

```
(function exports require module __filename __dirname {
    // Module code lives here...
});
```

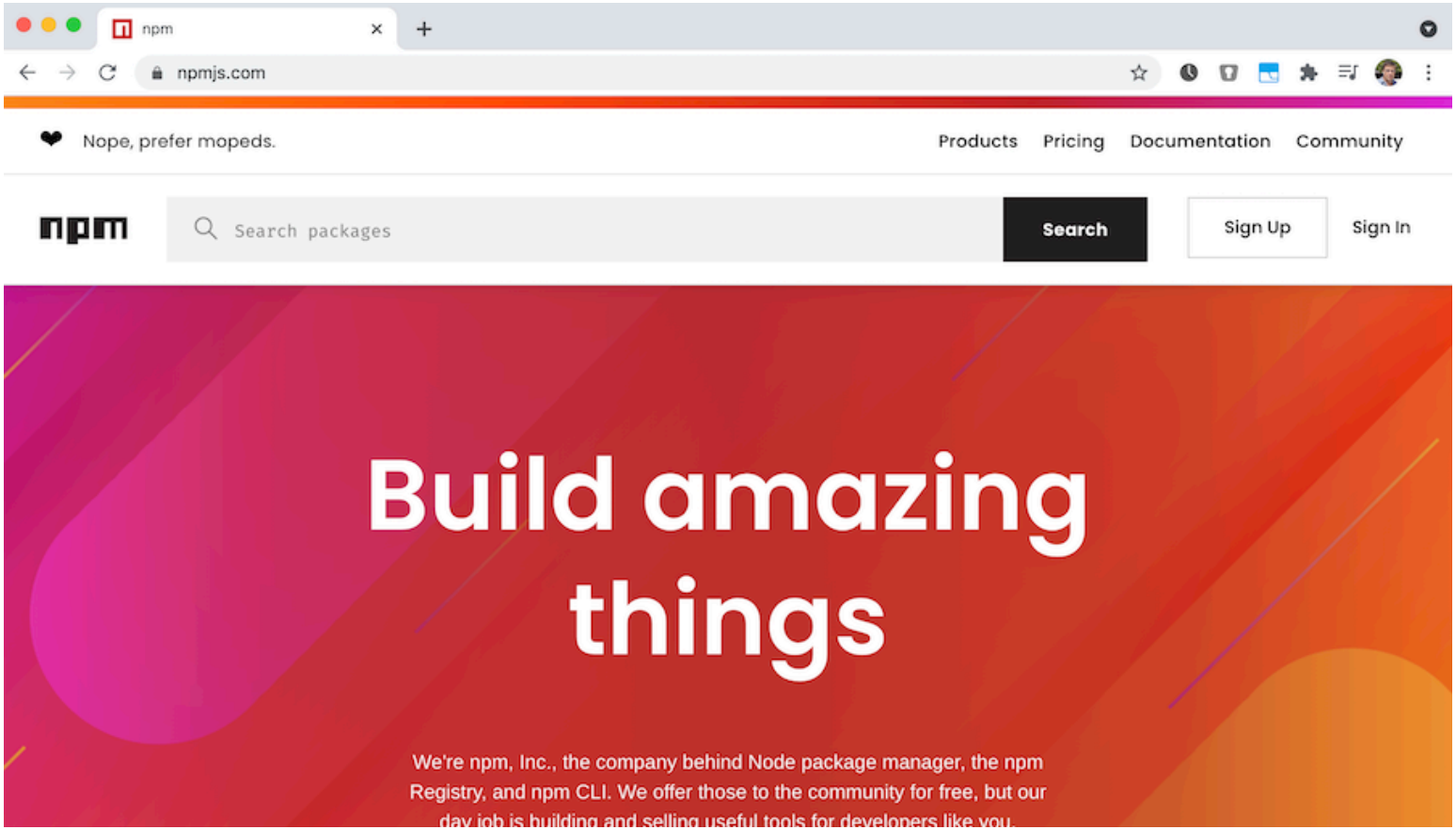
- **require**: funzione per importare moduli
- **module**: riferimento al modulo corrente
- **export**: riferimento a module.export
- **__filename**: path assoluto del modulo
- **__dirname**: path della dir del modulo

```
console.log(module.exports === exports); // true
```

Esecuzione, exports e caching

- Il codice del modulo viene eseguito
- La funzione require torna gli exports
- Il risultato dell'esecuzione è cachato e ritornato alle esecuzioni successive del modulo

Import terze parti e npm



Comandi base npm

install

npm i <package>

uninstall

npm un <package>

update

npm up <package>

init

npm init

run

npm run <script>

https://gist.github.com/AvnerCohen/4051934

Versions

Code status	Stage	Rule	Example version
First release	New product	Start with 1.0.0	1.0.0
Backward compatible bug fixes	Patch release	Increment the third digit	1.0.1
Backward compatible new features	Minor release	Increment the middle digit and reset last digit to zero	1.1.0
Changes that break backward compatibility	Major release	Increment the first digit and reset middle and last digits to zero	2.0.0

update

- Patch releases: 1.0 or 1.0.x or ~1.0.4
- Minor releases: 1 or 1.x or ^1.0.4
- Major releases: * or x

```
"dependencies": {
  "my_dep": "^1.0.0",
  "another_dep": "~2.2.0"
},
```

Resolving and loading

- Risolvere il path e decidere il modulo da caricare

1. **Core Module**
2. Se path inizia con './' o '../' -> **Developer Module**
   - prima lo script con il nome
   - poi la folder con dentro index.js
3. Entra in modules_core e cerca gli **Installed Module**