Assignment- 1

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Sem: 7th.

Subject: Application Development With Full Stack.(705).

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Github Link :- https://github.com/Rohaniwala/18_Rohan_iwala_PA1_705.

1. Develop a web server with following functionalities:

- Serve static resources.
- Handle GET request.
- Handle POST request.

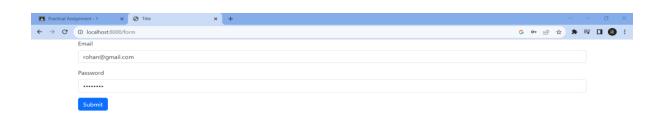
Index.html

```
<!doctype html>
<html lang="en">
    <title>Title</title>
    <!-- Required meta tags -->
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1,</pre>
shrink-to-fit=no">
    <!-- Bootstrap CSS v5.2.1 -->
href="https://cdn.jsdelivr.net/npm/bootstrap@5.2.1/dist/css/bootstrap.min.css"
rel="stylesheet"
        integrity="sha384-
iYQeCzEYFbKjA/T2uDLTpkwGzCiq6soy8tYaI1GyVh/UjpbCx/TYkiZhlZB6+fzT"
crossorigin="anonymous">
</head>
<body>
    <div class="container">
        <form action="/submit" method="post">
            <div class="mb-3">
                <label for="email" class="form-label">Email</label>
                <input type="email" class="form-control" name="email"</pre>
id="email" placeholder="Entar Email here ...">
            </div>
            <div class="mb-3">
                <label for="password" class="form-label">Password</label>
                <input type="password" class="form-control" name="password"</pre>
id="password"
                    placeholder="Entar Password here ...">
            </div>
            <button type="submit" class="btn btn-primary">Submit
        </form>
    </div>
```

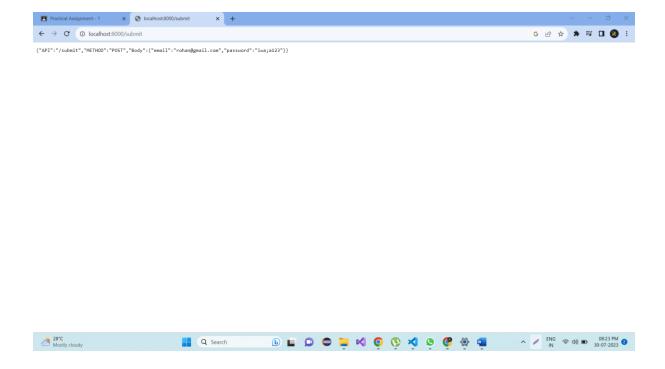
Index.js

```
const http = require("http");
const fs = require("fs");
http.createServer((req, res) => {
    const responseObject = { API: req.url, METHOD: req.method, Body:
(req.body) ? req.body : {} };
    if (req.url === '/' && req.method == 'GET') {
        res.setHeader("Content-Type", "application/json");
        res.write(JSON.stringify(responseObject));
        res.end();
    else if (req.url === '/data' && req.method == 'GET') {
        res.setHeader("Content-Type", "application/json");
        res.write(JSON.stringify(responseObject));
        res.end();
    else if (req.url === '/form' && req.method == 'GET') {
        fs.readFile('./index.html', 'utf8', (err, data) => {
            if (err) {
                res.writeHead(500, { 'Content-Type': 'text/plain' });
                res.end('Internal Server Error');
            } else {
                res.writeHead(200, { 'Content-Type': 'text/html' });
                res.end(data);
```

```
else if (req.url === '/submit' && req.method == 'POST') {
        let body = '';
        req.on('data', (chunk) => {
            body += chunk.toString();
        });
        req.on('end', () => {
            const formData = new URLSearchParams(body);
            const email = formData.get('email');
            const password = formData.get('password');
            responseObject.Body = {
                email: email,
                password: password
            res.write(JSON.stringify(responseObject));
            res.end();
        });
        res.write(JSON.stringify(responseObject));
        res.end();
}).listen(8000, () => {
    console.log("server i listening on port 8000");
    console.log("localhost:8000/");
```







- 2. Develop nodejs application with following requirements:
- Develop a route "/gethello" with GET method. It displays "Hello NodeJS!!" as response.
- Make an HTML page and display.
- Call "/gethello" route from HTML page using AJAX call. (Any frontend AJAX call API can be used.)

Ajaxcall.html

```
</body>
<script>
    function fetchdata() {
        var httpRequest = new XMLHttpRequest();
        httpRequest.onreadystatechange = function () {
            if (httpRequest.readyState == 4 && httpRequest.status == 200) {
                 document.getElementById("content-Page").innerHTML =
        httpRequest.responseText
            }
        };
        httpRequest.open("GET", '/gethello', true);
        httpRequest.send();
    }
</script>
</html>
```

Hello.html

Server.js

```
var http = require('http');
var fs = require('fs');
http.createServer((req, res) => {
    if (req.method === 'GET' && req.url === '/') {
        res.end("hello Page 1");
    }

if (req.url === '/gethello') {
        fs.readFile('./hello.html', (err, data) => {
            if (err) {
                 fs.write("page not found");
            }
```

```
fs.end();
            else {
                res.writeHead(200, { 'Content-Type': 'text/html' });
                res.write(data);
                res.end();
        })
    if (req.url === '/Q2/alaxcall.html') {
        fs.readFile('./alaxcall.html', (err, data) => {
            if (err) {
                fs.write("pagenotfound");
                fs.end();
            else {
                res.writeHead(200, { 'Content-Type': 'text/html' });
                res.write(data);
                res.end();
        })
    // console.log("hello");
}).listen(8000);
```





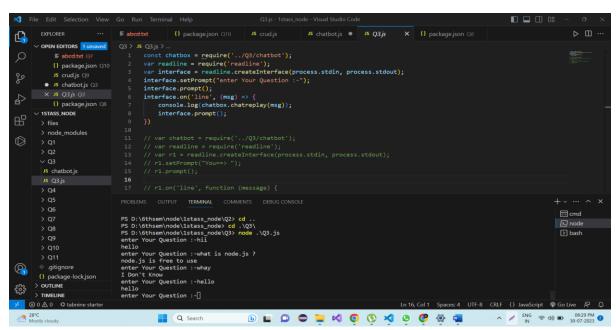
3. Develop a module for domain specific chatbot and use it in a command line application.

Chatbot.js

```
module.exports.chatreplay = (message) => {
    if (message.toLowerCase().indexOf('hii') > -1 ||
message.toLowerCase().indexOf('hello') > -1) {
        return "hello";
    }
    else if (message.toLowerCase().indexOf('What is Node.js ?') > -1 ||
message.toLowerCase().indexOf('node.js') > -1) {
        return "node.js is free to use";
    }
    else {
        return "I Don't Know";
    }
}
```

Q3.js

```
const chatbox = require('../Q3/chatbot');
var readline = require('readline');
var interface = readline.createInterface(process.stdin, process.stdout);
interface.setPrompt("enter Your Question :-");
interface.prompt();
interface.on('line', (msg) => {
    console.log(chatbox.chatreplay(msg));
    interface.prompt();
})
```



4. Use above chatbot module in web based chatting of websocket.

Q4.html

```
<!DOCTYPE html>
<html>
    <meta charset="utf-8">
    <title></title>
</head>
<body>
    <h1>WebSocket Chat Bot</h1>
   <div id="chat">
        <div id="messages"></div>
        <input type="text" id="inputMessage" placeholder="Type your message</pre>
        <button onclick="sendMessage()">Send</button>
   </div>
    <script>
        const ws = new WebSocket('ws://localhost:4589');
        ws.onmessage = (event) => {
            displayMessage("Server: " + event.data);
        };
        function sendMessage() {
            const inputMessage = document.getElementById('inputMessage');
            const message = inputMessage.value;
            inputMessage.value = '';
            displayMessage('You: ' + message);
            ws.send(message);
        function displayMessage(message) {
            const messagesDiv = document.getElementById('messages');
            const messageDiv = document.createElement('div');
            messageDiv.textContent = message;
            messagesDiv.appendChild(messageDiv);
    </script>
</body>
</html>
```

Mainchat.js

```
const http = require('http');
const st = require('node-static');
const chatBot = require('.../Q3/chatbot'); // Import chatbot.js module
const WebSocket = require('ws');
const file = new st.Server('./Q4.html');
const server = http.createServer((req, res) => {
    req.on('end', () => {
       file.serve(req, res);
   }).resume();
});
server.listen(4589, () => {
   console.log("Server listening on 4589");
});
const wss = new WebSocket.Server({ server: server });
wss.on('connection', (ws) => {
    ws.send("Hii, I am a chat bot!!");
    ws.on('message', (data) => {
        const message = data.toString();
        const reply = chatBot.chatreplay(message);
        ws.send(reply);
    });
```





5. Write a program to create a compressed zip file for a folder.

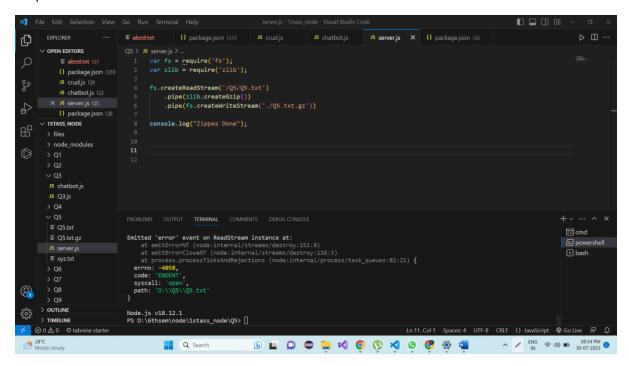
Server.js

```
var fs = require('fs');
var zlib = require('zlib');

fs.createReadStream('/Q5/Q5.txt')
    .pipe(zlib.createGzip())
    .pipe(fs.createWriteStream('./Q5.txt.gz'))

console.log("Zippes Done");
```

output:



6. Write a program to extract a zip file.

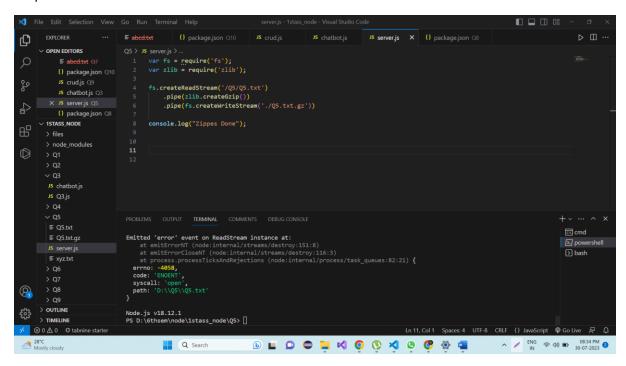
Decom.js

```
var fs = require('fs')
var zlib = require('zlib')

fs.createReadStream('../Q5/Q5.txt.gz')
    .pipe(zlib.createGunzip())
    .pipe(fs.createWriteStream('../Q5/xyz.txt', 'utf-8'))

console.log("dcompress done")
```

output:



7. Write a program to promisify fs.unlink function and call it.

Promiseunlink.js

```
// const { file } = require('claudia-bot-builder/lib/facebook/format-
message');
const fs = require('fs');
const util = require('util');

const unlinkAsync = util.promisify(fs.unlink);

const path = "./abcd.txt";

unlinkAsync(path)
   .then(() => {
        console.log("fille Deleted");
    })
   .catch(() => {
        console.log("some error are there");
    })
}
```

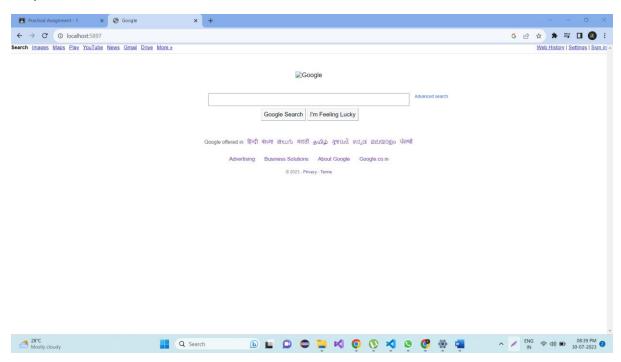
8. Fetch data of google page using note-fetch using async-await model.

Q8.js

```
const http = require('http');
const server = http.createServer((req, res) => {
    async function fetchGooglePage() {
        try {
            const fetch = await import('node-fetch');
            const response = await fetch.default('https://www.google.com');
            if (!response.ok) {
                throw new Error('Network response was not ok');
            const data = await response.text();
            res.end(data);
        } catch (error) {
            console.error('Error fetching data:', error.message);
    fetchGooglePage();
})
server.listen(5897, () => {
   console.log("Listing on 5897");
```

})

Output:



9. Write a program that connect Mysql database, Insert a record in employee table and display all records in employee table using promise based approach.

Crud.js

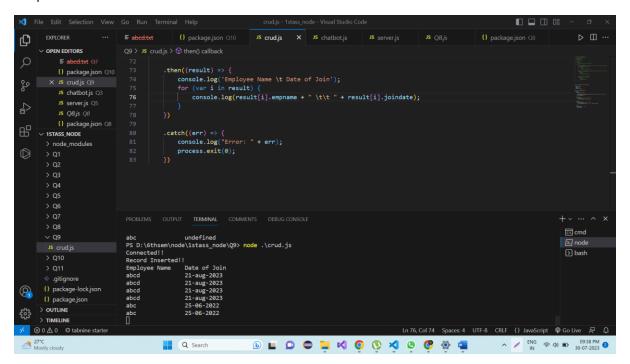
```
const mysql = require('nodejs-mysql').default;
const conn = ({
    host: "localhost",
    user: "root",
    password: "",
    database: "Node ass"
});
const db = mysql.getInstance(conn);
db.connect()
    .then(() => {
        console.log(`Connected!!`)
        var sql = "INSERT INTO employeetb (empid,empname,joinDate) VALUES
(201, 'abc', '25-06-2022')";
        console.log("Record Inserted!!");
        return db.exec(sql);
    })
```

```
.then((display) => {
    // var sqlDisplay = "SELECT * FROM employeetb";
    // console.log(display);
    return db.exec("SELECT * FROM employeetb");

})

.then((result) => {
    console.log('Employee Name \t Date of Join');
    for (var i in result) {
        console.log(result[i].empname + " \t\t " + result[i].joindate);
    }
})

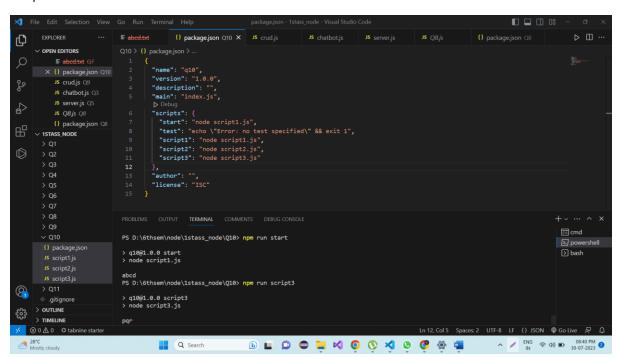
.catch((err) => {
    console.log("Error: " + err);
    process.exit(0);
})
```



10. Set a server script, a test script and 3 user defined scripts in package.json file in your nodejs application.

Pacakage.json

```
{
   "name": "q10",
   "version": "1.0.0",
   "description": "",
   "main": "index.js",
   "scripts": {
        "start": "node script1.js",
        "test": "echo \"Error: no test specified\" && exit 1",
        "script1": "node script1.js",
        "script2": "node script2.js",
        "script3": "node script3.js"
   },
   "author": "",
   "license": "ISC"
}
```



11. Develop an application to show live cricket score.

Crick.html

```
<!DOCTYPE html>
<html lang="en">
   <meta charset="UTF-8">
   <meta http-equiv="X-UA-Compatible" content="IE=edge">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <link rel="stylesheet" type="text/css" href="./css/bootstrap.min.css">
   <script src="./js/bootstrap.bundle.js" defer></script>
   <title>Document</title>
</head>
<body>
   <div class="container my-4">
       <h2 class="my-4">Cricket Score</h2>
       <div class="d-flex justify-content-around">
           <div class="row">
               <div class="card text mb-3">
                   <div class="card-header" id="card-header1"></div>
                   <div class="card-body">
                      <h5 class="card-title" id="card-title1"></h5>
                      <div id="batting-team1"></div>
                      <div id="match-score1"></div>
                      </div>
               </div>
               <div class="card text mb-3">
                   <div class="card-header" id="card-header2"></div>
                   <div class="card-body">
                      <h5 class="card-title" id="card-title2"></h5>
                      <div id="batting-team2"></div>
                      <div id="match-score2"></div>
                      </div>
               </div>
               <div class="card mb-3">
                   <div class="card-header" id="card-header3"></div>
                   <div class="card-body">
                      <h5 class="card-title" id="card-title3"></h5>
```

```
<div id="batting-team3"></div>
                        <div id="match-score3"></div>
                        </div>
                </div>
            </div>
        </div>
    </div>
</body>
<script>
    const ws = new WebSocket("ws://localhost:3300");
    ws.addEventListener("message", (msg) => {
        let res = JSON.parse(msg.data);
        console.log(res);
        let match = res[1];
        document.getElementById("card-header1").innerText = match.name;
        document.getElementById("card-title1").innerText = match.status;
        document.getElementById("batting-team1").innerText =
match.score[0].inning;
        document.getElementById("match-score1").innerText = match.score[0].r +
'/' + res[0].score[1].w + ' Over : ' + res[0].score[1].o;
        let match2 = res[2];
        document.getElementById("card-header2").innerText = match2.name;
        document.getElementById("card-title2").innerText = match2.status;
        document.getElementById("batting-team2").innerText =
match2.score[0].inning;
        document.getElementById("match-score2").innerText = match2.score[0].r
+ '/' + res[0].score[1].w + ' Over : ' + res[0].score[1].o;
        let match3 = res[3];
        document.getElementById("card-header3").innerText = match3.name;
        document.getElementById("card-title3").innerText = match3.status;
        document.getElementById("batting-team3").innerText =
match3.score[0].inning;
        document.getElementById("match-score3").innerText = match3.score[0].r
+ '/' + res[0].score[1].w + ' Over : ' + res[0].score[1].o;
   })
</script>
</html>
```

Main.js

```
async function getScore() {
    try {
        const response = await

fetch("https://api.cricapi.com/v1/currentMatches?apikey=9a070f69-58aa-447a-
b950-6358a39bf75e&offset=0");
    const { data } = await response.json();
    console.log(data);
    }
    catch (err) {
        console.log(err)
    }
}
getScore();
```

output:

