

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">

<head>
  <title>Title</title>
  <!-- Required meta tags -->
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width, initial-scale=1,
shrink-to-fit=no">

  <!-- Bootstrap CSS v5.2.1 -->
  <link
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"
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"
id="password"
          placeholder="Entar Password here ...">
      </div>
      <button type="submit" class="btn btn-primary">Submit</button>
    </form>
  </div>
```

```

    <script
src="https://cdn.jsdelivr.net/npm/@popperjs/core@2.11.6/dist/umd/popper.min.js"
    integrity="sha384-
oBqDVmMz9ATKxIep9tiCxS/Z9fNfEXiDAYTujMAeBAsjFuCZSmKbSSUnQlmh/jp3"
crossorigin="anonymous">
    </script>

    <script
src="https://cdn.jsdelivr.net/npm/bootstrap@5.2.1/dist/js/bootstrap.min.js"
    integrity="sha384-
7VPbUDkoPSGFnVtYi0QogXtr74QeVeeIs99Qfg5YCF+TidwNdjvaKZX19NZ/e6oz"
crossorigin="anonymous">
    </script>
</body>

</html>

```

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);
            }
        });
    }
});

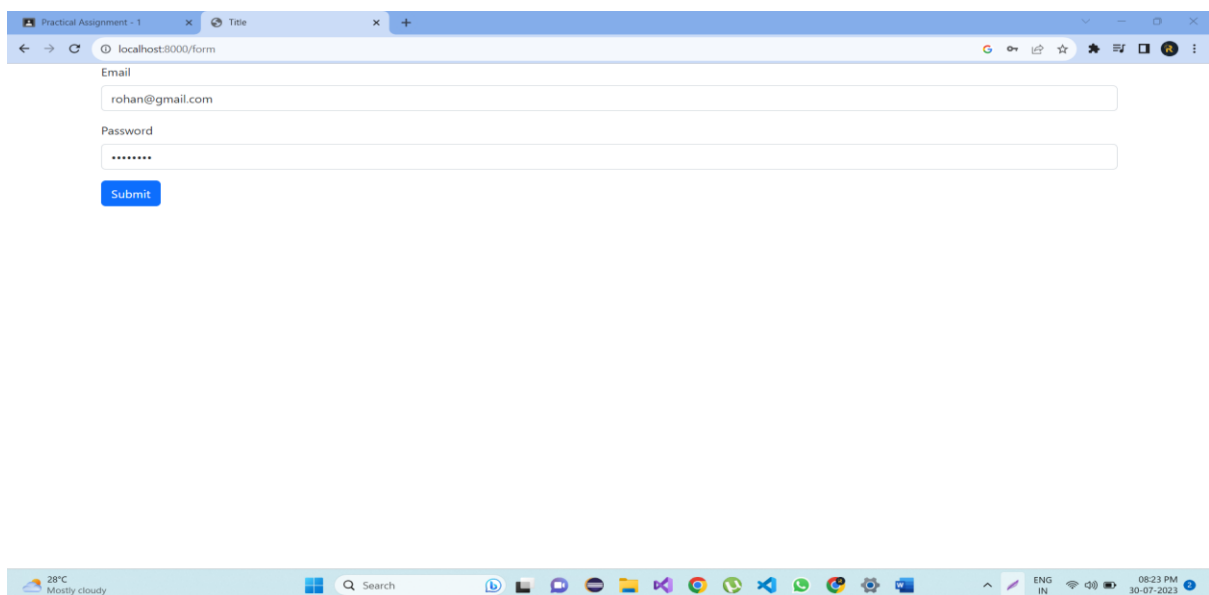
```

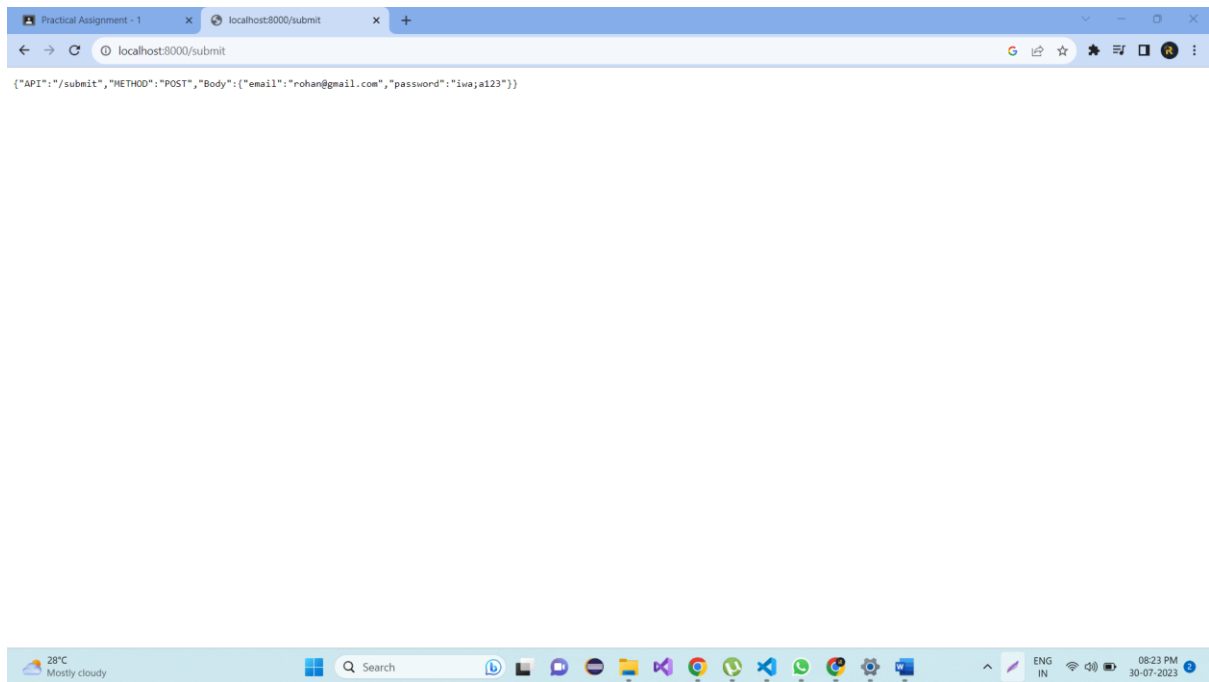
```

}
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();
  });
}
else {
  res.write(JSON.stringify(responseObject));
  res.end();
}
}).listen(8000, () => {
  console.log("server is listening on port 8000");
  console.log("localhost:8000/");
});

```

Output:





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

```
<!DOCTYPE html>
<html lang="en">

<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>

<body>
  <div id="content-Page">

    </div>
    <button onclick="fetchdata()">Fecth Data</button>
  </body>
</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

```

<!DOCTYPE html>
<html lang="en">

<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>

<body>
    <h1>hello Rohan IWala</h1>
</body>

</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");
            }
        });
    }
});

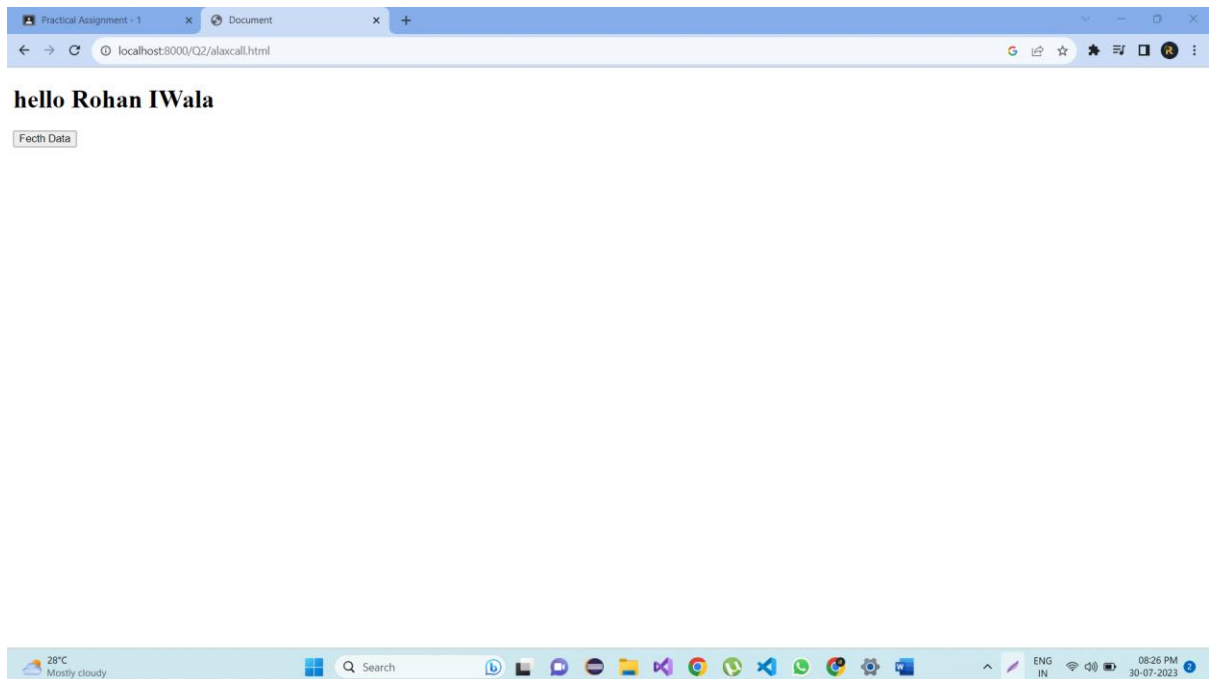
```

```

        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);

```

Output:



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

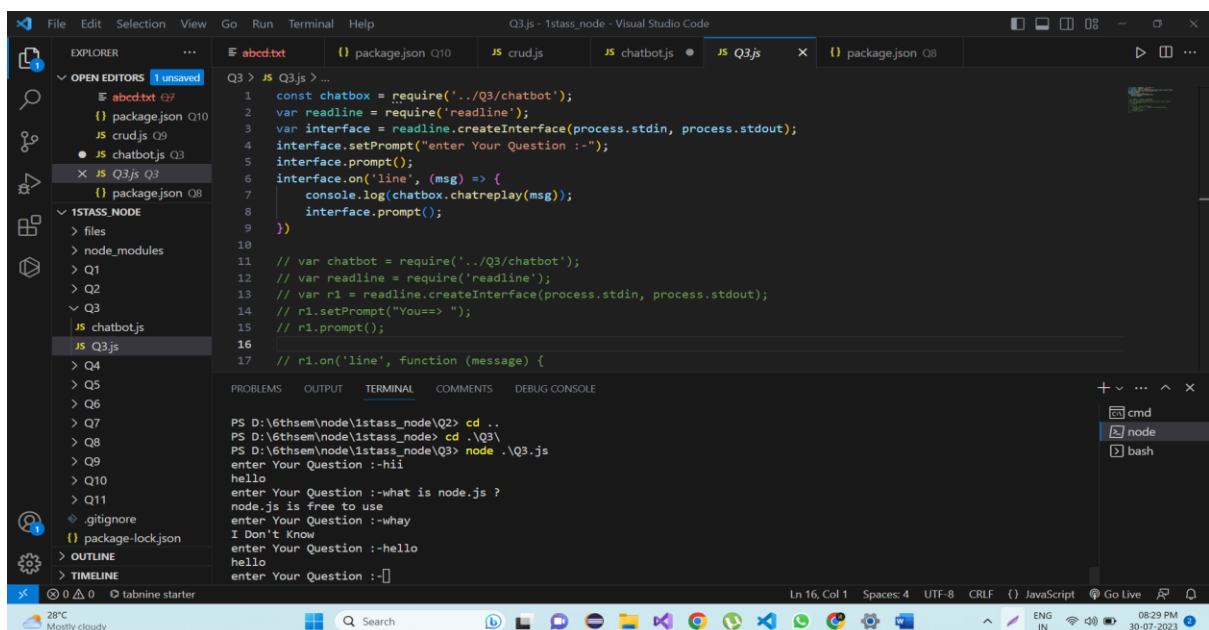
Chatbot.js

```
module.exports.chatreply = (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.chatreply(msg));  
  interface.prompt();  
})
```

Output:



The screenshot shows the Visual Studio Code editor with a project named 'Q3.js - istass_node'. The Explorer sidebar on the left shows the file structure, including 'Q3.js' and 'chatbot.js'. The main editor window displays the code for 'Q3.js', which imports the 'chatbot' module and uses the 'readline' module to create an interactive interface. The interface prompts the user to enter a question and logs the response from the chatbot module. The bottom panel shows the 'TERMINAL' output, which displays the execution of the program. The user enters 'hii', 'hello', 'what is node.js ?', 'node.js is free to use', 'why', 'I Don't Know', and 'hello', and the chatbot responds accordingly. The status bar at the bottom indicates the current file is 'Q3.js' at line 16, column 1, with 4 spaces, using UTF-8 encoding and CRLF line endings.

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

Q4.html

```
<!DOCTYPE html>
<html>

<head>
  <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
here..." />
    <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();
});

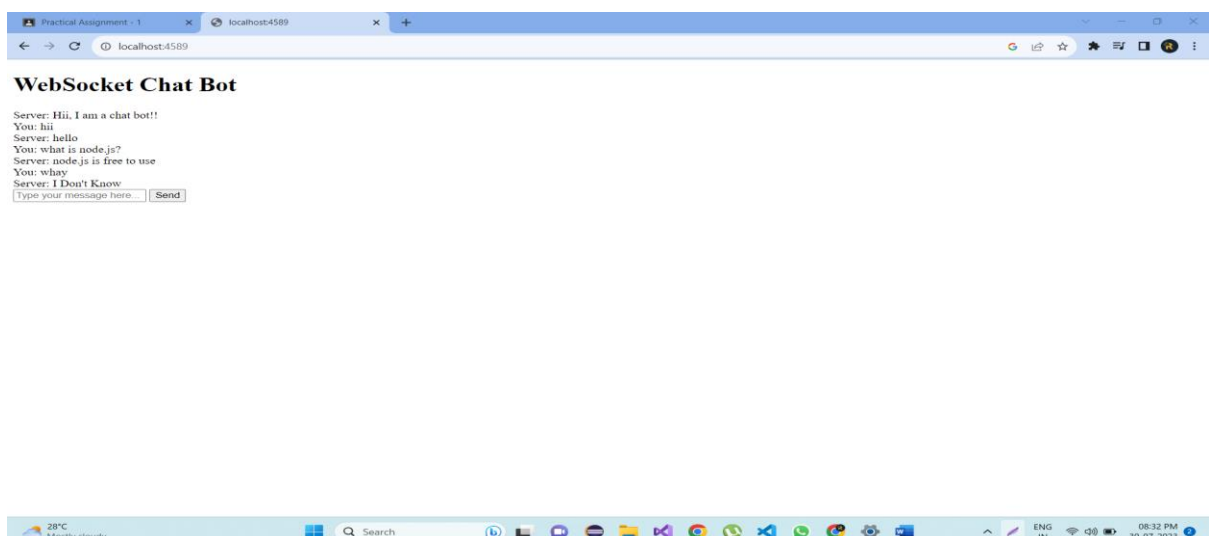
server.listen(4589, () => {
  console.log("Server listening on 4589");
});

const wss = new WebSocket.Server({ server: server });

wss.on('connection', (ws) => {
  ws.send("Hi, I am a chat bot!!");

  ws.on('message', (data) => {
    const message = data.toString();
    const reply = chatBot.chatreplay(message);
    ws.send(reply);
  });
});
```

Output:



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

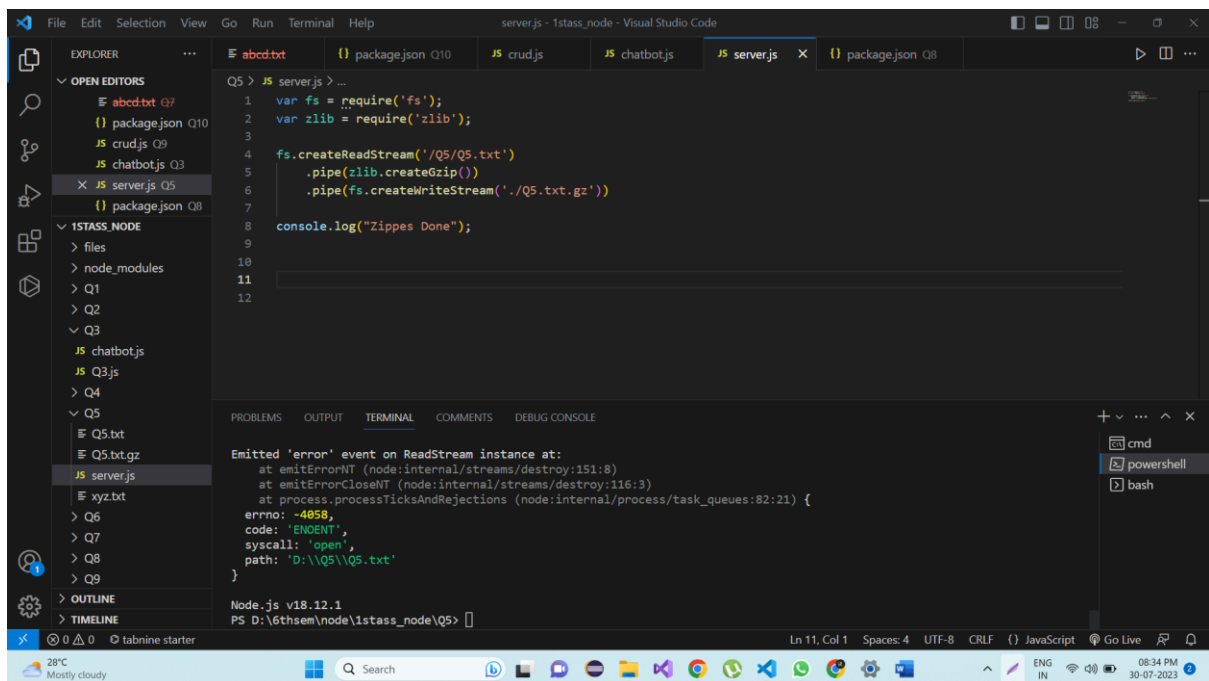
Server.js

```
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.

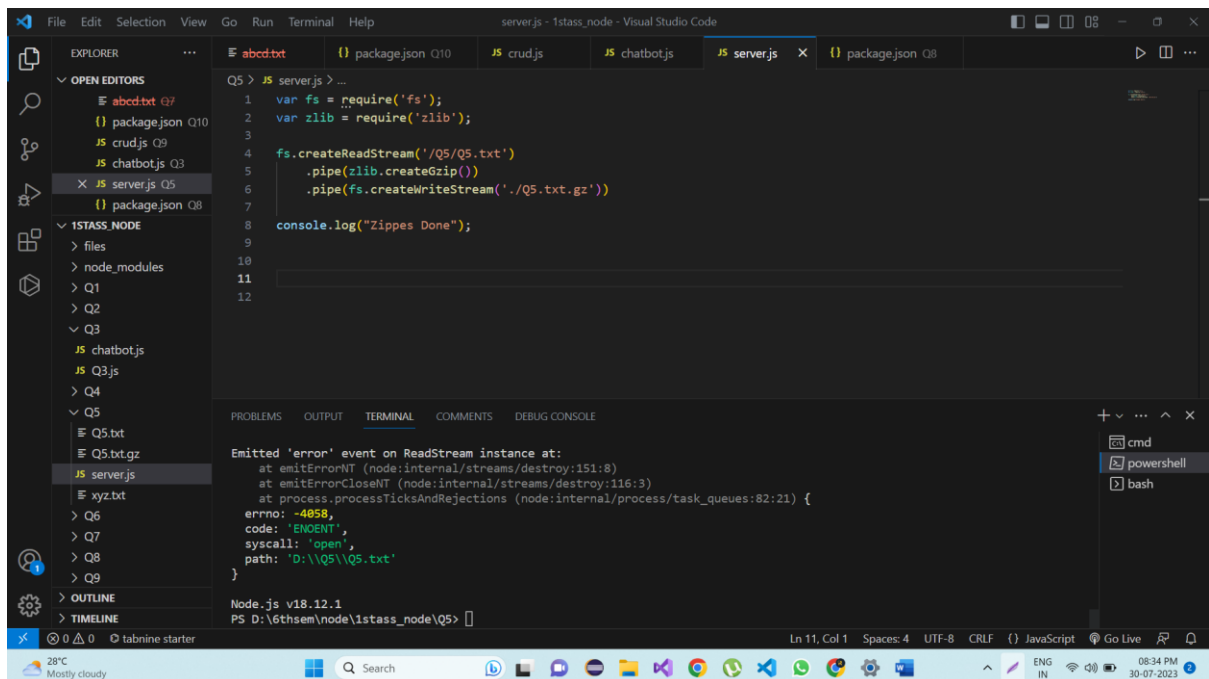
Decom.js

```
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:



The screenshot shows the Visual Studio Code interface. The Explorer sidebar on the left displays a project structure with folders like 'files', 'node_modules', and 'Q1' through 'Q9'. The 'serverjs' file is selected. The main editor window shows the following JavaScript code:

```
Q5 > JS serverjs > ...
1 var fs = require('fs');
2 var zlib = require('zlib');
3
4 fs.createReadStream('/Q5/Q5.txt')
5   .pipe(zlib.createGzip())
6   .pipe(fs.createWriteStream('./Q5.txt.gz'))
7
8 console.log("Zippes Done");
9
10
11
12
```

The bottom panel shows the 'TERMINAL' tab with the following output:

```
Emitted 'error' event on ReadStream instance at:
  at emitErrorNT (node:internal/streams/destroy:151:8)
  at emitErrorCloseNT (node:internal/streams/destroy:116:3)
  at process.processTicksAndRejections (node:internal/process/task_queues:82:21) {
  errno: -4058,
  code: 'ENOENT',
  syscall: 'open',
  path: 'D:\\Q5\\Q5.txt'
}

Node.js v18.12.1
PS D:\6thsem\node\1stass_node\Q5>
```

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

Promiseunlink.js

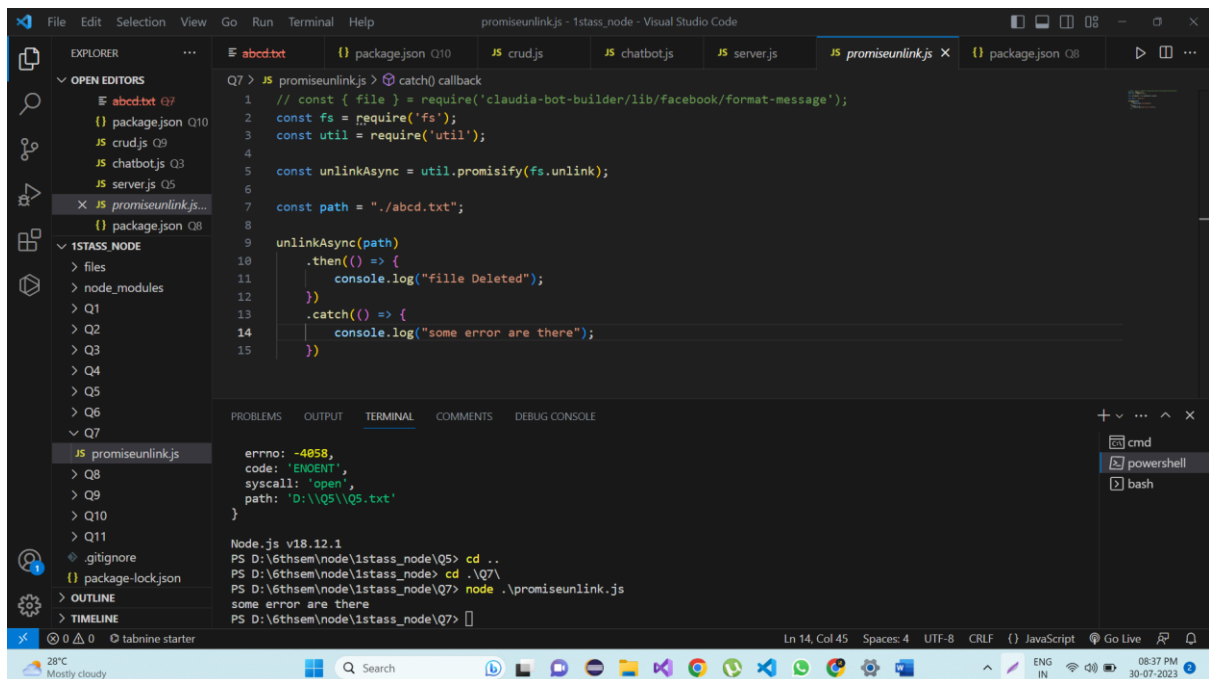
```
// const { file } = require('claudia-bot-builder/lib/facebook/format-
message');
const fs = require('fs');
const util = require('util');

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

const path = "./abcd.txt";

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

Output:



The screenshot shows the Visual Studio Code editor with a file named 'promiseunlink.js' open. The code in the file is as follows:

```
1 // const { file } = require('claudia-bot-builder/lib/facebook/format-message');
2 const fs = require('fs');
3 const util = require('util');
4
5 const unlinkAsync = util.promisify(fs.unlink);
6
7 const path = './abcd.txt';
8
9 unlinkAsync(path)
10 .then(() => {
11   console.log("file Deleted");
12 })
13 .catch(() => {
14   console.log("some error are there");
15 })
```

The terminal output shows an error: 'errno: -4058, code: 'ENOENT', syscall: 'open', path: 'D:\Q5\Q5.txt''. Below the error, the terminal shows the command 'node .\promiseunlink.js' being executed, which results in the message 'some error are there'.

8. Fetch data of google page using node-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');
      }

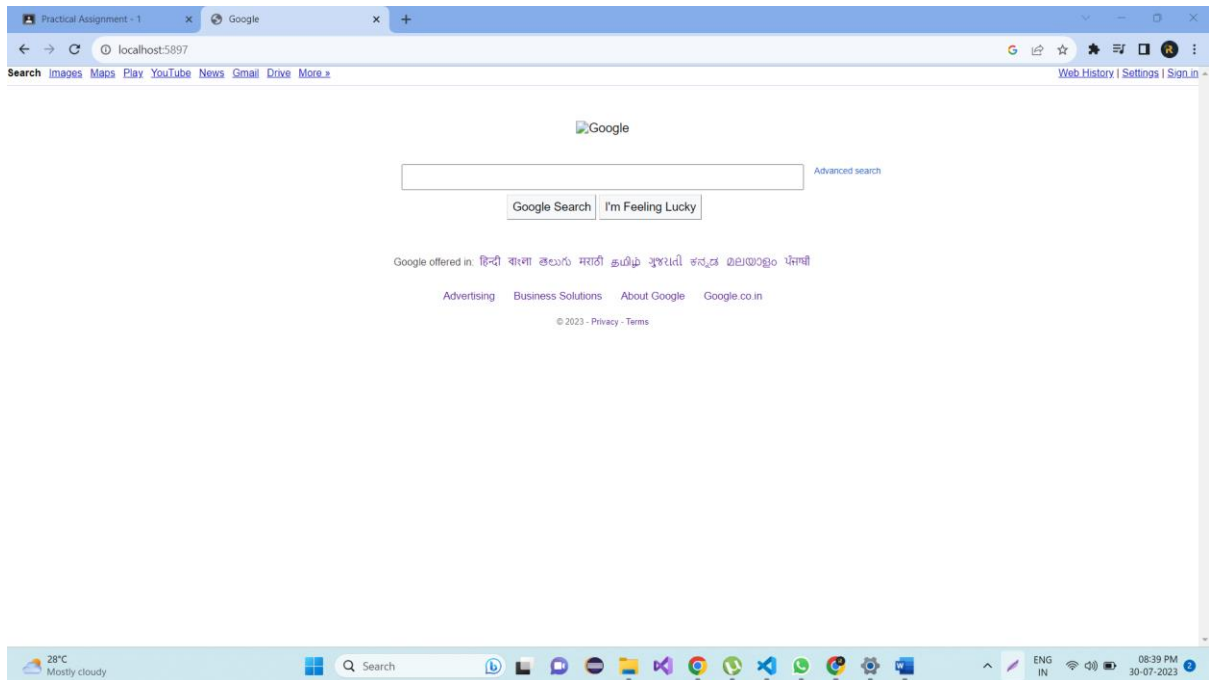
      const data = await response.text();
      // console.log(data);
      res.end(data);
    } catch (error) {
      console.error('Error fetching data:', error.message);
    }
  }

  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 employeeetb";
    // console.log(display);
    return db.exec("SELECT * FROM employeeetb");
})

.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);
})

```

Output:

The screenshot shows the Visual Studio Code interface. The Explorer sidebar on the left displays the project structure, including files like `package.json`, `crud.js`, `chatbot.js`, `server.js`, `Q8.js`, and `package-lock.json`. The main editor window shows the JavaScript code from the previous block. The TERMINAL panel at the bottom displays the command `node .\crud.js` being executed, followed by the output of the script, which prints the employee names and their join dates.

```

abc          undefined
PS D:\6thsem\node\1stass_node\Q9> node .\crud.js
Connected!!
Record Inserted!!
Employee Name   Date of Join
abcd            21-aug-2023
abcd            21-aug-2023
abcd            21-aug-2023
abcd            21-aug-2023
abc             25-06-2022
abc

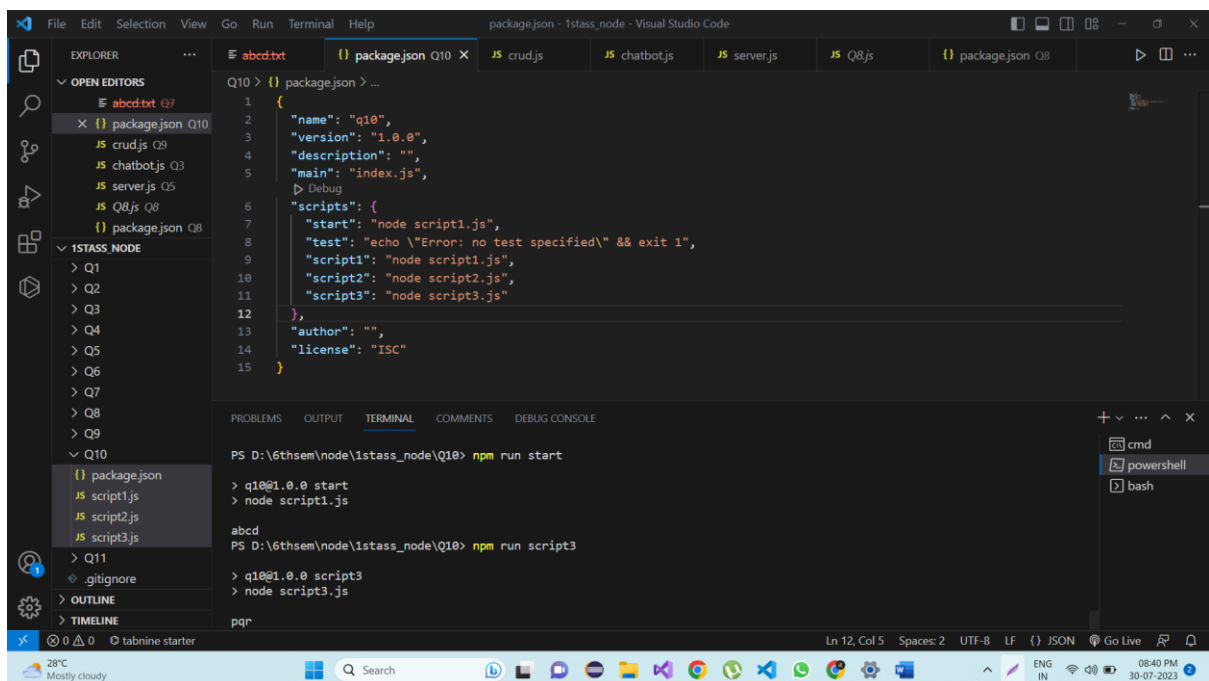
```

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

Pacackage.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"
}
```

Output:



The screenshot shows the Visual Studio Code interface. The Explorer sidebar on the left displays the project structure with files like `package.json`, `script1.js`, `script2.js`, and `script3.js`. The main editor area shows the `package.json` file with the following content:

```
{
  "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"
}
```

The terminal at the bottom shows the execution of the following commands:

```
PS D:\6thsem\node\1stass_node\Q10> npm run start
> q10@1.0.0 start
> node script1.js
abcd
PS D:\6thsem\node\1stass_node\Q10> npm run script3
> q10@1.0.0 script3
> node script3.js
pqr
```

The status bar at the bottom indicates the current file is `package.json` at line 12, column 5, using UTF-8 encoding and LF line endings.

11. Develop an application to show live cricket score.

