

# Advance Node.js Concepts Cheat sheet

## Middleware:

**Definition:** - Functions that execute during the request-response cycle.

**Usage:** - Modify req and res objects, end request-response cycle, or call the next middleware.

**Example:** - 

```
app.use((req, res, next) => {  
  console.log('Request Type:', req.method);  
  next();  
});
```

## Asynchronous Programming:-

• callback :- Functions passed as arguments to be executed later.

```
fs.readFile('file.txt', (err, data) => {  
  if (err) throw err;  
  console.log(data);  
});
```

• Promises:- Objects representing eventual completion or failure of async operations.

```
let promise = new Promise((resolve, reject) => {  
  setTimeout(() => resolve("done!"), 1000);  
});
```

```
promise.then(result =>  
  console.log(result));
```



Async/Await:- Syntactic sugar for promises, making async code look synchronous.

```
async function fetchData () {  
  let response = await fetch ('api/data');  
  let data = await response.json ();  
  console.log (data);  
}
```

Event-Driven Architecture :-

- Event Emitter:- Core module to handle events.

```
const EventEmitter = require ('events');  
const emitter = new EventEmitter ();  
emitter.on ('event', () =>  
  console.log ('Event triggered'));  
emitter.emit ('event');
```

Streams:-

- Readable & Writable Streams :- Handle data chunks

```
const fs = require ('fs');  
let readable =  
  fs.createReadStream ('file.txt');  
let writable =  
  fs.createWriteStream ('fileCopy.txt');  
readable.pipe (writable);
```

- Duplex & Transform Streams:- Both read and write, can modify data.

```
const { Duplex } = require ('stream');  
const duplex = new Duplex ({  
  read (size) { this.push ('data');  
    this.push (null); },  
  write (chunk, encoding, callback) {
```



```
console.log (chunk.toString());  
callback (); }  
});  
duplex.pipe (duplex);
```

Cluster Module: -

- Purpose To exploit multi-core systems

```
const cluster = require ('cluster');  
const http = require ('http');  
const numCPUs =  
  require ('os').cpus ().length;
```

```
if (cluster.isMaster) {  
  for (let i = 0; i < numCPUs; i++) {  
    cluster.fork (); }  
    cluster cluster.on ('exit', (worker, code, signal) => {  
      console.log ('worker $ {worker.process.pid} died');  
    });  
  } else {  
    http.createServer ((req, res) => {  
      res.writeHead (200);  
      res.end ('Hello world\n');  
    }).listen (8000);  
  }  
}
```