## UCLA Rocket Project Electronics Workshop 4

2016/10/28

#### Next week - Arduino libraries

More generally: using external libraries with o

- 1. External libraries, especially Arduino exceptionally well written
- 2. Unnecessary to write drivers for many hardware devices, it only has to be done once

```
152 int HardwareSerial::available(void)
        return ((unsigned int)(SERIAL_RX_BUFFER_SIZE + _rx_buffer_head - _rx_buffer_tail)) % SERIAL_RX_BUFFER_
     int HardwareSerial::peek(void)
        if (_rx_buffer_head == _rx_buffer_tail) {
          return _rx_buffer[_rx_buffer_tail];
164 }
166 int HardwareSerial::read(void)
        // if the head isn't ahead of the tail, we don't have any characters
        if ( rx buffer head == rx buffer tail) {
      } else {
      int HardwareSerial::availableForWrite(void)
        tx buffer index t tail = tx buffer tail;
```

## Node.js

- 1. Short introduction to bash
- 2. Short introduction to javascript
- 3. Node.js description
- 4. Quick html document
- 5. Server code
- 6. Server setup

#### Short introduction to bash

- 1. Bash is a Unix shell a command language, computer language used to control the operating system
- 2. Getting to bash:
  - a. On Mac: <Cmd> + <Space>; terminal; <Enter>
  - b. On Linux: (depends) search for Konsole, LXterminal,
     Terminal

#### Short introduction to bash - Windows 10

- 1. Bash available on most Windows OSs through Cygwin a rather large program, installation takes a little time
- 2. Bash available on Windows 10 64-bit:
  - a. Settings app -> Updates & Security -> For Developers;
     activate the developer mode
  - b. Control Panel -> Programs -> Turn Windows Features On or Off; check Windows Subsystem for Linux (Beta)
  - c. Restart; use Cortana to find Bash

# Short introduction to bash - simple commands

- 1. pwd print current directory; shows where you are
- 2. **cd** *directory*\ *name* change directory; changes directory, relative or absolute
- 3. **Is** list; lists all items in the current directory or in the directory provided as an argument

## Short introduction javascript

- 1. Syntax very similar to C++
- 2. var instead of int, double, char
- 3. **for** (var i = 0; i < 10; i++) { };
- 4. **if**  $(x == 2) \{ \}$ ;
- 5. **var** i = 0; i++; i \*= 2;
- 6. console.log("Message"); instead of cout or printf

## Javascript Callback explanation

1. Callback is a function that can be passed as an argument

**function** hello() { console.log("Hello World!"); } //declaration of a function in Javascript

setInterval(hello, 1000); //calling function hello() every second

2. Equivalently

setInterval(function() { console.log("Hello World!"); }, 1000); //anonymous function

## Node.js - description

- 1. A javascript library designed to run web servers
- 2. Single threaded (doesn't block the operating system on modern [after 2007], multi-threaded CPUs)
- 3. Extremely optimized and efficient
- 4. Asynchronous programming comprises of instructing the server how to handle events
- 5. Modular design, tasks handled using modules (libraries)

#### Server code

```
var http = require("http"); //equivalent to #include, import, web module
var fs = require("fs"); //file system access, ability to read and write files from the disk
var web_server = http.createServer(function(request, response) { //order!
console.log(request);
 response.writeHead(200, {"Content-Type": "text/plain"});
 response.end("Hello World");
}).listen(8888);
```

### Server setup

- 1. Open bash
- 2. Navigate to the folder where your file is:
  - a. cd ~ //cd to home directory shortcut
  - b. cd../cd to the parent directory shortcut
- 3. Execute the server:
  - a. node "server file name" //to start
  - b. <Ctrl-C> //to stop

#### Server test

- 1. Open a web browser
- 2. Type in 127.0.0.1:8888
- 3. Alternatively localhost:8888
- 4. Alternatively <your global ip>:8888
- 5. ------
- 6. Format: IP:PORT //port chosen with listen argument
- 7. Default port for http (if port field is omitted as in IP) is 80, requires admin privileges to run node, dangerous

#### Quick html document - filename: index.html

```
<html>
  <body>
     Hello World!
  </body>
</html>
```

## Server code - reading index.html

```
var http = require("http"); //equivalent to #include, import, web module
var fs = require("fs"); //file system access, ability to read and write files from the disk
var web_server = http.createServer(function(request, response) {
                                                                          //order!
 console.log(request);
 fs.readFile("index.html", function(err, data) {
  if (err) throw err; //usually occurs when file doesn't exist
  res.writeHead(200, {"Content-Type": "text/html"});
  res.end(data); }); }).listen(8888); //first close for readFile, second for createServer
```

#### Final considerations

- Request can be parsed and response can be adjusted based on the request
- 2. Request can be used to send data (images, video) to the server
- Server can be set up to serve files from a folder, being a web server by serving all elements of an html page: html files, images, gifs
- 4. Request can be used to send login information to the server
- 5. The code has to be adjusted when receiving large requests