

# Intro to Node.js

*Ain't nuthin but an async thang*

# Node.js

- Uses Google's V8 JS engine
- relatively low-level JS interface; no "batteries included"
- "event-driven, non-blocking"
- <http://nodejs.org/api/>

# Modules

- Looks sort of like CommonJS, but not really
- package.json
- Dependencies are stored locally relative to the folder
- <http://npmjs.org>

# Callback hell?

- EventEmitter
- Promises, promises (Promises/A)
  - <https://github.com/tildeio/rsvp.js>
- Async libraries
  - <https://github.com/caolan/async>
- Named functions
- Modules
- <http://callbackhell.com/>

# WebSockets

- Long polling, comet, etc
- Howdy, you do:
  - SocketIO
  - SockJS
  - NowJS
  - SocketStream

# Common patterns

- Callback with err as first arg
- Tiny modules that do one thing, published to npm
- Export one main function in files

# Streams



<https://github.com/substack/stream-handbook>

<http://maxogden.com/node-streams.html>

# Misc

- Fancy REPL
- SSL
- Debugger (ndb, chrome-inspector)
- Domains
- Hardware
  - <https://github.com/voodootikigod/node-serialport>
  - <http://semu.github.com/noduino/>
  - <https://github.com/felixge/node-ar-drone>
- Web frameworks
  - Express
  - Geddy
  - Flatiron
  - Strata