Day 7 - Networks and Protocols

ECMA Script - A standard for whoever wants to create JS engine, they can using the ECMA Modules.

Defines the semantics for scripting languages such as JS, Typescript, etc.

Javascript used a V8 engines.

Mozilla Filefox Spidermonkeys.

> SpiderMonkey — Firefox Source Docs documentation
>
> Overview
>
> 🦊 https://firefox-source-docs.mozilla.org/js/index.html

1. Node Js is not a language or a frame, it is a run time.
   Something which is used to run JavaScript.

   a. Node JS took the V8 engine, added some fluff on top and hence became a backend engine.

b. But recently 'Bun' is announced, which is better than JS.

c. JS was written in C++ , while 'Bun' uses Zig- a Language which is used by traders for fast financial computations.
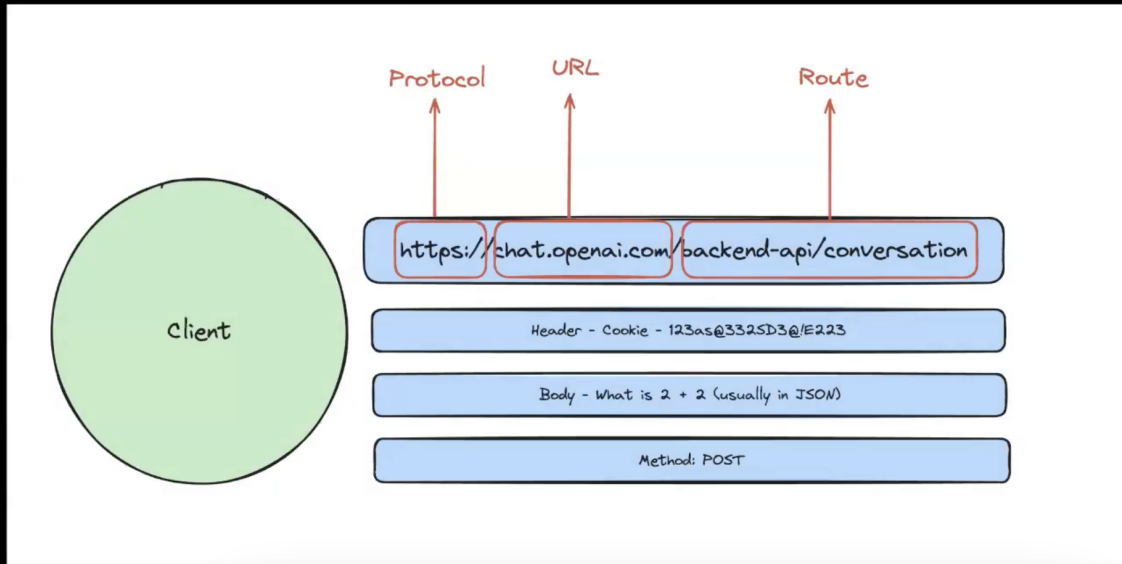

2. Uses of Node.js:
    a. Command Line Interface
    b. Create a Video Game
    c. Create a Video Player
    d.
    HTTP servers

3. HTTP Servers:
    Communication protocols between frontend and backend.
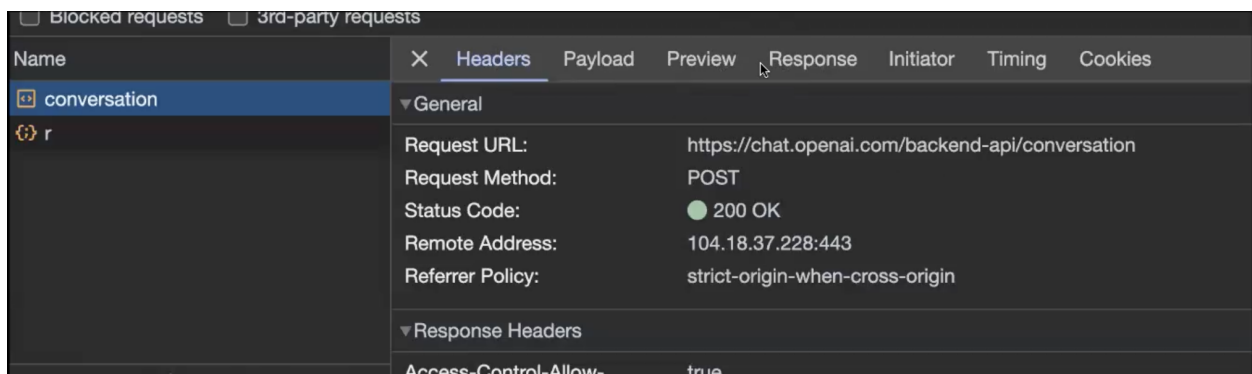   They can be compared with functions.

4. HTTP Protocol:

5. DNS Response: Domain Name Service Response
   Every server has an IP address associated with and it's very difficult for a common man to remember the IP addresses of every server. Hence every server bought a Domain name which maps to it's IP.

6. HTTP Protocol

7. Cookies are headers that your machine sends to the opposite end.

8. Common Methods:

What are the common methods you can send to your BE server?
1. GET
2. POST
3. PUT
4. DELETE

9. Common Status Codes:

What are the common status codes the backend responds with?
1. 200 - Everything is ok
2. 404 - Page/route not found
3. 403 - Authentication issues
4. 500 - Internal server error

10. Postman
Helps you track the post requests.
Used in Backend a lot.

11. Nodemon and Express both frameworks can be used, depends on the user.