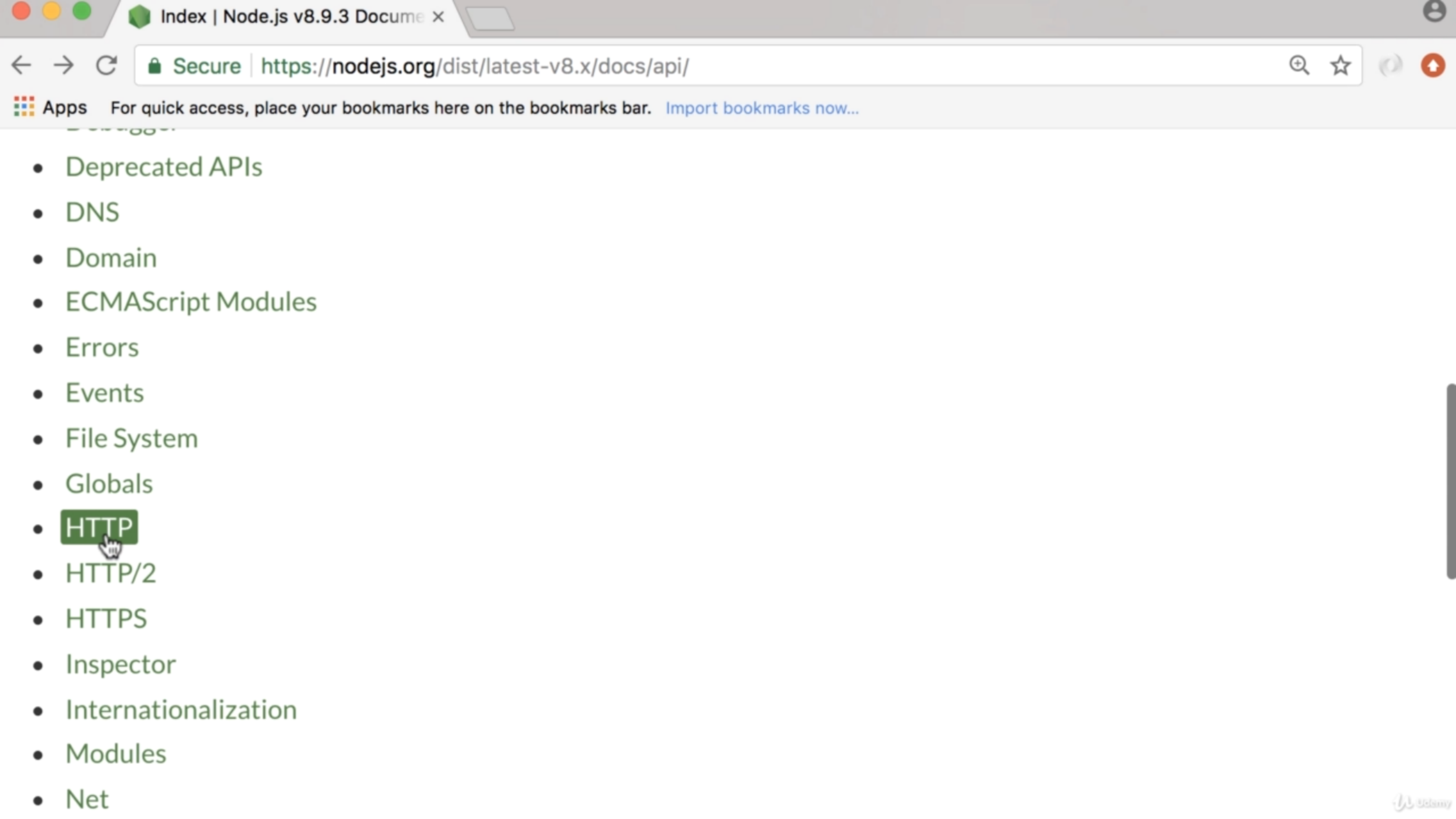
HTTP Module

Mosh Hamedani

programmingwithmosh.com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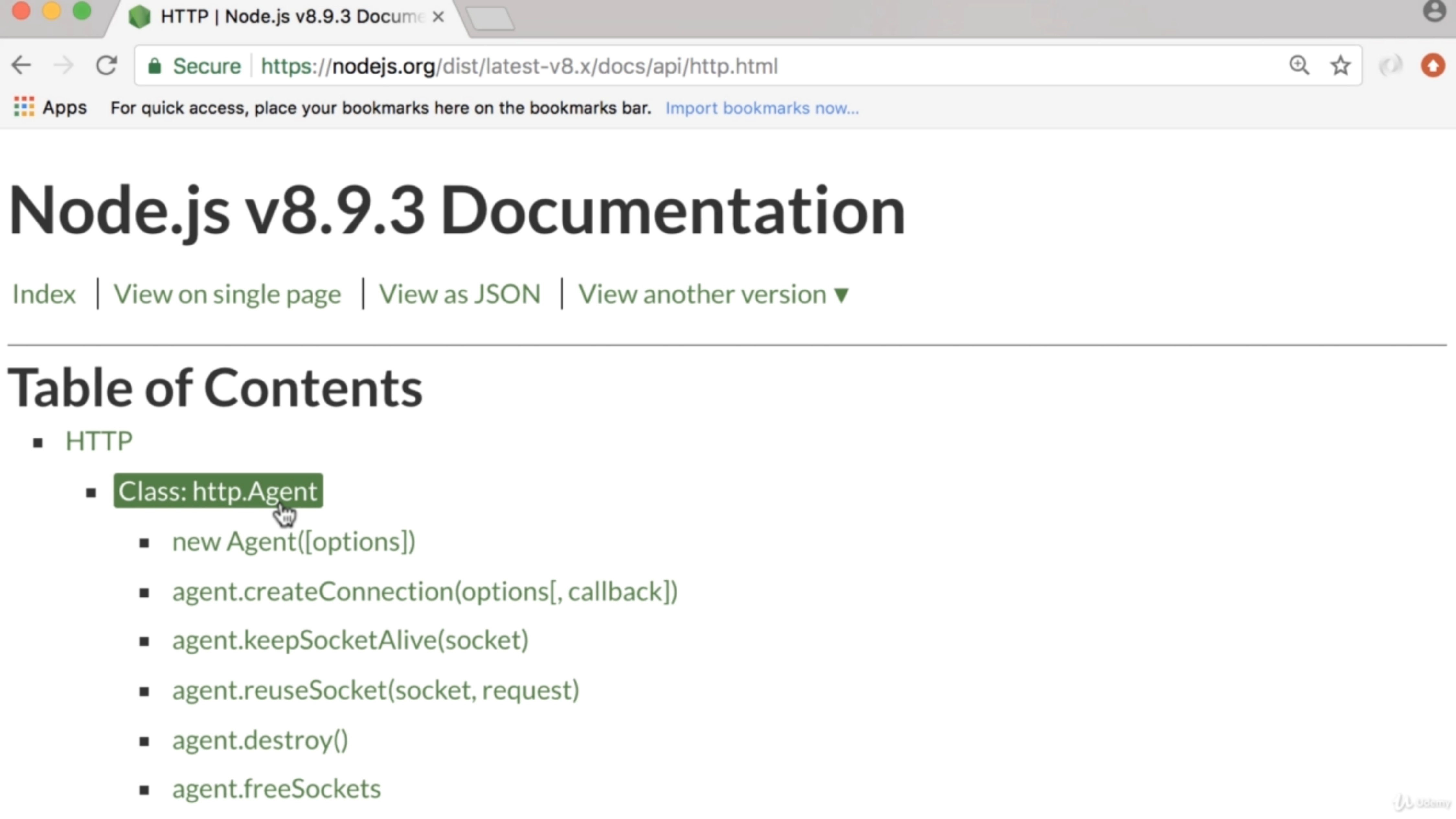
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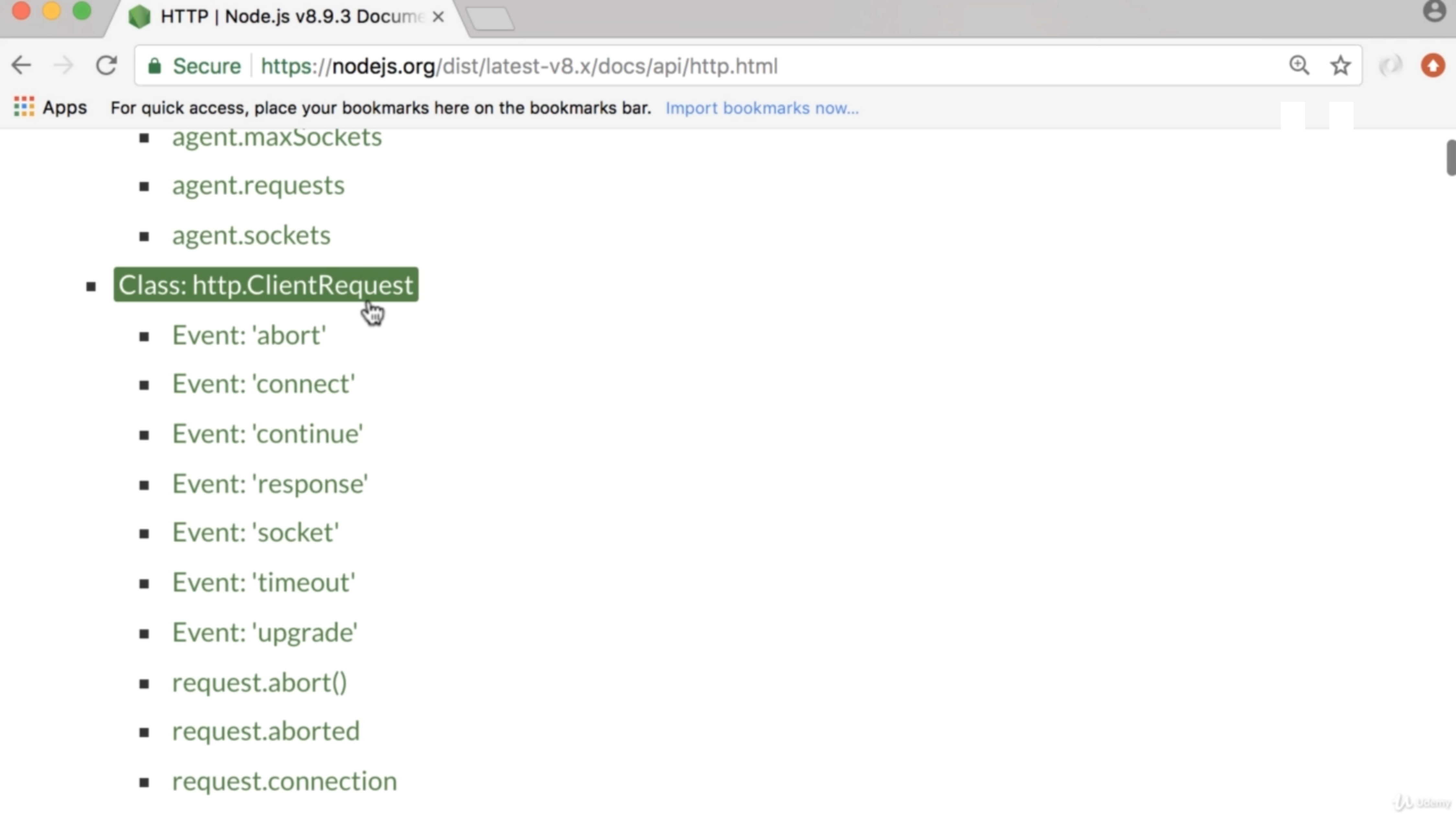
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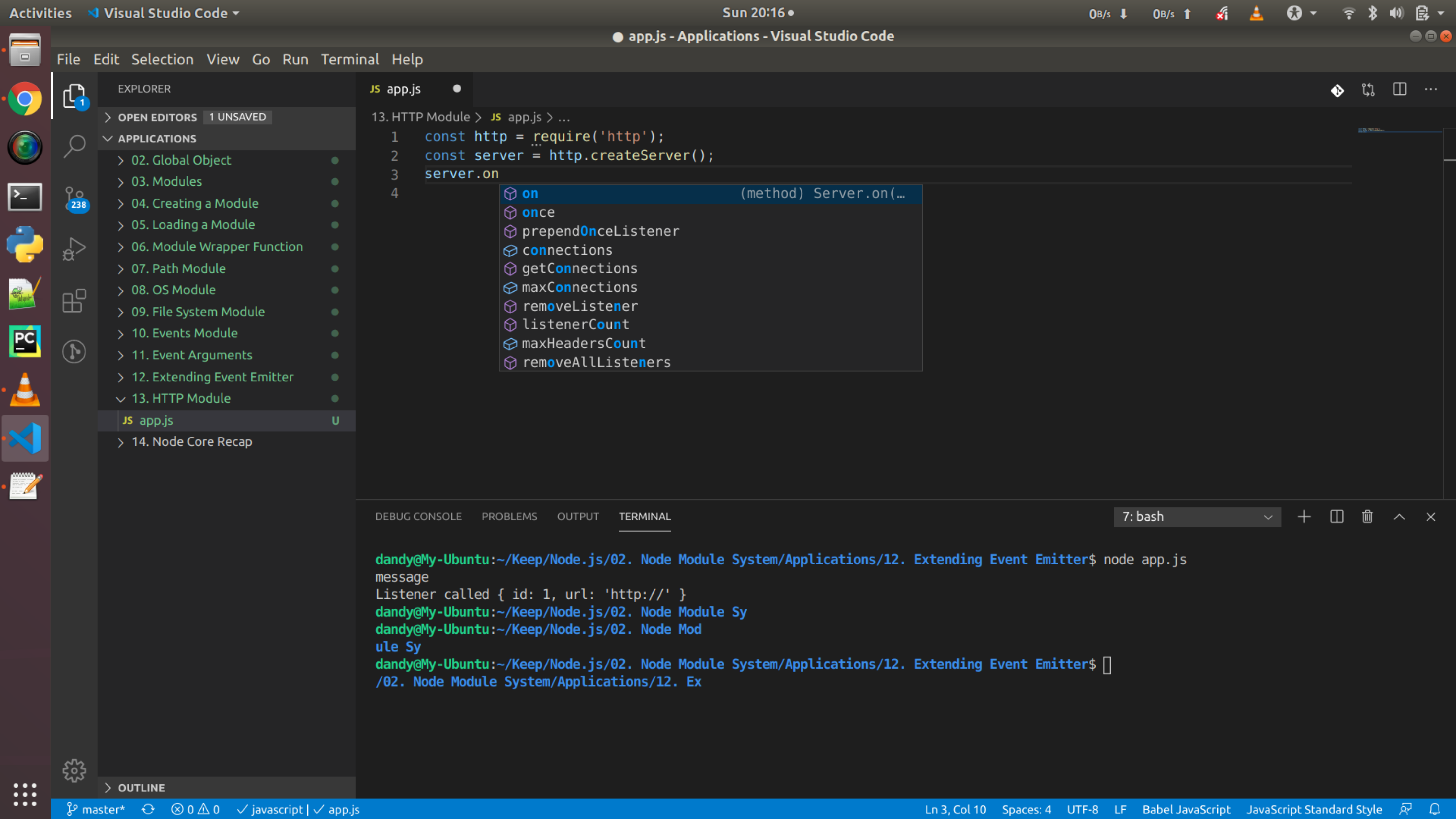
- agent.maxSockets
- agent.requests
- agent.sockets

- Class: http.ClientRequest
  - Event: 'abort'
  - Event: 'connect'
  - Event: 'continue'
  - Event: 'response'
  - Event: 'socket'
  - Event: 'timeout'
  - Event: 'upgrade'
  - request.abort()
  - request.aborted
  - request.connection



```
const http = require('http');
const server = http.createServer();
server.on
```

```
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/12. Extending Event Emitter$ node app.js
message
Listener called { id: 1, url: 'http://' }
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module Sy
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dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/12. Extending Event Emitter$ 
/02. Node Module System/Applications/12. Ex
```

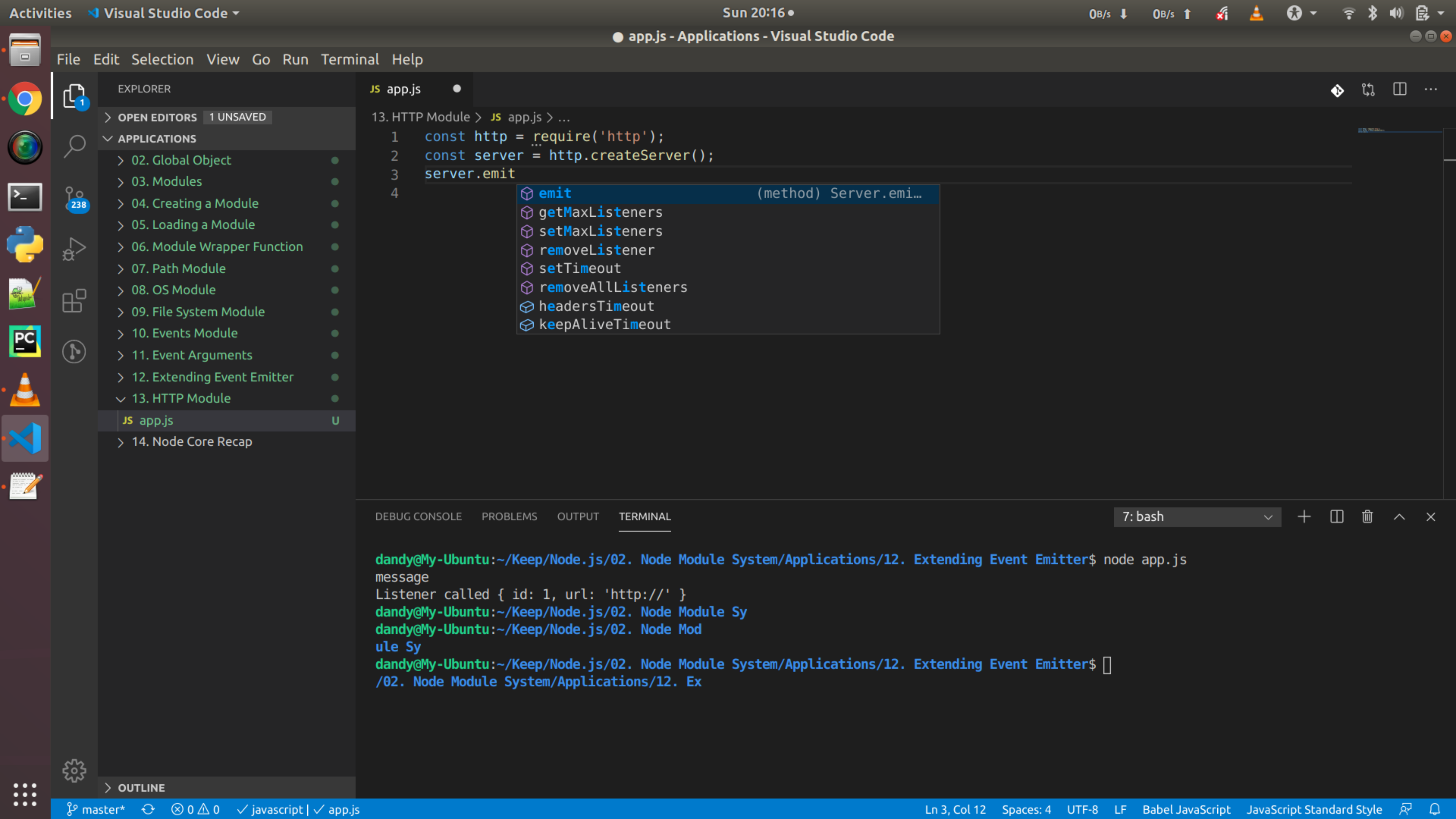

```
const http = require('http');
const server = http.createServer();
server.emit
```

```
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/12. Extending Event Emitter$ node app.js
message
Listener called { id: 1, url: 'http://' }
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module Sy
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dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/12. Extending Event Emitter$ 
/02. Node Module System/Applications/12. Ex
```

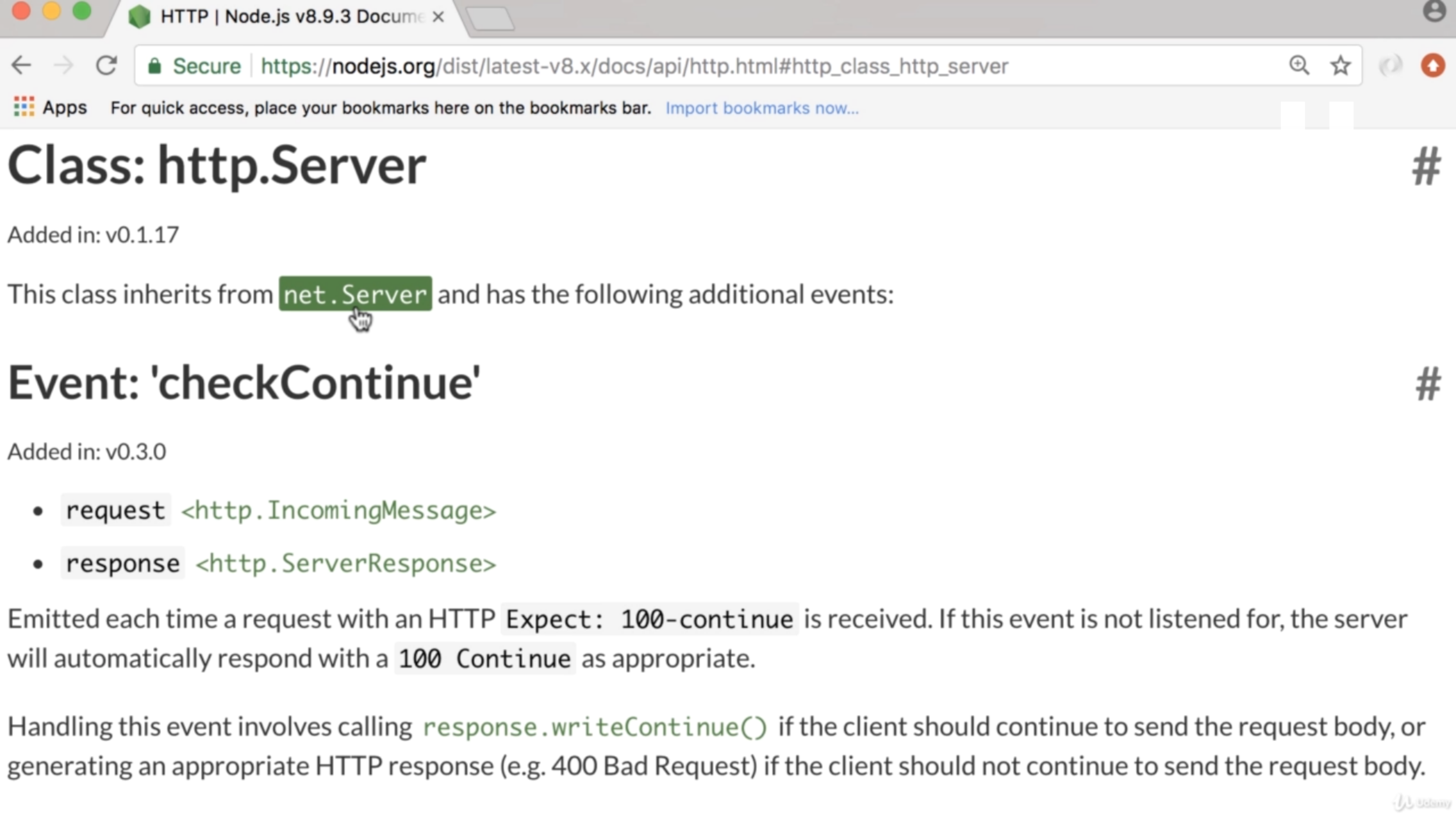
HTTP | Node.js v8.9.3 Docume
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https://nodejs.org/dist/latest-v8.x/docs/api/http.html#http_class_http_server
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Class: http.Server

Added in: v0.1.17

This class inherits from `net.Server` and has the following additional events:

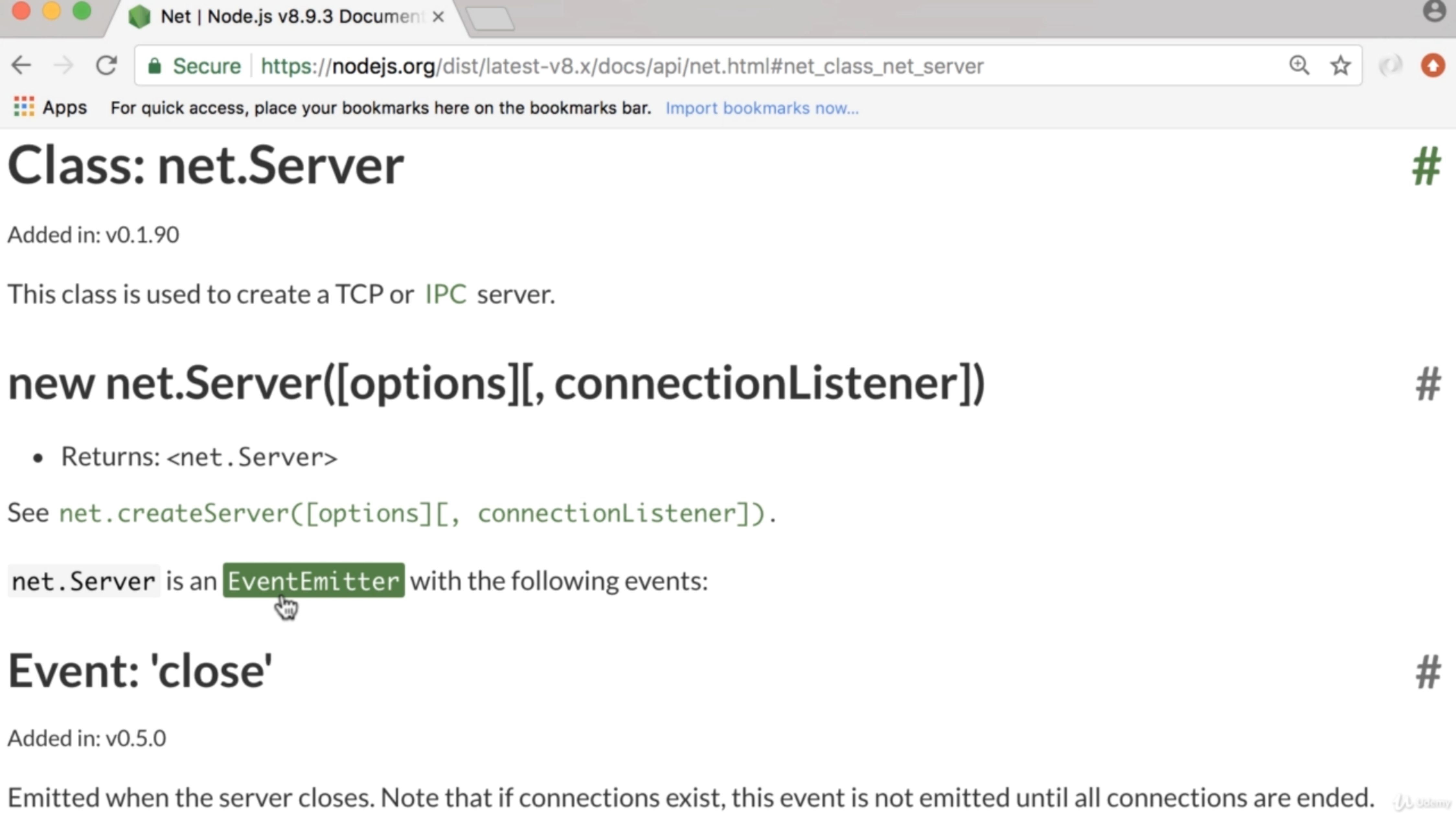
Event: 'checkContinue'

Added in: v0.3.0

- `request` <http.IncomingMessage>
- `response` <http.ServerResponse>

Emitted each time a request with an HTTP `Expect: 100-continue` is received. If this event is not listened for, the server will automatically respond with a `100 Continue` as appropriate.

Handling this event involves calling `response.writeContinue()` if the client should continue to send the request body, or generating an appropriate HTTP response (e.g. 400 Bad Request) if the client should not continue to send the request body.



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Class: net.Server

Added in: v0.1.90

This class is used to create a TCP or IPC server.

new net.Server([options][, connectionListener])

- Returns: <net.Server>

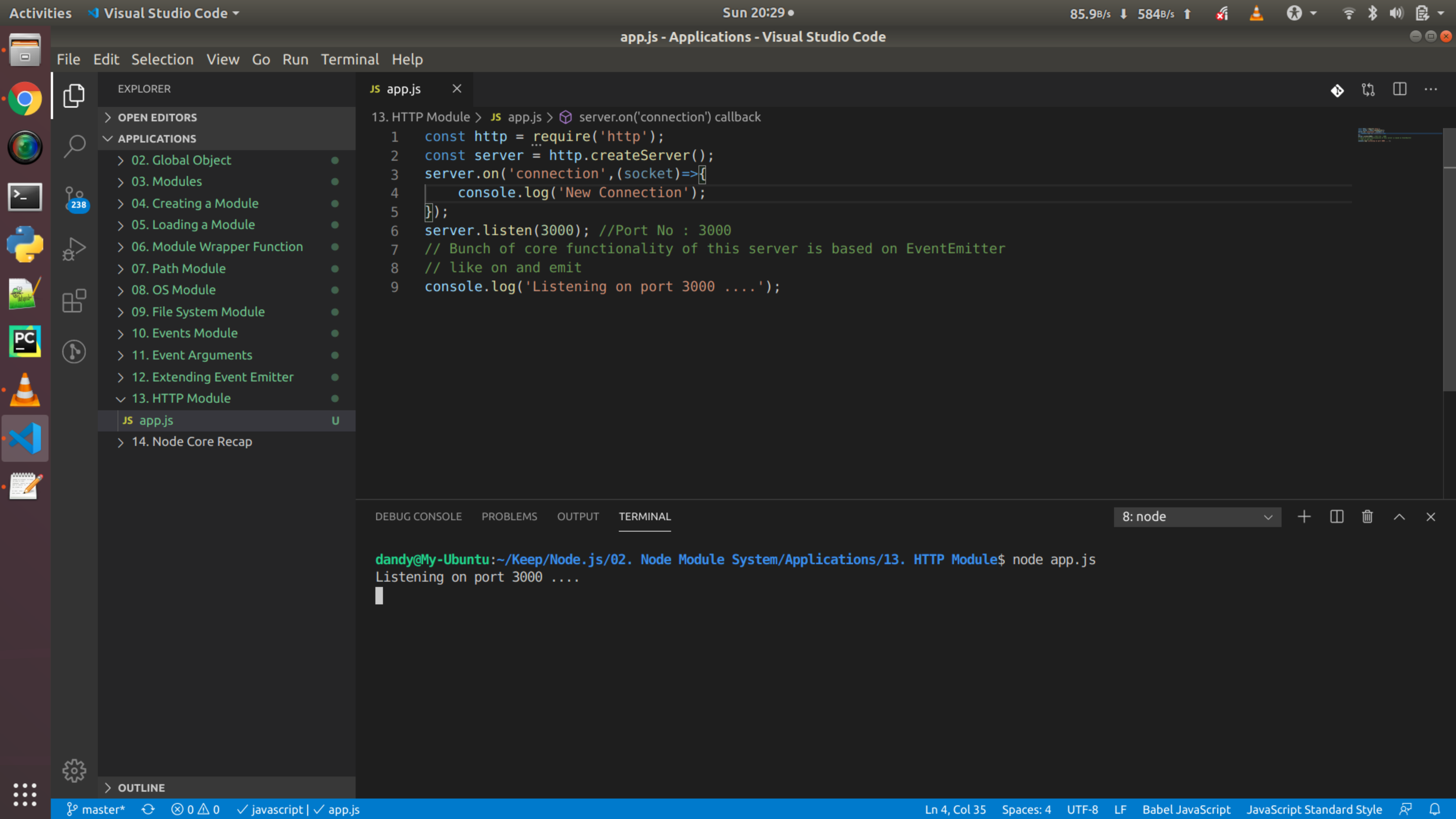
See `net.createServer([options][, connectionListener])`.

`net.Server` is an `EventEmitter` with the following events:

Event: 'close'

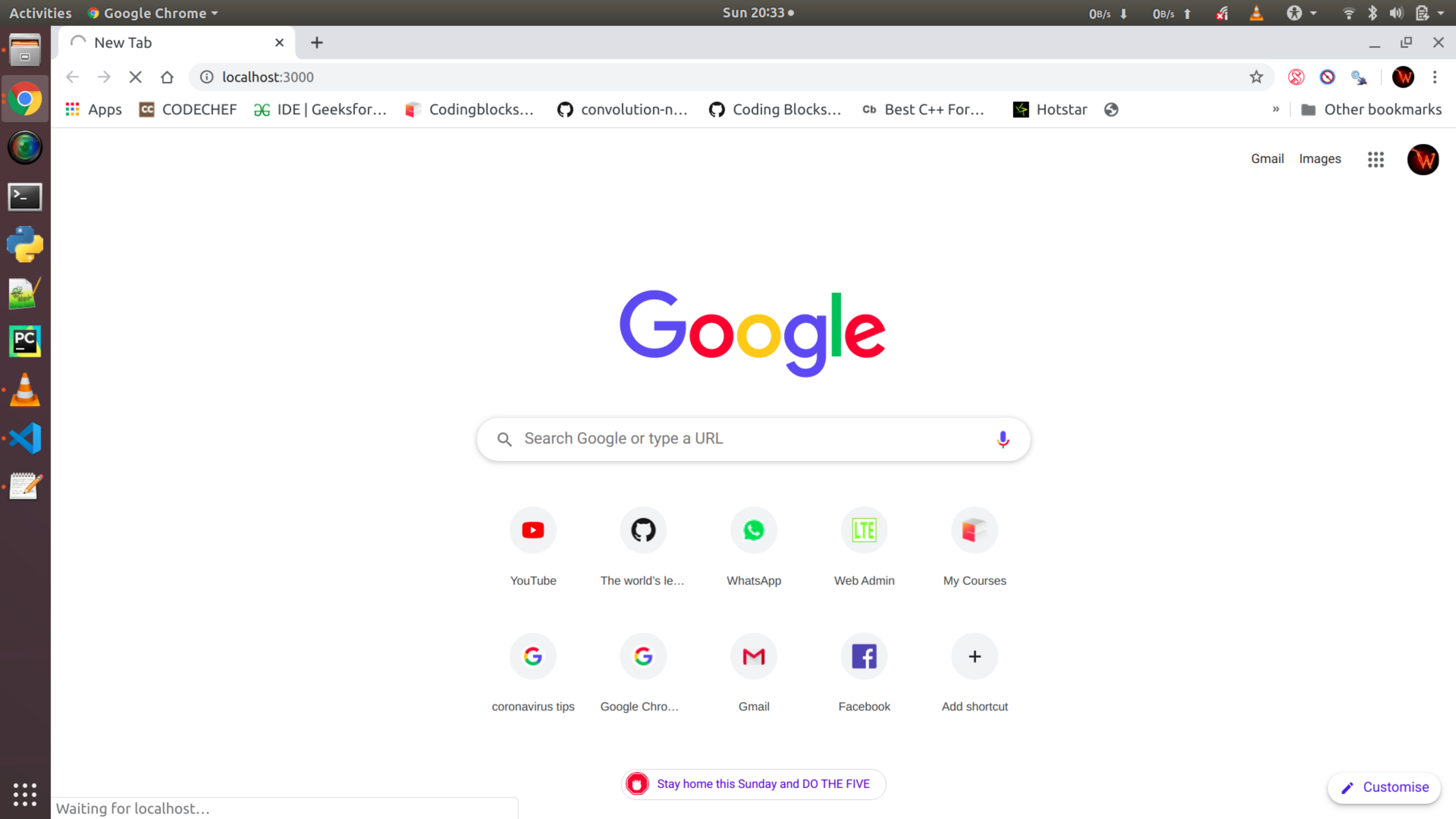
Added in: v0.5.0

Emitted when the server closes. Note that if connections exist, this event is not emitted until all connections are ended.

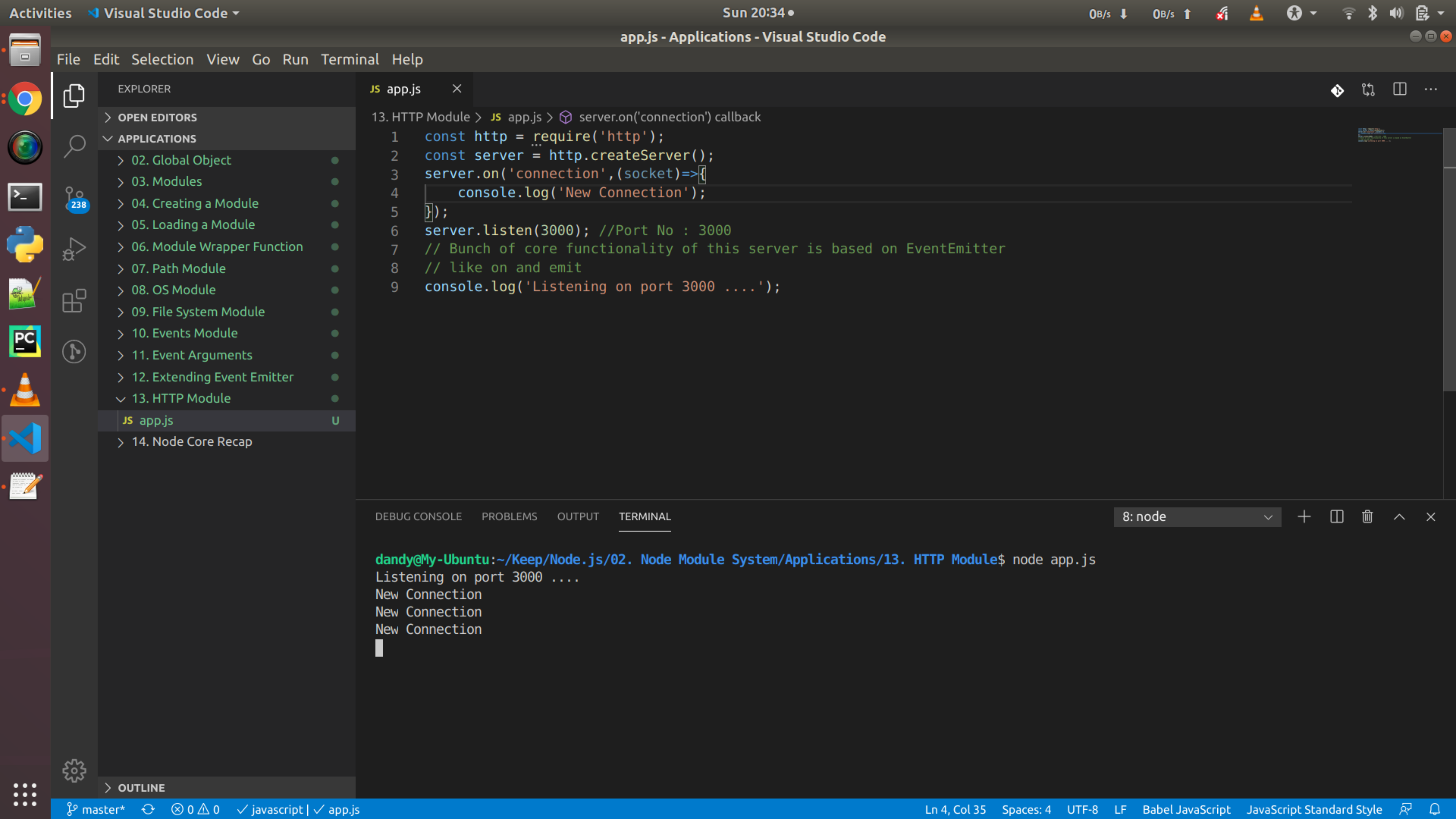


```javascript
const http = require('http');
const server = http.createServer();
server.on('connection',(socket)=>{
    console.log('New Connection');
});
server.listen(3000); //Port No : 3000
// Bunch of core functionality of this server is based on EventEmitter
// like on and emit
console.log('Listening on port 3000 ....');
```

```
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/13. HTTP Module$ node app.js
Listening on port 3000 ....
```



Activities
Google Chrome
Sun 20:33
0B/s
0B/s
New Tab
localhost:3000
Apps
CODECHEF
IDE | Geeksfor...
Codingblocks...
convolution-n...
Coding Blocks...
Best C++ For...
Hotstar
Other bookmarks
Gmail
Images
Google
Search Google or type a URL
YouTube
The world's le...
WhatsApp
Web Admin
My Courses
coronavirus tips
Google Chro...
Gmail
Facebook
Add shortcut
Stay home this Sunday and DO THE FIVE
Customise
Waiting for localhost...



```
const http = require('http');
const server = http.createServer();
server.on('connection',(socket)=>{
    console.log('New Connection');
});
server.listen(3000); //Port No : 3000
// Bunch of core functionality of this server is based on EventEmitter
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console.log('Listening on port 3000 ....');
```
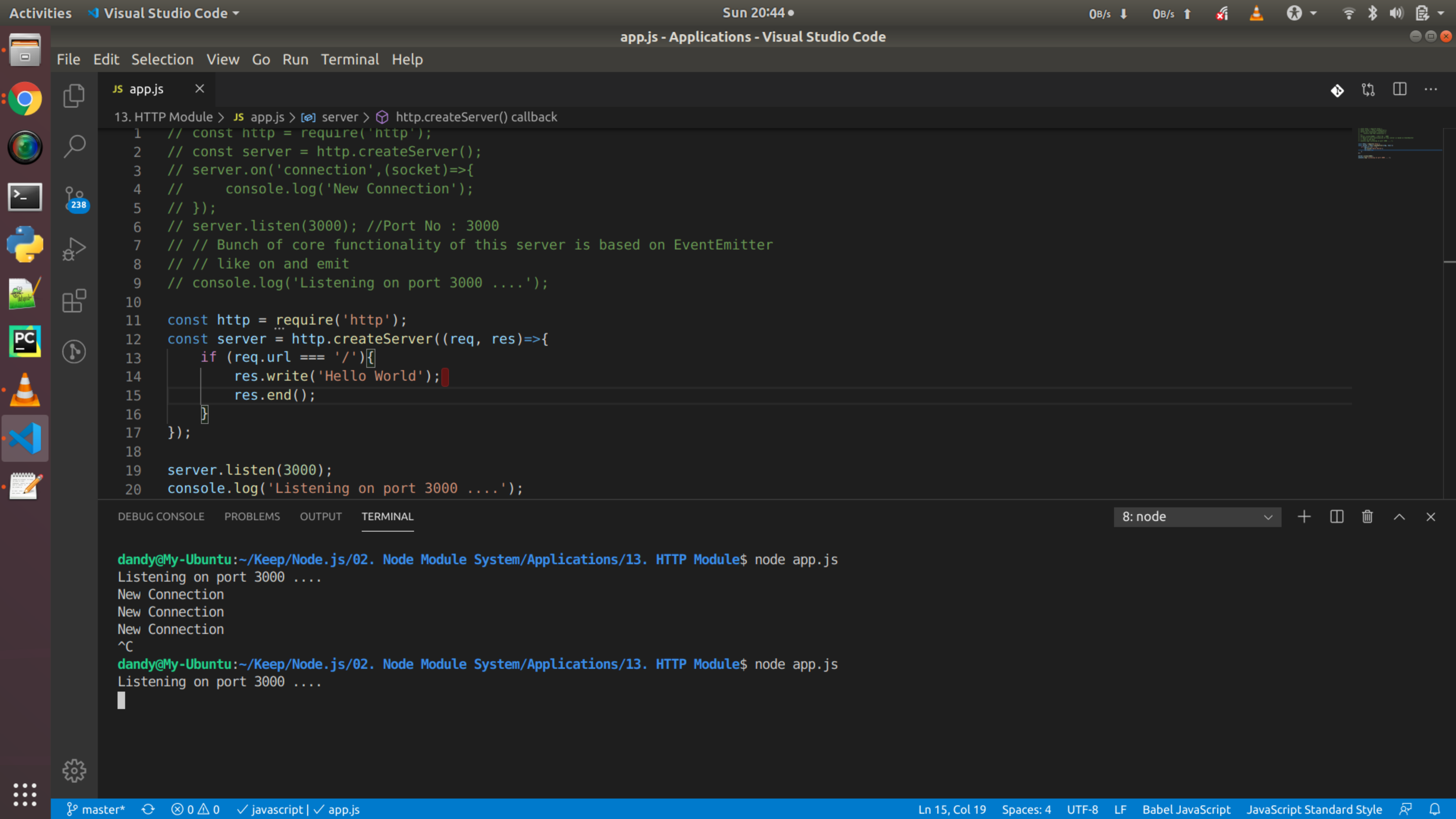
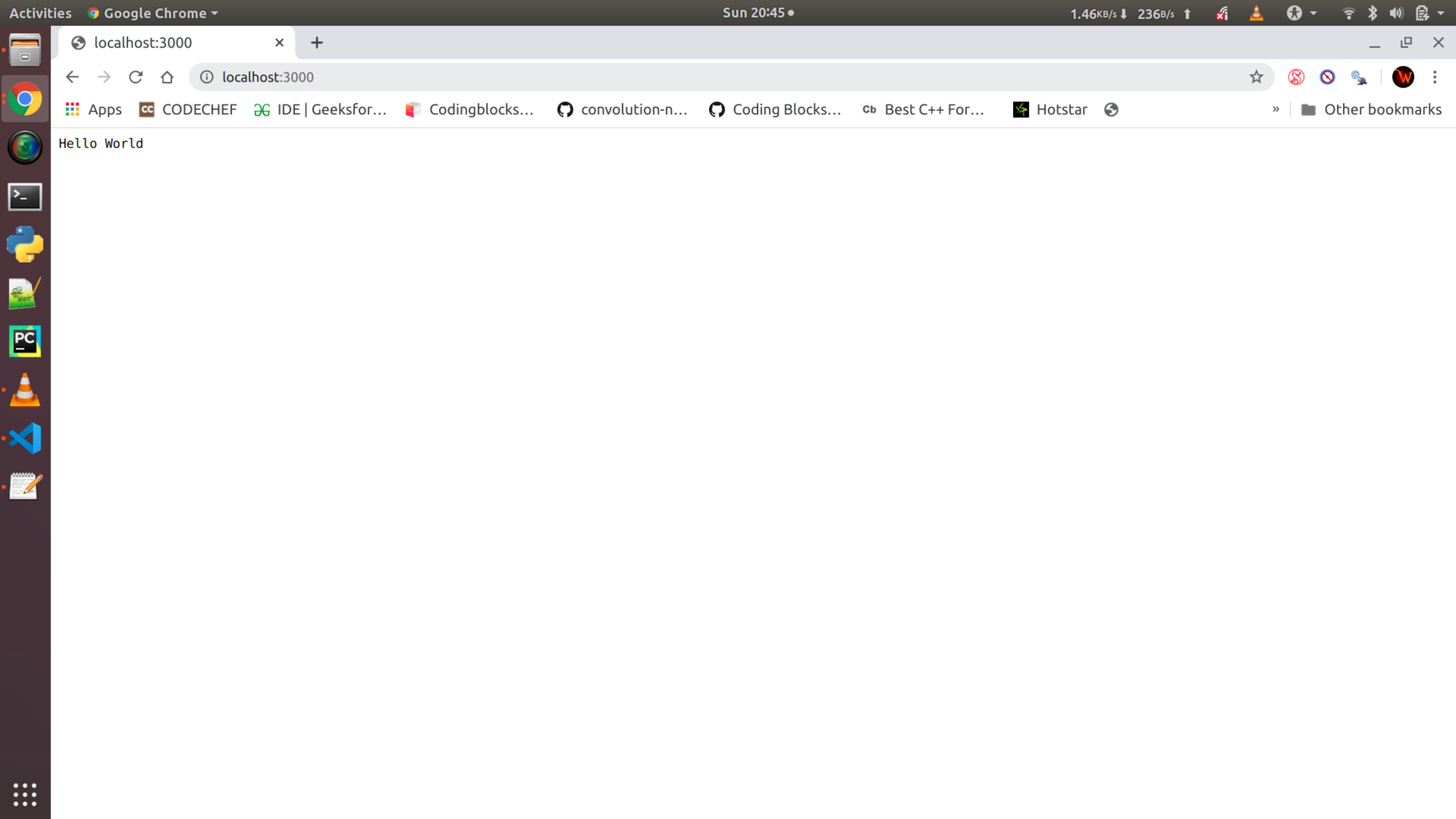

```
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/13. HTTP Module$ node app.js
Listening on port 3000 ....
New Connection
New Connection
New Connection
```



Activities
Visual Studio Code
Sun 20:44
app.js - Applications - Visual Studio Code
File Edit Selection View Go Run Terminal Help
app.js
13. HTTP Module > app.js > server > http.createServer() callback
238
DEBUG CONSOLE PROBLEMS OUTPUT TERMINAL
8: node
master* ⊗ 0 ⚠ 0 ✓ javascript | ✓ app.js
Ln 15, Col 19 Spaces: 4 UTF-8 LF Babel JavaScript JavaScript Standard Style

```
// const http = require('http');
// const server = http.createServer();
// server.on('connection',(socket)=>{
//     console.log('New Connection');
// });
// server.listen(3000); //Port No : 3000
// // Bunch of core functionality of this server is based on EventEmitter
// // like on and emit
// console.log('Listening on port 3000 ....');

const http = require('http');
const server = http.createServer((req, res)=>{
    if (req.url === '/'){
        res.write('Hello World');
        res.end();
    }
});

server.listen(3000);
console.log('Listening on port 3000 ....');
```

```
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/13. HTTP Module$ node app.js
Listening on port 3000 ....
New Connection
New Connection
New Connection
^C
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/13. HTTP Module$ node app.js
Listening on port 3000 ....
```


Activities
Google Chrome
Sun 20:45
1.46KB/s
236B/s
localhost:3000
localhost:3000
Apps
CODECHEF
IDE | Geeksfor...
Codingblocks...
convolution-n...
Coding Blocks...
Best C++ For...
Hotstar
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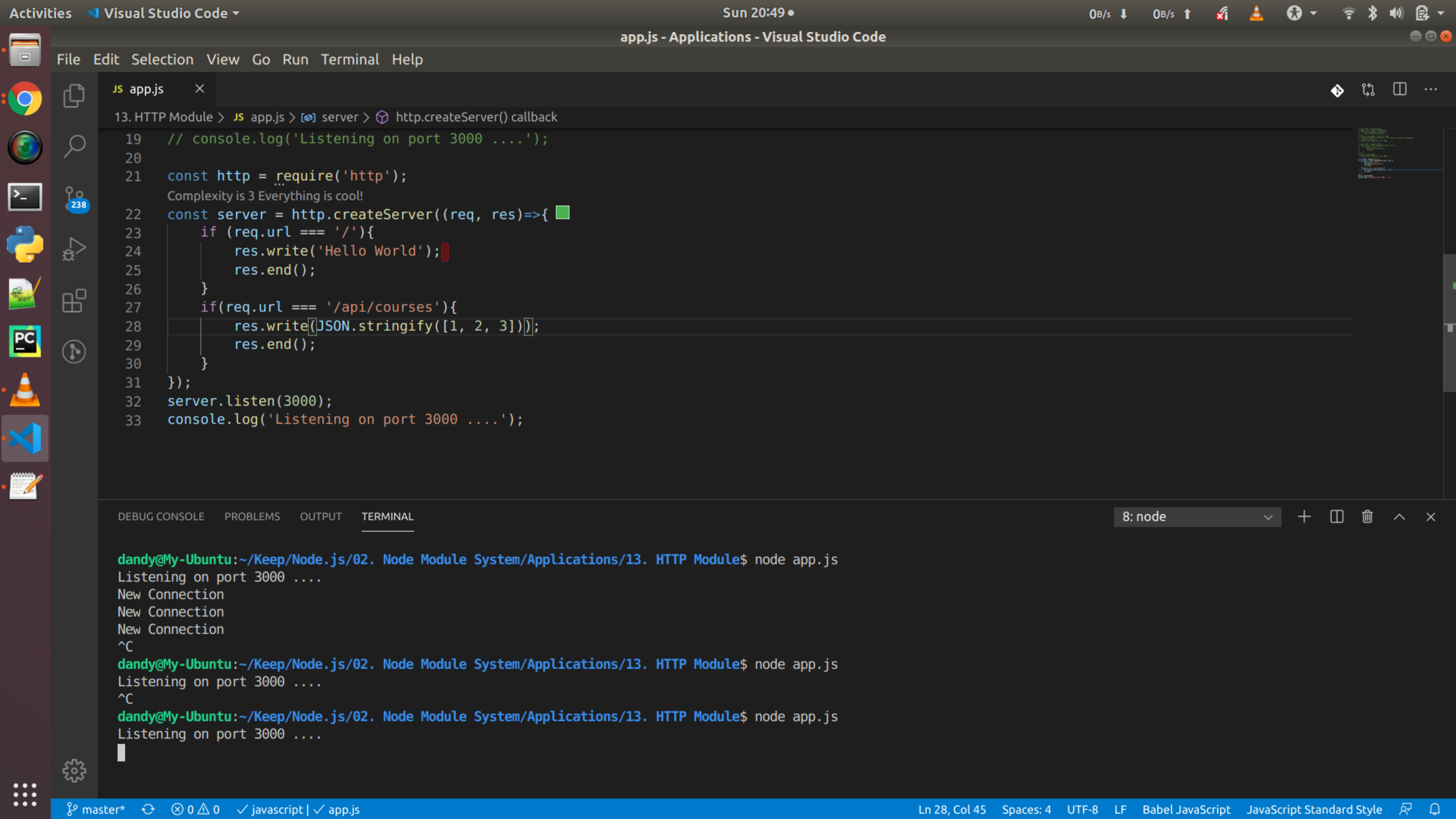
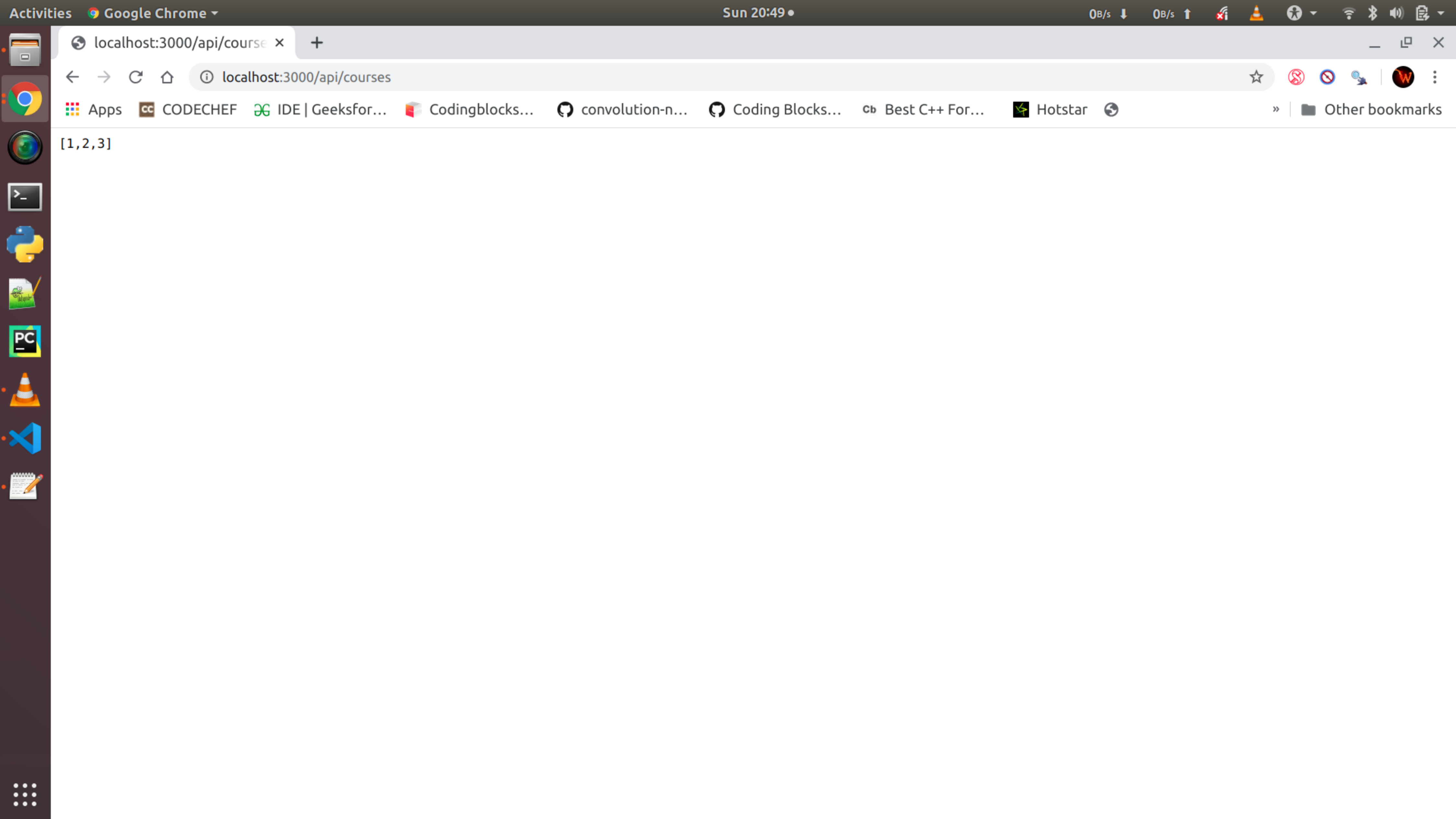
```
Hello World
```



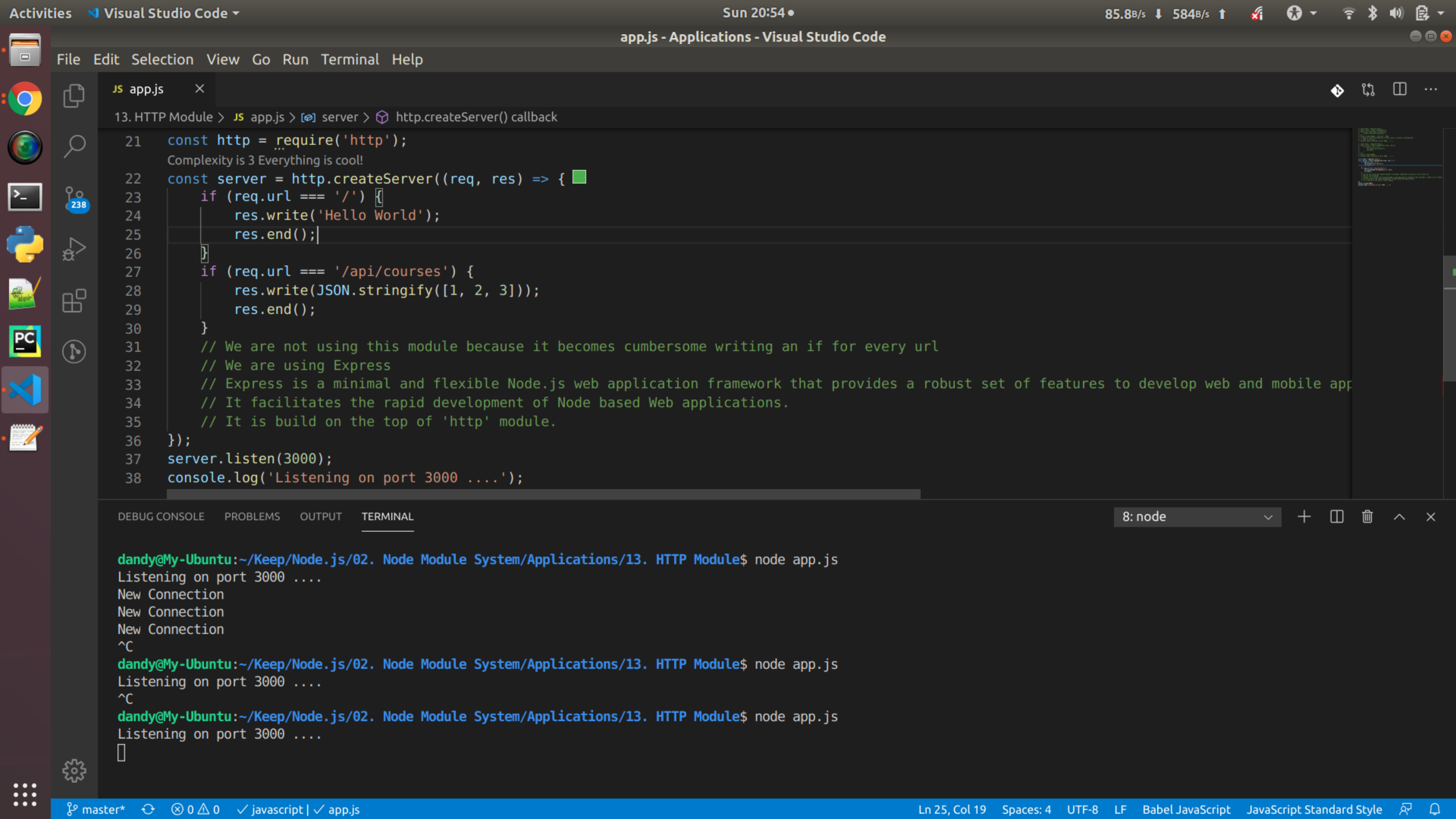
```
// console.log('Listening on port 3000 ....');

const http = require('http');
const server = http.createServer((req, res)=>{
    if (req.url === '/'){
        res.write('Hello World');
        res.end();
    }
    if(req.url === '/api/courses'){
        res.write(JSON.stringify([1, 2, 3]));
        res.end();
    }
});
server.listen(3000);
console.log('Listening on port 3000 ....');
```

```
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/13. HTTP Module$ node app.js
Listening on port 3000 ....
New Connection
New Connection
New Connection
^C
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/13. HTTP Module$ node app.js
Listening on port 3000 ....
^C
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/13. HTTP Module$ node app.js
Listening on port 3000 ....
```



Activities
Google Chrome
Sun 20:49
0B/s
0B/s
localhost:3000/api/course
localhost:3000/api/courses
Apps
CODECHEF
IDE | Geeksfor...
Codingblocks...
convolution-n...
Coding Blocks...
Best C++ For...
Hotstar
Other bookmarks

```
[1,2,3]
```



```
const http = require('http');
const server = http.createServer((req, res) => {
    if (req.url === '/') {
        res.write('Hello World');
        res.end();
    }
    if (req.url === '/api/courses') {
        res.write(JSON.stringify([1, 2, 3]));
        res.end();
    }
    // We are not using this module because it becomes cumbersome writing an if for every url
    // We are using Express
    // Express is a minimal and flexible Node.js web application framework that provides a robust set of features to develop web and mobile app
    // It facilitates the rapid development of Node based Web applications.
    // It is build on the top of 'http' module.
});
server.listen(3000);
console.log('Listening on port 3000 ....');
```

```
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/13. HTTP Module$ node app.js
Listening on port 3000 ....
New Connection
New Connection
New Connection
^C
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/13. HTTP Module$ node app.js
Listening on port 3000 ....
^C
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/13. HTTP Module$ node app.js
Listening on port 3000 ....
```