

MongoDB and Typescript

Software Engineering, Tutorial

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Material: https://github.com/antbucc/IS-23_24

JSON

- JSON stands for *JavaScript Object Notation*
- JSON is a text format for storing and transporting data
- JSON is "self-describing" and easy to understand

```
{"name":"John", "age":30, "car":null}
```

- object with 3 properties: name, age, car

JSON Values

In JSON, values must be one of the following data types:

- a string
- a number
- an object
- an array
- a boolean
- null

JSON Examples

```
{"name":"John"}
```

```
{"age":30}
```

```
{"employee":{"name":"John", "age":30, "city":"New York"}}
```

```
{"employees":["John", "Anna", "Peter"]}
```

```
{"sale":true}
```

```
{"middlename":null}
```

JSON.parse()

- A common use of JSON is to exchange data to/from a web server.
- When receiving data from a web server, the data is always a string.
- Parse the data with JSON.parse(), and the data becomes a JavaScript object.

```
{"name":"John", "age":30, "city":"New York"}
```

```
const obj = JSON.parse('{"name":"John", "age":30, "city":"New York"}');
```

- Example 1: Create an Object from a JSON String
- Example 2: Convert a string into a date object.
- Example 3: Access Array Values

NodeJS - <https://nodejs.org/>

- Node.js is an **open-source** and **cross-platform** JavaScript runtime environment.
- Node.js runs the **V8 JavaScript engine**, the core of Google Chrome, outside of the browser. This allows Node.js to be very performant.
- When Node.js performs an **I/O operation**, like reading from the network, **accessing a database** or the filesystem, instead of blocking the thread and wasting CPU cycles waiting, Node.js will resume the operations when the response comes back.
- This allows Node.js to handle thousands of **concurrent connections** with a **single server** without introducing the burden of managing thread concurrency, which could be a significant source of bugs.

npm - <https://www.npmjs.com/>

- **npm** with its simple structure helped the ecosystem of Node.js proliferate, and now the npm registry hosts over 1,000,000 open source packages you can freely use.

```
npm install -g npm
```

Checking your version of npm and Node.js

```
node -v
```

```
npm -v
```

MongoDB - mongodb.com

<https://www.mongodb.com/en-us/what-is-mongodb>

- MongoDB stores data in flexible, JSON-like documents, meaning fields can vary from document to document and data structure can be changed over time
- The document model maps to the objects in your application code, making data easy to work with
- Ad hoc queries, indexing, and real time aggregation provide powerful ways to access and analyze your data
- MongoDB is a distributed database at its core, so high availability, horizontal scaling, and geographic distribution are built in and easy to use
- MongoDB is free to use.

Typescript

- **Microsoft** developed **TypeScript** as a superset of JavaScript that has a single open-source compiler.
- It has all the same features of JavaScript, but with an additional layer on top: the **type system**.
- This allows for optional static typing, as well as type inference.
- In addition to many other languages, MongoDB also supports TypeScript through the MongoDB NodeJS Driver.
- The driver has the types for Typescript already built in so there is no need for any other packages.

Why TypeScript

- **JavaScript** has long been one of the most used languages when developing web applications. It can be used either on the **front end**, or in the **back end** using **Node.js**.
- However, JavaScript isn't without its limitations, such as a **lack of static typing**, making it much harder to spot issues at compile-time and leading to harder-to-debug errors at runtime.
- As the size of a project increases, the **maintainability** and **readability** of the code reduces as well.
- This is **where TypeScript comes in**. It's an extra layer on top of JavaScript, but adds static types.

- TypeScript uses a transpiler at build time to convert the TypeScript code into JavaScript.
- Therefore, you can continue using any JavaScript libraries in your project.
- At the application layer, when working on the code, developers get types and type-checking.
- By being limited by types, errors will be raised at time of coding, or build time, reducing the number of bugs.

In this **tutorial**, you will learn how to get started using **MongoDB Atlas, MongoDB's Database-as-a-Service**.

Prerequisites

1. You will need to have **Node** installed in order to follow along with this tutorial.
2. You will also need to create a MongoDB database. The easiest way to get started with MongoDB is to create a **free cluster in MongoDB Atlas**, MongoDB's fully-managed, multi-cloud document database service.

Step 1 — Installing and Compiling TypeScript

- The first step toward working with TypeScript is to install the package globally on your computer. Install the typescript package globally by running the following command in your terminal:

```
npm install -g typescript
```

- Next, run the following command to make a project directory:

```
mkdir typescript_test
```

- Move into the newly created directory:

```
cd typescript_test
```

You can now open up VS Code and create a new file **app.ts**

- Create a function that will print the first and last name from a person object:

```
export {};  
  
function welcomePerson(person) {  
  console.log(`Hey ${person.firstName} ${person.lastName}`);  
  return `Hey ${person.firstName} ${person.lastName}`;  
}  
  
const james = {  
  firstName: "James",  
  lastName: "Quick"  
};  
  
welcomePerson(james);
```

- The **problem** with the code above is that there is no restriction on what can be passed to the **welcomePerson** function.
- In TypeScript, you can create **interfaces** that define what **properties** an **object** should have.

```
export {};  
  
function welcomePerson(person: Person) {  
    console.log(`Hey ${person.firstName} ${person.lastName}`);  
    return `Hey ${person.firstName} ${person.lastName}`;  
}  
  
const james = {  
    firstName: "James",  
    lastName: "Quick"  
};  
  
welcomePerson(james);  
  
interface Person {  
    firstName: string;  
    lastName: string;  
}
```

- Now that you have a working TypeScript file, you can compile it to JavaScript.
- To do this you need to call the function and tell it which file to compile.
- You can utilize the built-in terminal in VS Code to do this.

<https://code.visualstudio.com/docs/typescript/typescript-compiling>

<https://code.visualstudio.com/docs/typescript/typescript-tutorial>

Note:

```
npm i typescript --save-dev  
npx tsc --version  
npx tsc app.ts
```

Adding the MongoDB NodeJS Driver

- The first thing you will need to do is add the MongoDB npm package.
- From the root of the project in your terminal of choice, use the following command to install the MongoDB NodeJS Driver

```
npm install mongodb
```

Dotenv

Dotenv is a zero-dependency module that loads environment variables from a `.env` file

```
npm install dotenv --save
```

- It's good practice to add the `.env` file to a `.gitignore` file to avoid leaking API keys, connection strings, and other private config settings.
- Add a `.env` file to the root of the project and add the following, populating the value strings with the details from **Atlas**.

<https://www.mongodb.com/basics/clusters>

- Your .env file should look similar to this when complete.

```
DB_CONN_STRING="mongodb+srv://<username>:<password>@sandbox.jadwj.mongodb.net"  
DB_NAME="gamesDB"  
GAMES_COLLECTION_NAME="games"
```

- Make sure your connection string has had any templated values such as <password> replaced with your password you set when creating the user.

Creating Models with TypeScript

- In TypeScript, **classes** or **interfaces** can be used to create **models** to represent what our documents will look like.
- **Classes** can define what **properties** an **object** should have, as well as what data type those properties should be. This is like an application-level schema.
- **Classes** also provide the ability to create **instances** of that class and take advantage of the benefits of object-orientated programming.
- To keep the code clean, we will create folders under the **src/** directory to hold the relevant files. Create a new **"models"** folder inside the src folder.

Inside this folder, create a file called **game.ts** and paste the following outline into it:

```
// External dependencies  
  
// Class Implementation
```

- Next, under the 'External Dependencies' section, add:

```
import { ObjectId } from "mongodb";
```

- **ObjectId** is a unique MongoDB data type which is used for the '_id' field that every document has and is used as a unique identifier and acts as the primary key.

- Now it's time to create our **class**. Paste the following code under the "Class Implementation" heading:

```
export default class Game {  
  constructor(public name: string, public price: number, public category: string, public id?: ObjectId) {}  
}
```

- properties for our **game model** and their **data types**, to take advantage of TypeScript as part of the constructor.
- This allows the objects to be created, while also defining the properties.
- The id property has a ? after it to denote that it's optional.
- Although every document in MongoDB has an id, it won't always exist at code level, such as when you are creating a document.
- In this instance, the '_id' field is auto-generated at creation time.

Creating Services

- Now we need to create our **service** that will talk to the database.
- This class will be responsible for configuring the **connection**.
- Create a new folder under **src/** called '**services**' and inside that, create a **database.service.ts** file and paste the following outline:

```
// External Dependencies  
  
// Global Variables  
  
// Initialize Connection
```

- As this service will be connecting to the database, it will need to use the **MongoDB NodeJS** driver and **.env** config. Paste the following under the "External Dependencies" heading:

```
import * as mongodb from "mongodb";  
import * as dotenv from "dotenv";
```

- We want to access our collection from outside our service, so, under the "Global Variables" heading, add:

```
export const collections: { games?: mongodb.Collection } = {}
```

Function in a service

- We want to have a function that can be called to initialize the connection to the database so it's ready for when we want to talk to the database later in the code.
- Under "Initialize Connection," paste the following:

```
export async function connectToDatabase () {  
  dotenv.config();  
  
  const client: mongodb.MongoClient = new mongodb.MongoClient(process.env.DB_CONN_STRING);  
  
  await client.connect();  
  
  const db: mongodb.Db = client.db(process.env.DB_NAME);  
  
  const gamesCollection: mongodb.Collection = db.collection(process.env.GAMES_COLLECTION_NAME);  
  
  collections.games = gamesCollection;  
  console.log(`Successfully connected to database: ${db.databaseName}  
    and collection: ${gamesCollection.collectionName}`);  
}
```

Creating Routes

- Now that we have the functionality available to communicate with the database, it's time to provide **endpoints** for the client side to communicate using **Express** and perform CRUD operations.
- In order to keep the code clean, we are going to create a **router** which will handle all calls to the same endpoint, in this case, **'/game'**.
- These endpoints will also talk to our database service.

- Under `'/src'`, create a **'routes'** folder, and inside that folder, create a file called **games.router.ts** and paste the following outline:

```
// External Dependencies  
  
// Global Config  
  
// GET  
  
// POST  
  
// PUT  
  
// DELETE
```

- Under 'External Dependencies', paste the following import statements:

```
import express, { Request, Response } from "express";  
import { ObjectId } from "mongodb";  
import { collections } from "../services/database.service";  
import Game from "../models/game";
```

- We then need to set up our **router** before we can start coding the endpoints, so paste the following under 'Global Config':

```
export const gamesRouter = express.Router();  
  
gamesRouter.use(express.json());
```


GET API

- The first endpoint we will add is our default GET route:

```
gamesRouter.get("/", async (_req: Request, res: Response) => {  
  try {  
    const games = (await collections.games.find({}).toArray()) as Game[];  
  
    res.status(200).send(games);  
  } catch (error) {  
    res.status(500).send(error.message);  
  }  
});
```

POST API

- Express and TypeScript make handling POST requests to create a new document in your collection.

```
gamesRouter.post("/", async (req: Request, res: Response) => {  
  try {  
    const newGame = req.body as Game;  
    const result = await collections.games.insertOne(newGame);  
  
    result  
      ? res.status(201).send(`Successfully created a new game with id ${result.insertedId}`)  
      : res.status(500).send("Failed to create a new game.");  
  } catch (error) {  
    console.error(error);  
    res.status(400).send(error.message);  
  }  
});
```

- A new game object is create by parsing the request body.
- the **insertOne** method to create a single document inside a collection, passing the new game.
- If a collection does not exist, the first write operation will implicitly create it.
- The same thing happens when we create a database. The first structure inside a database will implicitly create it.
- We then do some simple error handling, returning a status code and message, depending on the outcome of the insert.

Testing Our Methods

- in your CLI, enter the following to build and run the application:

```
npm run start
```

This will then start the application at <http://localhost:8080> that you can use your API client of choice (such as Postman) to test your application via the endpoints.

GET API TEST with POSTMAN

The screenshot shows the Postman interface for a GET request to `http://localhost:8080/games/`. The request is successful, returning a 200 OK status with a response time of 75 ms and a size of 336 B. The response body is displayed in JSON format, showing a single game object.

Request: GET `http://localhost:8080/games/`

Params: Authorization, Headers (9), Body, Pre-request Script, Tests, Settings

Query Params:

KEY	VALUE	DESCRIPTION	...	Bulk Edit
-----	-------	-------------	-----	-----------

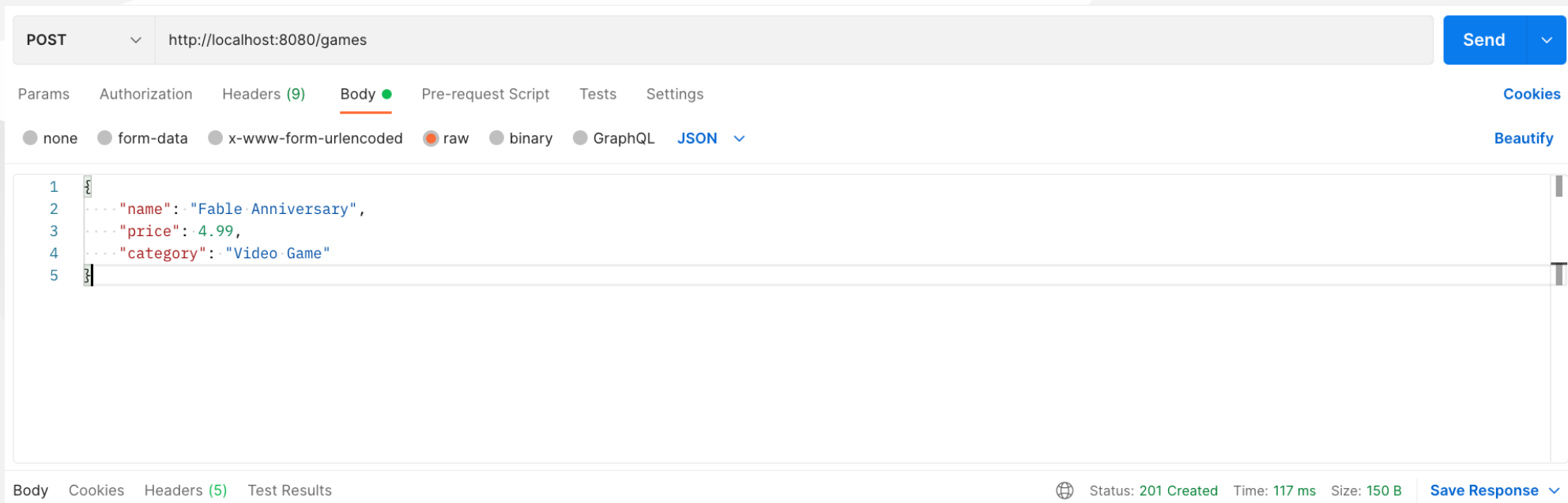
Body: Cookies, Headers (7), Test Results

Status: 200 OK **Time:** 75 ms **Size:** 336 B **Save Response**

Response Body (JSON):

```
1 [
2   {
3     "_id": "6112836463ac826cb7be4ede",
4     "name": "Fable Anniversary",
5     "price": 4.99,
6     "category": "Video Game"
7   }
8 ]
```

POST API TEST with POSTMAN



Questions?

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