# Programmeren 6: Fullstack Webdevelopment (React & Node.js)

Knowledgebase: https://luukftf.github.io/knowledgebase (code: https://github.com/LuukFTF/knowledgebase)

By: Lucas van der Vegt

# Leerdoelen

# Index

- Programmeren 6: Fullstack Webdevelopment (React & Node.js)
  - Leerdoelen
  - Index
  - A. backend Nodejs & Express & MongoDB
    - NPM Packages
    - Installing
    - .ENV
    - Endpoint
    - Middleware
    - Models
  - Checker
  - B. HTTP, RESTfull API & OAuth
    - HTTP
      - Software
      - Methods
      - URIs
      - Representatieformaten
        - JSON
        - XML
        - YAML
      - Request
      - Response
      - Basic Networking
        - IP/TCP & OSI model
      - Statuscodes
        - 2XX good
        - 3XX recoverable error
        - 4XX client error
        - 5XX server error
    - RESTfull API
    - API Documentation
    - HATEOAS (Linking)
      - HAL
        - link relation types
    - Pagination
    - Response Categories
    - Type RESTFULL Resources
    - Queries
    - OAuth
  - C. operations VPS & Linux
    - Virtual Private Server (VPS)
    - Basic Networking / VPS commands
    - Linux
      - Basic BASH commands

- Backend MERN
- O. frontend React
- E. frontend Sass
- Links

# A. backend - Nodejs & Express & MongoDB

https://www.youtube.com/watch?v=ENrzD9HAZK4

**NPM Packages** 

**Express Mongoose Nodemon Dotenv** 

Installing

installing needed software (windows)

```
winget install npm # install npm
winget install nodejs # install nodejs
winget install mongodb # install mondgodb

npm -v # check if npm is correctly installed
nodejs -v # check if nodojs is correctly installed
mongodb -v # check if mongodb is correctly installed
```

### new project

```
git clone # clone corresponding git repo

npm install express mongoose dotenv # add express & mongoose dependency to project
npm install --save-dev nodemon # add express & mongoose dependency to project
development

npm i # install repo packages
```

.ENV

**Endpoint** 

Middleware

Models

Database

Mongoose Schema

Checker

# B. HTTP, RESTfull API & OAuth

https://www.youtube.com/watch?v=-MTSQjw5DrM

**API** < an Application Programming Interface is an interface that defines interactions between multiple software applications or mixed hardware-software intermediaries. >

**idempotency** < *Idempotence* is the property of certain operations in mathematics and computer science whereby they can be applied multiple times without changing the result beyond the initial application. >

**Safe Method** < Deze method veranderd niks op de server >

**HTTP** 

**Hypertext Transfer Protocol** 

Uniform Interface

stateless

Cacheable

#### **Software**

Postman Insomnia

VScode extension: REST Client

#### **Methods**

name	function	safe	idempotent
POST	create		Х
GET	read	х	Х
PUT	create / update (geheel)		Х
PATCH	update (deel)		
DELETE	destroy		Х
OPTIONS	get possible methods	Х	х
HEAD	get without body	Х	Х
TRACE			

**CONNECT** 

**POST overloading** < sending HTTP requests that doesnt exist can be done with a POST request. You send a method with the head that specifies what custom request you are using (document this correctly)>

**Custom Methods** < another way to use create new request methods, is to use custom http methods, just excange post for something else like undelete (document this correctly)>

#### URIs

< Uniform Resource Identifier > https://www.slideshare.net/landlessness/teach-a-dog-to-rest

protocol://userinfo@subdomain.domain.tld:port/path?query#fragment

```
https://api.com/v2/comet
```

network\_location/resource

structuur / hierarchie (pad) nevenschikking (, leesbaarheid (- \_) geen extensies (of extensies over de inhoud, liever application/json /xml (.json .xml))

routing verbergt techniek

#### Representatieformaten

Mensen: html

Mensen & Machines: html met microformats

Machines: json, xml, yaml, rss

#### **JSON**

```
{
    "widget": {
        "debug": "on",
        "window": {
            "title": "Sample Konfabulator Widget",
            "name": "main_window",
            "width": 500,
            "height": 500
        },
        "image": {
            "src": "Images/Sun.png",
            "name": "sun1",
            "hOffset": 250,
            "vOffset": 250,
            "alignment": "center"
        },
        "text": {
            "data": "Click Here",
            "size": 36,
            "style": "bold",
            "name": "text1",
            "hOffset": 250,
            "vOffset": 100,
```

#### **XML**

```
<widget>
    <debug>on</debug>
    <window title="Sample Konfabulator Widget">
        <name>main_window</name>
        <width>500</width>
        <height>500</height>
    </window>
    <image src="Images/Sun.png" name="sun1">
        <hOffset>250</hOffset>
        <v0ffset>250</v0ffset>
        <alignment>center</alignment>
    <text data="Click Here" size="36" style="bold">
        <name>text1</name>
        <hOffset>250</hOffset>
        <v0ffset>100</v0ffset>
        <alignment>center</alignment>
        <onMouseUp>
            sun1.opacity = (sun1.opacity / 100) * 90;
        </onMouseUp>
    </text>
</widget>
```

#### **YAML**

```
widget:
  debug: 'on'
  window:
    title: Sample Konfabulator Widget
    name: main_window
    width: 500
    height: 500
image:
    src: Images/Sun.png
    name: sun1
    hOffset: 250
    vOffset: 250
    alignment: center
text:
    data: Click Here
```

```
size: 36
style: bold
name: text1
hOffset: 250
vOffset: 100
alignment: center
onMouseUp: sun1.opacity = (sun1.opacity / 100) * 90;
```

#### Request

```
POST https://api.com/v2/comet HTTP/1.1
Accept: application/json
Authorization: <token>
Connection: keep-alive
{
    "body": "body"
}
```

VERB / resource uri / protocol

#### Response

```
HTTP/1.1 200 OK
Age: 2323
Connection: keep-alive

{
    "id": "2"
    "status": "3"
}
```

protocol / statuscode

### **Basic Networking**

# IP/TCP & OSI model

Packets (information)

7 layers

L7 - Application (L6 - Presentation) (L5 - Session)

L4 - Transport - protocol / ports (TCP & UDP + https:443, http:80, ssh:22, ftp) L3 - Network - ip adressen L2 - Data Link - mac addressen L1 - Physical - ethernet ports

#### **Statuscodes**

Uniform Interface kan errors afhandelen

#### 2XX good

200 - OK 201 - Created

#### 3XX recoverable error

302 - Found (redirect) 304 - Not Modified

#### **4XX client error**

401 - Unauthorized 403 - Forbidden 404 - Not found

#### **5XX** server error

500 - Internal Server Error 503 - Service Unavailable

## **RESTfull API**

**RESTful** < Representational State Transfer, invented by Roy Fielding in 2000 >

**JSON** 

# **API** Documentation

OpenAPI Specification https://swagger.io/specification/

Postman

# HATEOAS (Linking)

< Hypermedia as the Engine of Application State > https://en.wikipedia.org/wiki/HATEOAS

#### HAL

https://en.wikipedia.org/wiki/Hypertext\_Application\_Language

```
{
    "_links": {
        "self": { "href" : "http://api...." },
        "collection": { "href" : "http://api....." }
    }
}
```

# link relation types

self collection alternate edit related previous & next first & last

# **Pagination**

start (begin bij 1) limit (aantal)

```
GET /items?start=6&limit=5
Accept: application/json
```

### pagina 6 tot en met 10

```
{
    "pagination": {
        "currentPage": 2,
        "currentItems": 5,
        "totalPages": 2,
        "totalItems": 10,
        "links": {
            "first": {
                "page": 1,
                "href":"/items?start=1&limit=5"
            },
            "last": {
                "page": 2,
                "href":"/items?start=6&limit=5"
            },
            "previous": {
                "page": 1,
                "href":"/items?start=1&limit=5"
            },
            "next": {
                "page": 2,
                "href":"/items?start=6&limit=5"
            },
        }
   }
}
```

# **Response Categories**

items links pagination

```
GET /items/
Accept: application/json
```

```
HTTP/1.1 200 OK
Content-Type: application/json
{
    "items": [
        {
            "id": "200",
            "title": "test",
            "links": {
                "self": "/items/200"
        },
            "id": "201",
            "title": "test",
            "links": {
                "self": "/items/201"
        },
    ],
    "links": {
        "self": "/items/"
    },
    "pagination": {
        "currentPage": 1,
        "currentItems": 4,
        "totalPages": 1,
        "totalItems": 4,
        "links": {
            "first": {
                "page": 1,
                 "href":"/items/"
            },
            "last": {
                "page": 1,
                 "href":"/items/"
            },
             "previous": {
                 "page": 1,
                "href":"/items/"
            },
            "next": {
                "page": 1,
                 "href":"/items/"
            },
        }
    }
}
```

Type RESTFULL Resources

**REST Resource** < Het type resource wat in de body teruggestuurd word >

### Detail < all data of specific item >

```
GET https://pokeapi.co/api/v2/pokemon/4
Accept: application/json
```

```
HTTP/1.1 200 OK
Content-Type: application/json
{
    "id": 4,
    "name": "charmander",
    "base_experience": 62,
    "height": 6,
    "weight": 85,
    "location_area_encounters": "https://pokeapi.co/api/v2/pokemon/4/encounters",
    "stats": [
        {
            "base_stat": 39,
            "stat": {
                "name": "hp",
                "url": "https://pokeapi.co/api/v2/stat/1/"
            }
        },
            "base_stat": 52,
            "stat": {
                "name": "attack",
                "url": "https://pokeapi.co/api/v2/stat/2/"
            }
        },
    ],
}
```

# GET, PUT/PATCH, DELTE, OPTIONS

Collection < list of items with indexable information>

```
GET https://pokeapi.co/api/v2/pokemon
Accept: application/json
```

```
HTTP/1.1 200 OK
Content-Type: application/json

{
    "results": [
```

```
{
            "name": "bulbasaur",
            "url": "https://pokeapi.co/api/v2/pokemon/1/"
        },
            "name": "ivysaur",
            "url": "https://pokeapi.co/api/v2/pokemon/2/"
        },
        {
            "name": "venusaur",
            "url": "https://pokeapi.co/api/v2/pokemon/3/"
        },
        {
            "name": "charmander",
            "url": "https://pokeapi.co/api/v2/pokemon/4/"
        },
            "name": "charmeleon",
            "url": "https://pokeapi.co/api/v2/pokemon/5/"
        },
        {
            "name": "charizard",
            "url": "https://pokeapi.co/api/v2/pokemon/6/"
        },
        {
            "name": "squirtle",
            "url": "https://pokeapi.co/api/v2/pokemon/7/"
        }
    "pagination": {
        "currentPage": 1,
        "currentItems": 7,
        "totalPages": 160,
        "count": 1118,
   }
}
```

#### **GET, POST, OPTIONS**

Composition < a combination of diffrent types of resources>

```
GET https://pokeapi.co/api/v2/location/2/
Accept: application/json
```

```
HTTP/1.1 200 OK
Content-Type: application/json
{
    "id": 2,
```

```
"name": "eterna-city",
    "region": {
        "name": "sinnoh",
        "url": "https://pokeapi.co/api/v2/region/4/"
    "areas": [
        {
            "name": "eterna-city-area",
            "url": "https://pokeapi.co/api/v2/location-area/2/"
        },
        {
            "name": "eterna-city-west-gate",
            "url": "https://pokeapi.co/api/v2/location-area/788/"
    ],
    "game_indices": [
            "game_index": 9,
            "generation": {
                "name": "generation-iv",
                "url": "https://pokeapi.co/api/v2/generation/4/"
            }
        }
    ],
}
```

# GET, OPTIONS, (PUT/PATCH)

Function < functional resource, custom input generates custom output /distance/rdam; adam>

```
GET https://pokeapi.co/api/v2/battle/4;6
Accept: application/json
```

```
// calcutation who wins the battle with stats and winner
```

### **GET, OPTIONS**

Controller < special function >

```
GET https://pokeapi.co/api/v2/hit
Accept: application/json
```

```
// calcutation if a pokemon is still alive after a hit, amount left & stats
```

POST, OPTIONS

Queries

Filter

/pokemon?type=fire

**OAuth** 

# C. operations - VPS & Linux

Virtual Private Server (VPS)

Basic Networking / VPS commands

```
ssh username@ip
```

Linux

https://cheatography.com/davechild/cheat-sheets/linux-command-line/

#### **Basic BASH commands**

```
pwd # Show current directory
mkdir [dir] # Make directory
cd [dir] # Change directory to dir
cd .. # Go up a directory
ls # List files
-a # Show all (including hidden)
-t # Sort by last modified
-S # Sort by file size
cp [dir/name] [newdir/name] # copy
mv [dir/name] [newdir/name]# move
rm [dir/name] # remove
touch [name] # new file
ps # process snapshot
kill [pid] # kill process
uptime # Show uptime
uname -a # Show system and kernel
whoami # Show your username
help / man # manuals and information
clear # clear screen
CTRL-C # Stop dcurrent running command
```

#### **Backend MERN**

#### installing needed software (linux)

```
sudo apt update # update apt packages
sudo apt install npm # install npm
sudo apt install nodejs # install nodejs
sudo apt install mongodb # install mondgodb

npm -v # check if npm is correctly installed
nodejs -v # check if nodojs is correctly installed
mongodb -v # check if mongodb is correctly installed
```

## installing on server / locally

```
git clone / pull [repo] # clone or pull repository

cd [dir] # change directory to repo dir

npm i # install repo packages
node . # start node index.js

sudo systemctl start mongodb # start mongodb server

sudo systemctl status mongodb # check status of mongodb server
```

### configuration

```
mongo --eval 'db.runCommand({ connectionStatus: 1 })' # diagnostic mongo command
sudo systemctl stop mongodb # stop mongodb server
sudo systemctl restart mongodb # restand mongodb server
sudo ufw status # check firewall status
sudo nano /etc/mongodb.conf # edit mongodb config
```

# D. frontend - React

# E. frontend - Sass

styleguides http://styleguides.io/ https://web.archive.org/web/20170523012226/http://codepen.io/guide/#one

## Links

https://www.youtube.com/watch?v=fgTGADljAeg

end of file

publish date: 0000-00-00 modified date: 0000-00-00