Javascript, The Swiss Army Knife of Programming Languages

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Persistance

We stored player positions on a simple object on the server-side code. If we reboot the server we will lose these values.

Simple object lost when server restarts

```
var playerPositions = {
   player1: { x: 100, y: 200 },
   player2: { x: 100, y: 400 },
   player3: { x: 700, y: 200 },
   player4: { x: 700, y: 400 }
};
```

RedisDB

Website definition

Redis is an open source, BSD licensed, advanced key-value store. It is often referred to as a data structure server since keys can contain strings, hashes, lists, sets and sorted sets.



RedisDB: Installation

From source code

\$ make

```
$ wget http://download.redis.io/redis-stable.tar.gz
$ tar xvzf redis-stable.tar.gz
$ cd redis-stable
```

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Copy executable and default configuration

```
$ sudo cp src/redis-server /usr/local/bin/
```

- \$ sudo cp src/redis-cli /usr/local/bin/
- \$ sudo cp redis.conf /etc/redis.conf

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Run server

```
$ redis-server
[28550] 01 Aug 19:29:28 # Warning: no config file specified, using the default config...
[28550] 01 Aug 19:29:28 * Server started, Redis version 2.2.12
[28550] 01 Aug 19:29:28 * The server is now ready to accept connections on port 6379
```

RedisDB: Client

Installation

npm install redis --save-dev

RedisDB: Client

Installation

```
npm install redis --save-dev
```

Create client on our code

```
var redis = require('redis'),
    redisClient = redis.createClient();
```

RedisDB: Commands

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Get all fields and values from a hash

```
redisClient.hgetall('myHash', function (err, result) {
    // result is converted on a Javascript object
});
```

Store some fields and values to a hash

```
redisClient.hmset(['myHash', 'key1', 'value1', 'key2', 'value2'], function (err, result) {
    // code omitted
});
```

RedisDB: Lab

- git checkout stage_9
- Install your back-end dependencies with npm install
- Install your front-end dependencies with bower install
- Start grunt watch for auto linting
- Find TODOs and complete the exercise.