

Act 2

node in action

party.js

```
var EventEmitter = require('events').EventEmitter  
    , party = new EventEmitter();
```

```
party.on('arrive', function (friend) {  
    console.log(friend + ' is here!');  
});
```

```
party.emit('arrive', 'Annie'); // => Annie is here!  
party.emit('arrive', 'Becky'); // => Becky is here!  
party.emit('arrive', 'Carl');  // => Carl is here!
```

server.js

```
var http = require('http')
    , i = 1;

http.createServer(function (req, res) {

    res.writeHead(200, { 'Content-Type': 'text/plain' });

    res.end('Hello visitor #' + i + '\n');

    ++i;

}).listen(4000, '127.0.0.1');

console.log('Server running on port 4000!');
```

gzip.js

```
#!/usr/bin/env node
```

```
var zlib = require('zlib')  
    , gzip = zlib.createGzip();
```

```
process.stdin.pipe(gzip)  
              .pipe(process.stdout);
```

compressing

```
$ cat big.json | ./gzip.js | small.json
```

gunzip.js

```
#!/usr/bin/env node
```

```
var zlib = require('zlib')  
    , gzip = zlib.createGunzip();
```

```
process.stdin.pipe(gzip)  
              .pipe(process.stdout);
```

decompressing

```
$ cat small.json | ./gunzip.js | big.json
```

for the curious

```
$ cat big.json | ./gzip.js | ./gunzip.js
```


for the really curious

```
a.pipe(b).pipe(a);
```






npm quickstart

- npm install <module name>
 - puts modules in node_modules
- npm update
 - updates things in node_modules

node_modules

- `require('something')`
- `require('./something')`

node_modules

- `require('something')`
 - searches in `node_modules`
 - if it fails, tries the parent folder (recursive!)
- `require('./something')`
 - requires the specific file, fails otherwise



chat.js

our final adventure!
open [exercises/chat.js](#)

twitch plays tug-o-war

you have permission to break all the things

■

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these slides are online
the code is online
... no promises about the chat server