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

compressing

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

gunzip.js

decompressing

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

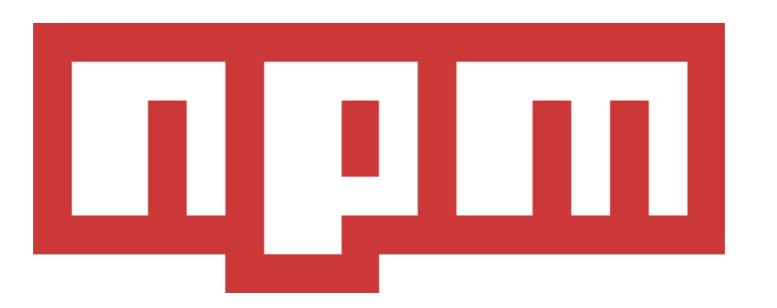
for the curious

\$ 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

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