node|deno|bun & dcp-client

Wrestling with JS Runtime compatability



Node (2009)

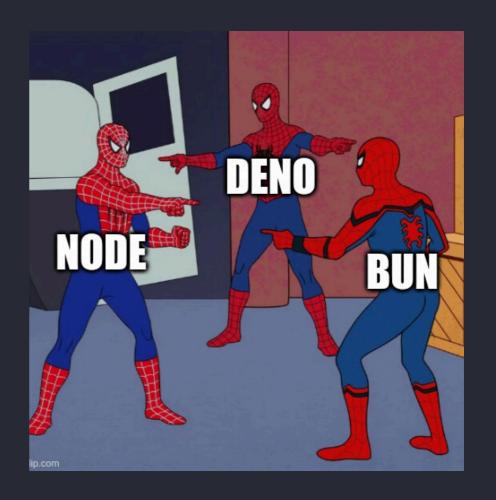
- The OG
- `npm`, pain
- V8

Deno (2018)

- An anagram of Node
- Better security, different handling of pkgs
- V8
- Rust

Bun (2021)

- The newest kid on the block
- Focused on perf, wants to replace Node
- JavaScriptCore
- Zig



Node & dcp-client

Initializing a project w/ `dcp-client`:

```
$ npm init --yes
$ npm add dcp-client
$ touch index.js
$ ls
index.js node_modules package-lock.json package.json
```

Importing `dcp-client`:

```
const dcpClient = require('dcp-client');
dcpClient.init().then((dcp) \Rightarrow {
    // ...
});
```

Running the app:

```
node index.js
```

Node & dcp-client

Issues?

None!

Deno & dcp-client

Initializing a project:

```
$ deno init
$ ls
deno.jsonc main.ts main_bench.ts main_test.ts

Importing `dcp-client`:

import dcpClient from 'npm:dcp-client';

const dcp = await dcpClient.init();

// ...
```

Running the app:

```
# Likely missing other necessary allow options.
deno run [--watch] --allow-env --allow-read main.ts
```

Deno & dcp-client

Issues?

- Slightly different implementation of `node: module` API. i.e., missing `require('node: module'). Module`.
 - The fix: use `require('node:modules')` as a constructor instead of `require('node:module').Module`

Deno & dcp-client

Issues?

No implementation of `node:vm` module. e.g., `require('node:vm').createContext()`.

```
$ deno run --allow-env --allow-read main.ts
error: Uncaught Error: Not implemented: createContext
...
```

where

The node:vm module enables compiling and running code within V8 Virtual Machine contexts. A common use case is to run the code in a different V8 Context. This means invoked code has a different global object than the invoking code.

Can potentially come after the `ShadowRealm` proposal (Stage 3) [1]. i.e.,

ShadowRealms are a distinct global environment, with its own global object containing its own intrinsics and built-ins (standard objects that are not bound to global variables, like the initial value of Object.prototype).

1. https://github.com/denoland/deno/issues/18315#issuecomment-1477316394 ↔

Bun & dcp-client

Initializing a project:

```
$ bun init
$ bun add dcp-client
$ ls
bun.lockb index.ts node_modules package.json README.md tsconfig.json

Importing `dcp-client`:

const dcpClient = require('dcp-client');
const dcp = await dcpClient.init();
// ...
```

Running the app:

```
bun run [--watch] index.ts
```

Bun & dcp-client

Issues?

- Slightly different implementation of `node:module` API. i.e., missing `require('node:module'). Module`.
 - The fix: use `require('node:modules')` as a constructor instead of `require('node:module').Module`
- Different expected/known error messages for platform detection. e.g., "Module not found" errors, "Illegel return statement".
 - The fix: add checks for Bun specific error messages.

Bun & dcp-client

Issues?

Bug in `require.cache` implementation. e.g.,

```
console.log(require('dcp/dcp-url'));
try
{
  console.log(require('dcp/dcp-url'));
        ^
error: Cannot require module "dcp/dcp-url"
```

Minimal repro:

```
require.cache.foo = {
  exports: {
    bar: 'foobar',
  },
};

console.log(require('foo'));

try {
  console.log(require('foo'));
} catch (error) {
  console.error(error);
}

console.log(require('foo'));
```

Outputs:

```
$ bun run --watch test.js
  bar: "foobar"
5 | };
 6
     console.log(require('foo'));
8
9 | try {
10 I
        console.log(require('foo'));
error: Cannot require module "foo"
      at /home/bryan/src/github.com/bryan-hoang/dcp-bun-app/t
      at /home/bryan/src/github.com/bryan-hoang/dcp-bun-app/t
      at globalThis (/home/bryan/src/github.com/bryan-hoang/d
  bar: "foobar"
```

What has been done so far & Learnings

- I filed MRs in the `dcp` & `dcp-client` to try and improve on the issues I encountered so far.
- Deno & Bun developer experience is a breath of fresh air (compared to Node & NPM at least).
- https://github.com/bryan-hoang/dcp-deno-app
- https://github.com/bryan-hoang/dcp-bun-app

Next steps

- Deno
 - Wait for `node:vm` to be implemented. Or, try out `ShadowRealm` API once it's available.
- Bun
 - File a bug report with the minimal repro for the module not found error code & `require.cache` implementation.

The end, for now.

Thank you for listening!

Questions?