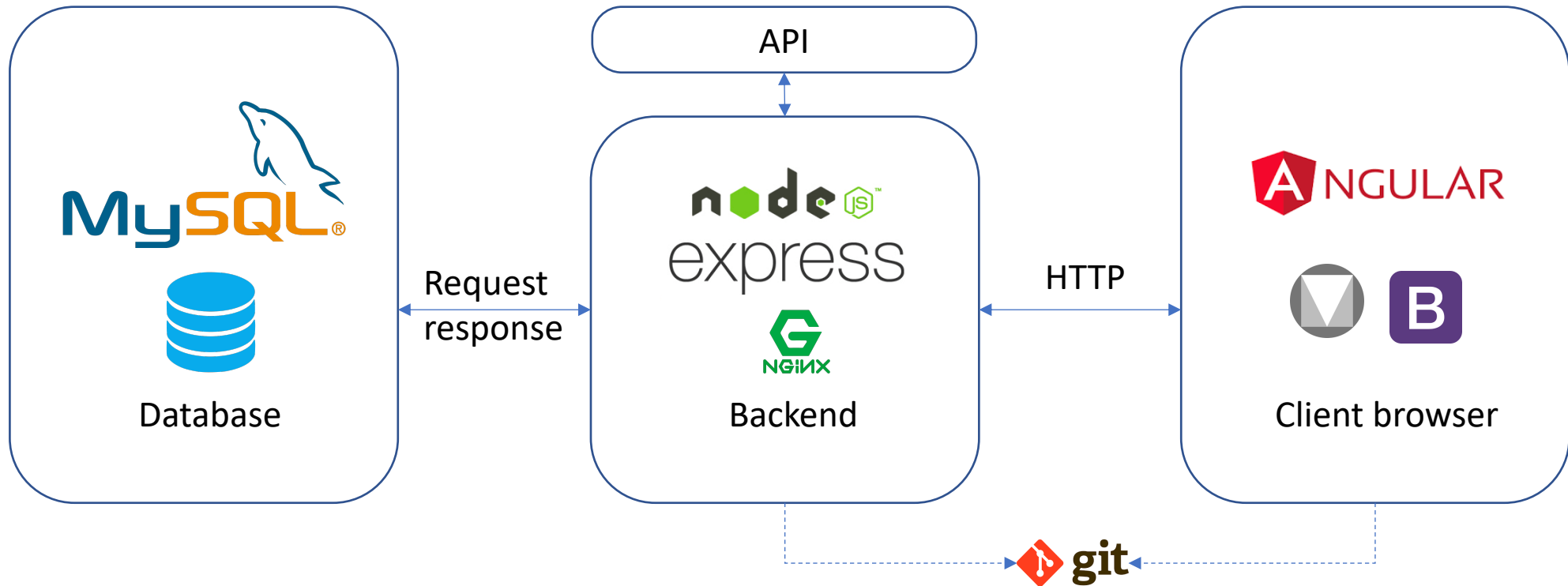




Cours transverse I

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Architecture



Full Stack Application

Web Service

WS

- Add in app.module.ts :

```
import { HttpClientModule, HttpInterceptor, HttpRequest, HttpHandler, HTTP_INTERCEPTORS } from '@angular/common/http';
```

- Add in imports[]:

```
HttpClientModule
```

WS

- Add in your component:

```
import { HttpClient } from '@angular/common/http';
```

```
constructor(private httpClient: HttpClient){}
```

```
test() {
```

```
this.httpClient.get("http://localhost:3000/", { responseType: 'text' }).
```

```
subscribe(res => {console.log(res);})
```

```
}
```

Nodejs - Access control

```
app.use(function(req, res, next) {  
  res.header("Access-Control-Allow-Origin", "*");  
  res.header("Access-Control-Allow-Headers", "Origin, X-Requested-  
With, Content-Type, Accept");  
  next();  
});
```

WebSocket

Socket.io

- Javascript library for realtime web application based on websocket protocol.
- It enables bi-directional communication between clients and server.

Server side

Npm install socket.io

```
const socketIO = require('socket.io')
const server = http.createServer(app)
const io = socketIO(server)
io.on('connection', socket => {
  console.log('New client connected')
  socket.on('new-message', (message) => {
    io.emit('message', {text: message});
    console.log(message);
  });
  socket.on('disconnect', () => {
    console.log('user disconnected') })
});
server.listen(3000, function () {
  console.log('app listening on port 3000! ')
})
```

Client side

Npm install socket.io-client

npm install rxjs-compat

Create a chat.service.ts

Add to app.module.ts :

```
import { ChatService } from './chat.service';
```

```
import { FormsModule } from '@angular/forms';
```

```
Add to imports:[FormsModule]
```

```
Add to providers:[ChatService]
```

Chat service

```
import * as io from 'socket.io-client';
import { Observable } from 'rxjs/Observable';
export class ChatService {
  private url = 'http://localhost:3000';
  private socket;
  constructor() {this.socket = io(this.url);}
  public sendMessage(message) {this.socket.emit('new-message', message);}
  public getMessages() {let observable = new Observable(observer => { this.socket = io(this.url);
this.socket.on('message', (data) => {observer.next(data.text); });
return () => {this.socket.disconnect();}; });
return observable;}
}
```

Component.ts

Add to the app.component.ts

```
import { ChatService } from './chat.service';

message: string;
messages: string[] = [];
constructor(private chatService: ChatService, private httpClient: HttpClient) { }
ngOnInit() {
  this.chatService .getMessages()
    .subscribe((message: string) => { this.messages.push(message);});
  sendMessage() { this.chatService.sendMessage(this.message);
  this.message = '';}
}
```

Component.html

```
<input [(ngModel)]="message" />  
<button (click)="sendMessage()">Send</button>  
<div *ngFor="let message of messages">  
  {{message}}  
</div>
```

Call back

NodeJs



Asynchronous non blocking I/O event driven architecture

Callback

- A callback is a function that is called by another function which received it as an argument.

```
function greeting(name) {  
    alert('Bonjour ' + name);  
}  
  
function processUserInput(callback) {  
    var name = prompt('Entrez votre nom.');
```



```
    callback(name);  
}  
  
processUserInput(greeting);
```


Real world example

Read file[1]

```
fs.readFile(fileName, function(err, file) {  
  if(err)  
    handleError(err);  
  console.log("file: ", file)  
})
```

HTTP request[2]

```
T.get('search/tweets', params, function(err, data, response) {  
  if(!err){  
    // This is where the magic will happen  
  } else {  
    console.log(err);  
  }  
})
```

[1] <https://medium.com/javascript-in-plain-english/callbacks-in-node-js-how-why-when-ac293f0403ca>

[2] <https://codeburst.io/javascript-what-the-heck-is-a-callback-aba4da2deced>

Callback Hell

```
const createUser = function(username, password, picture, callback) {
  dataBase.createUser(username, password, (error, userID) => {
    if (error) {
      callback(error)
    } else {
      cloudinary.uploadPicture(picture, (error, path) => {
        if (error) {
          callback(error)
        } else {
          dataBase.updatePicture(userID, path, (error) => {
            if (error) {
              callback(error);
            } else {
              callback(null);
            }
          })
        }
      })
    }
  })
}
```

Callback Hell

```
request('http://www.somepage.com', function (firstError,
firstResponse, firstBody) {
    if(firstError){
        // Handle error.
    }
    else {
        request(`http://www.somepage.com/${firstBody.someValue}`,
function (secondError, secondResponse, secondBody) {
    if(secondError){
        // Handle error.
    }
    else {
        // Use secondBody for something
    }
    });
}
});
```

Promise

- A promise is an object that wraps an asynchronous operation and notifies when it's done.

```
1 var promise1 = new Promise(function(resolve, reject) {  
2   resolve('Success!');  
3 });  
4  
5 promise1.then(function(value) {  
6   console.log(value);  
7   // expected output: "Success!"  
8 });
```

Promise

```
const loadImage = url => {  
  return new Promise(function(resolve, reject) {  
  
    //Open a new XHR  
    var request = new XMLHttpRequest();  
    request.open('GET', url);  
  
    // When the request loads, check whether it was successful  
    request.onload = function() {  
      if (request.status === 200) {  
        // If successful, resolve the promise  
        resolve(request.response);  
      } else {  
        // Otherwise, reject the promise  
        reject(Error('An error occurred while loading image. error code:' + request.statusText));  
      }  
    };  
  
    request.send();  
  });  
};
```

```
const embedImage = url => {  
  loadImage(url).then(function(result) {  
    const img = new Image();  
    var imageURL = window.URL.createObjectURL(result);  
    img.src = imageURL;  
    document.querySelector('body').appendChild(img);  
  },  
  function(err) {  
    console.log(err);  
  });  
}
```

Async/await

- Async and Await are extensions of promises
- Non blocking
- New way to deal with asynchronous function
- Chaining promises

Async/await

```
function doubleAfter2Seconds(x) {
  return new Promise(resolve => {
    setTimeout(() => {
      resolve(x * 2);
    }, 2000);
  });
}

function addPromise(x){
  return new Promise(resolve => {
    doubleAfter2Seconds(10).then((a) => {
      doubleAfter2Seconds(20).then((b) => {
        doubleAfter2Seconds(30).then((c) => {
          resolve(x + a + b + c);
        })
      })
    })
  });
}

addPromise(10).then((sum) => {
  console.log(sum);
});
```

VS

```
function doubleAfter2Seconds(x) {
  return new Promise(resolve => {
    setTimeout(() => {
      resolve(x * 2);
    }, 2000);
  });
}

async function addAsync(x) {
  const a = await doubleAfter2Seconds(10);
  const b = await doubleAfter2Seconds(20);
  const c = await doubleAfter2Seconds(30);
  return x + a + b + c;
}

addAsync(10).then((sum) => {
  console.log(sum);
});
```