



## Week 6: Expressjs Application

11.04.2017

### Learning Objectives

- Understand basic express application structure
- Get familiar with a few view template engines
- Practice simple express application to handle client input and to prepare views

#### Question 1: Install Express module

Create a workspace folder (let's call it `comp5347`) to hold your Nodejs application on U drive. Create another folder in it to hold your actual application (let's call it `nodejs-labs`).

Start a Powershell window and change your current directory to `U:\comp5347\nodejs-labs`

Follow the instruction <https://expressjs.com/en/starter/installing.html> to install express and a few other modules:

```
npm init
npm install express --save
npm install body-parser --save
npm install path --save
npm install ejs --save
npm install pug --save
```

This would create a `package.json` file in the current directory and a `node_modules` directory to hold all node modules just installed.

#### Question 2: Start Eclipse IDE

Download `week6.zip` from ELearning and extract the content in a folder. The zip file contains a JavaScript file `survey.js`, a CSS file, two EJS templates and one PUG template.

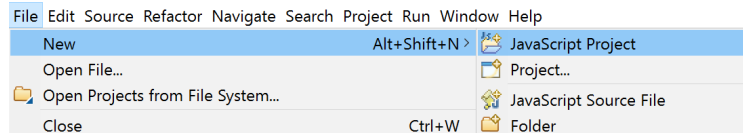


Figure 1: Create a new JavaScript Project

Start Eclipse JEE Neon (the lab machine may have a few Eclipse versions installed, only the latest version Neon has integrated Node support, make sure you use the correct one). Point your workspace to the newly created directory `U:\comp5347`.

Click the File menu to create a new JavaScript Project. You need to specify a name and indicating that you will create project from existing source, which is the directory `U:\comp5347\nodejs-labs` you just created. Figure 1 and Figure 2 show the steps. You can leave the rest with default setting.

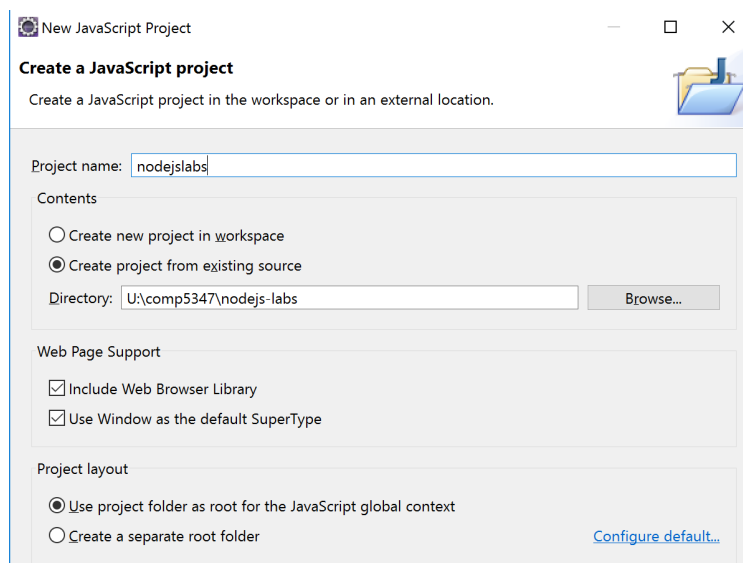


Figure 2: Specify project name and directory

### Question 3: Create Application Structure

In your new project, create a few folders and sub folders as shown in Figure 3. Import those extracted files to respective folders as shown in Figure 3. The files represent a partially implemented survey application.

### Question 4: Start Server

Right click `survey.js` on the Project Explorer panel and select from the drop down menu to "Run As" "Node.js" application. You should see a console message saying "survey app listening on port 3000".

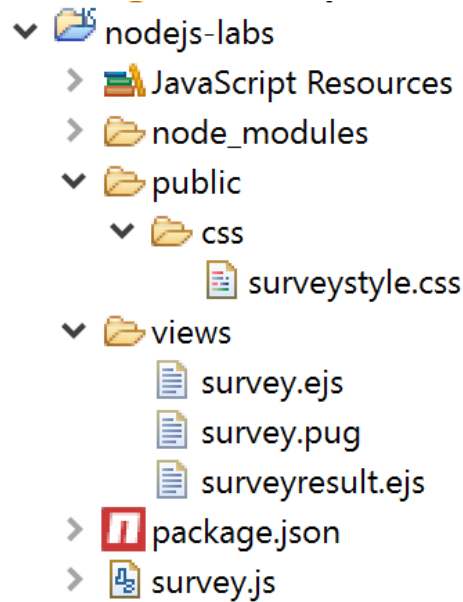


Figure 3: Folder and file structure

Start Chrome and point it to “localhost:3000”. You should get a screen similar to Figure 4. This is the start screen of the simple survey application. It contains a form with two groups of radio buttons. It allows a user to specify gender and preference for next mobile phone.

Make a selection and click the `Submit Vote` button. You will see a screen like Figure 5. It shows a template of the survey result. No actual result is displayed because

- the result handling logic is missing from `survey.js`
- the associated view `surveyResult.ejs` does not have relevant elements to display the results.

### Question 5: Understand the code

The main application logic is implemented in `survey.js`. It initializes two global variables: `products` and `surveyResults`. The `products` variable points to an array of strings representing mobile phone models surveyed. The `surveyResults` variable points to an object of two properties: `fp` and `mp`. Property `fp` stores the votes by female users for each model as an array of 4 number. The array is initialized to 0. Property `mp` stores the votes by male users for each model as another array. It is initialized to 0 as well.

`survey.js` also contains two route methods. One maps to HTTP GET to url `‘/’`, the other maps to HTTP POST to url `‘/survey’`. Each with a function implemented to respond request send to the corresponding url.

When we start the server and point Chrome browser to `‘localhost:3000’`. This sends a GET request to the application’s root: `‘/’`. The route method simply renders a view

localhost:3000

## Welcome to the Mobile Purchasing Survey

Mobile Purchasing Survey

**your gender:**

☒ Female

☐ Male

**What would be your next mobile?**

☐ iphone 7

☐ huawei p9

☐ Pixel XL

☐ Samsung S7

Submit Vote Clear Vote Form

Figure 4: Survey form

localhost:3000/survey

## Thank you for participating in the Mobile Purchasing Survey!

**Current Survey Results:**

For Female Respondents

For Male Respondents

Figure 5: Survey result template

template `survey.ejs` with the `products` data. This would display the original survey form. The mobile phone model names are obtained from `products` array. A loop structure is used in `survey.ejs` to display the model name and the associated radio button:

```
<% for (var i = 0; i<products.length;i++){%>
  <input type="radio" name="vote" value= <%= i%> />
  <%= products[i]%> <br />
<% } %>
```

After we click the `Submit Vote` button, a POST request is sent to URL `‘/survey’`. This is configured in the `form` element’s `method` and `action` attributes. The corresponding route method again simply renders a view template `surveyResult.ejs` with `products` and `surveyresults` data. This template is partially implemented.

### Question 6: Switching View Templates

Stop the application by clicking the stop icon on the console window. Update the render method for GET URL '/' to :

```
res.render('survey.pug',{products:products})
```

Start the server again by running `survey.js` as "Node.js application". Reload the root page 'localhost:3000' from Chrome, you should see the similar survey form.

The PUG template uses white space indent to represent nested HTML elements. It also provides simple ways for loop structure. For instance, the follow code displays model name using data from `products` variable:

```
each product,idx in products
  input(type="radio" name="vote" value=idx)
  label=product
br
```

It has the same effect as the `for` loop in the `ejs` template.

The new `survey.js` file has a mixture of PUG and EJS templates. Express is able to load the correct template engine based on the file extension.

### Question 7: Implement the vote taking logic

Now update the route method handling form submit to

- obtain user input gender and vote from the POST request.
- update variable `surveyresults` based on current user input.

The form data is parsed by middleware functions defined in `body-parser` module. The data is populated in `req.body`. You can check the logged console message to see what is contained in `req.body`.

You also need to update the view template to display the survey result. Figure 6 shows an example survey result. You may choose to update the given template `surveyresult.ejs` or write your own PUG template. If you write your own PUG template, make sure you refer to it in application code when rendering the result.



**Thank you for participating in the Mobile Purchasing Survey!**

<b>Current Survey Results:</b>	
<b>For Female Respondents</b>	
iphone 7:	0
huawei p9:	1
Pixel XL:	0
Samsung S7:	0
<b>For Male Respondents</b>	
iphone 7:	0
huawei p9:	0
Pixel XL:	0
Samsung S7:	0

Figure 6: Survey result