* **s01 topics**

**e01**

1. MongoDB

* MongoDB
* Installation
  + Installation through Homebrew

brew update

brew install mongodb

* Setup
  + Create a data/db folder where you want your databases to be sourced

mkdir –p users/evanturner/src/data/db

* Run Mongo
  + You connect to the database server, which runs as mongod
  + **mongod** is the primary daemon process for the MongoDB system.
    - It handles data requests, manages data access, and performs background management operations
  + Specify the dbpath when loading mongod

mongod --dbpath ~/src/data/db

**Macintosh HD:Users:evanturner:Desktop:Screen Shot 2014-12-22 at 1.01.36 PM.png**

* In another terminal
  + Run the mongo command

mongo

* + After starting the mongo shell your session will use the test database by default.
  + At any time, issue the following operation at the mongo to report the name of the current database:



* + At this point, if you issue the show dbs operation again, it will not include the book\_library\_db database
  + MongoDB will not permanently create a database until you insert data into that database.

Mongod and Mongos

Mongod

* The **mongod** process is the primary database process that runs on an individual server.
* It handles data requests, manages data access, and performs background management operations
  + You can start MongoDB from a command line by issuing the mongod command and specifying option

Mongo

* mongos provides a coherent MongoDB interface equivalent to a mongod from the perspective of a client
  + The mongo binary provides the administrative shell.
  + mongos for “MongoDB Shard,” is a routing service for MongoDB shard configurations that processes queries from the application layer, and determines the location of this data in the sharded cluster, in order to complete these operations
* mongo is an interactive JavaScript shell interface to MongoDB
  + Provides a powerful interface for systems administrators
  + Provides a way for developers to test queries and operations directly with the database.

Provides a fully functional JavaScript environment for use with a MongoDB

Starting

* By default, MongoDB stores data in the /data/db directory. *On Windows, MongoDB stores data in C:\data\db*. On all platforms, MongoDB listens for connections from clients on port 27017

Specify a Data Directory

* If you want mongod to store data files at a path *other than* /data/db you can specify a dbPath.

At the moment only specifying a dbpath is working:

* mongod --dbpath /users/evanturner/src/mongodb/data/db



* + The dbPath must exist before you start mongod. If it does not exist, create the directory and the permissions so that mongod can read and write data to this path

Stopping

* + In a clean shutdown a mongod completes all pending operations, flushes all data to data files, and closes all data files.
    - Other shutdowns are *unclean* and can compromise the validity the data files
  + Clean shutdowns are executed with the following command:

db.shutdownServer() or Control-C or Command-period

Express.js

var express = require('express');

var app = express();

var bodyParser = require('body-parser');

var parseUrlencoded = bodyParser.urlencoded({ extended: false });

// In memory store for the cities in our application

var cities = {};

app.route('/cities')

.get(function (request, response) {

if(request.query.search) {

response.json(citySearch(request.query.search));

} else {

response.json(cities);

}

})

.post(parseUrlencoded, function (request, response) {

if(request.body.description.length > 4) {

var city = createCity(request.body.name, request.body.description);

response.status(201).json(city);

} else {

response.status(400).json('Invalid City');

}

});

app.route('/cities/:name')

.get(function (request, response) {

var cityInfo = cities[request.cityName];

if(cityInfo) {

response.json(cityInfo);

} else {

response.status(404).json('City not found');

}

})

.delete(function (request, response) {

if(cities[request.cityName]) {

delete cities[request.cityName];

response.sendStatus(200);

} else {

response.sendStatus(404);

}

});

// Adds a new city to the in memory store

function createCity(name, description) {

cities[name] = description;

return name;

}

app.listen(3000);

Node.js

Node works in as Non-Blocking code.

* + It does not do one task at a time.
    - Node will read files and carry out the tasks whenever it is finished while carrying out other tasks
      * Ruby is Blocking code



From the example above, non-blocking code can run two tasks parallel.

* + Javascript deals with this by using callbacks to ensure certain tasks are triggered following the execution of a function

Node operates in a constant event loop checking for events from a request called an Event Queue

* + request
  + connection
  + close

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* + These events can trigger even more events form a thing called an Event Queue

setTimeout is put on these requests that calls a function or executes a code snippet after a specified delay.



Time line of requests, callback and setTimeouts



This process has no blocking code being that all these functions are being executed together and are only governed by timeouts which we can set to a time we choose.

This is with a Blocking code



In Node.js this is an asynchronous call to read a file



Sending the index.html to inside the server initialize:



Setting the server to a variable for reuse:



Adding event listeners on the server:



Express

**Express Application**

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The Express Application is the main component for your web application. Among other things, it is used to define routes, start listening for http connections, and perform routing for requests.

**Express Router**

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A router is an isolated instance of middleware and routes. Routers can be thought of as “mini” applications only capable of performing middleware and routing. Every express application has a builtin app router. Routers behave like middleware themselves and can be “.use()’d” by the app or in other routers

**Creating a Route**



Here we are creating a route for ‘/’ to return a JSON object with message set to a constant string.

**Register Routes and Start Server**

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 Register our previously defined routes with the application using the prefix ‘/api’. This means that all defined routes will be prefixed with ‘/api’.

Calling listen on our port to start listening for incoming connections and requests



**Nodemon**

A utility that will monitor for any changes in your source and automatically restart your server

* $ npm install -g nodemon
  + Instead of using node server.js to run your application, you can use nodemon server.js. It will watch for any changes in your application and automatically restart your server for you

Node Inspector

a debugger interface for Node.js applications that uses the Blink Developer Tools

* $ npm install -g node-inspector

Once it is installed, you can run it using the following command. This will start the debugger and open your browser.

* $ node-debug server.js





**Postman**

A powerful HTTP client to help test web services easily and efficiently. It lets you craft simple as well as complex HTTP requests quickly.

* + It also saves requests for future use so that you never have to repeat your keystrokes ever again. Postman is designed to save you tons of time

Enter our URL in the input field where it says, “Enter request URL here”. Type in ‘http://localhost:3000/api’ and press Send



**Storage on Node with MongoDB**

$ npm install mongoose --save



Inside a newly created models folder inside the directory, I have created a beer.js file to define a schema for beer.



* + We loaded the Mongoose package
  + Created a Mongoose schema which maps to a MongoDB collection and defines the shape of the documents within that collection.
  + We defined our schema to contain 2 strings and 1 number.
  + We exported the Mongoose beer model for use within our application.

The last step is to load this new beer model in our server.js file.



**POST or PUT data**

In order to accept POST or PUT data body-parser is required

$ npm install body-parser --save



Finally we need to use this package with our Express Application



**Adding Models**

Creating a new route with the prefix ‘/beers’

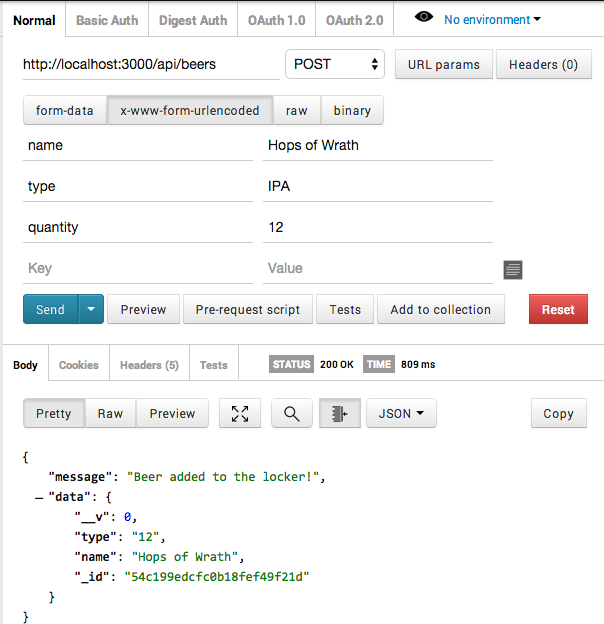
Setting up what to do when we POST to that endpoint

* + In this case we create a new Beer model
  + Set its properties to those passed in as data in the POST
  + Then call save on the Beer model which is a Mongoose function that will save the model to the MongoDB database.



Using **Postman** we test out the POST wrote but switch data type to x-www-form-urlencoded

* + - Enter in the url and 3 key value pairs



**GET route for all beers**

We are creating a new route to the prefix ‘/beers’

* + Setting up what to do when we make a GET request to that endpoint. I
  + In this case we use the Mongoose Beer model to call find which will query the MongoDB database and return all our beer



GET request on Postman should show all beer



**Get route for a single beer**

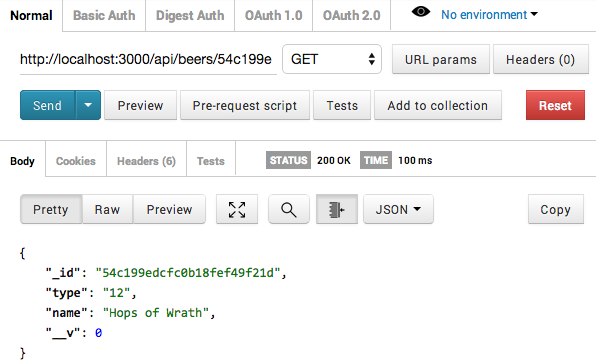
This new route contains the id of the beer we want /api/beers/:beer\_id'

* + With this new route, we then setup what to do when it is called with a GET
  + We end up using the Mongoose Beer model function findById() and pass in the beer\_id parameter to look up the requested beer



Pick out an id from one that you want to request individually.

* + Using **Postman** you can make a request to http://localhost:3000/api/beers/:beer\_id and replace :beer\_id with your id

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**Updating with PUT**

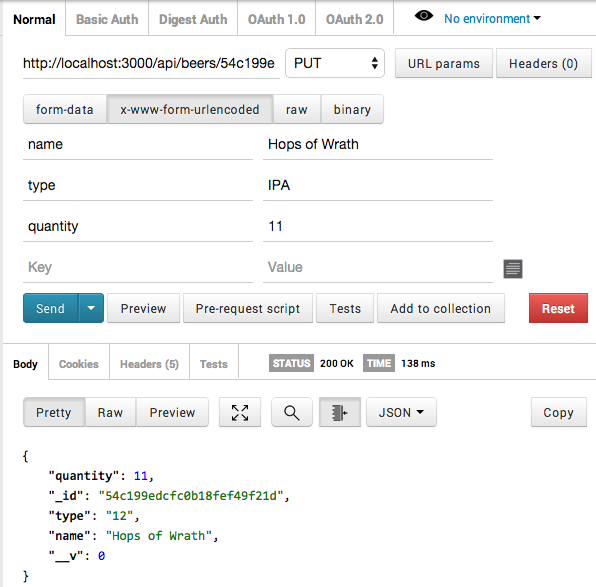
For each model we remove, we need to update our quantity.

* + This is done by implementing support for the PUT method



Just like we did for getting a single beer, we used the same route but implemented functionality to handle **PUT** requests.

* + We lookup the beer the same way, update its quantity, and then save it back to **MongoDB**.
  + Using the same URL you used to **GET** a single beer,
  + We update **Postman** to use **PUT**, set data type to x-www-form-urlencoded, and add a key value pair quantity set to whatever number you want

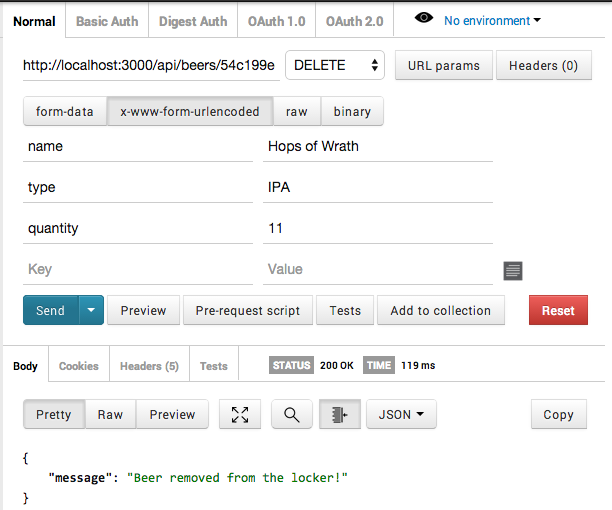


**DELETE route**

Use the Mongoose findByIdAndRemove function to find and delete our object



Update **Postman** to use **DELETE** instead of **PUT** and send the request



You should now be able to switch the method to **GET** and receive and error since the object with that id no longer exists