

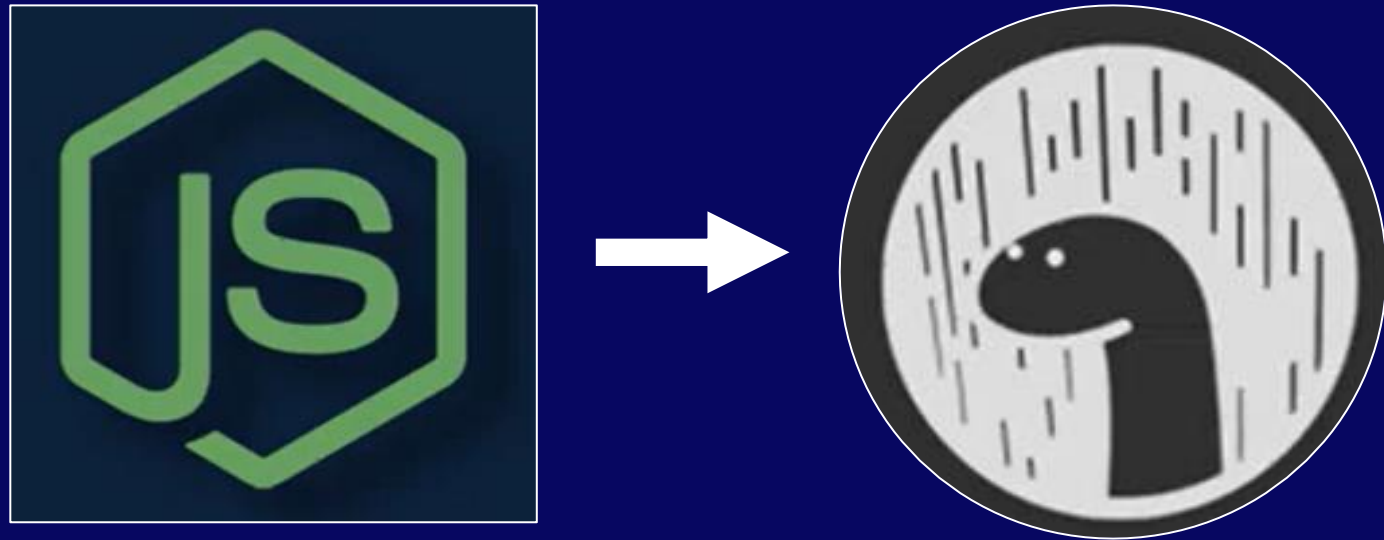
From Node.js to Deno

Is it worth it?



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Agenda

- 1 What is Node.js, What is Deno?
- 2 The take-unique-turn app
- 3 From Node to Deno
Code changes and improvements
- 4 Final Thoughts
Potential risks and use cases
- 5 Q&A

What is Node.js?

What is Deno?



- ✓ Most popular JavaScript server-side runtime environment, *de facto* standard.
- ✓ Asynchronous, event-driven
- ✓ JavaScript everywhere



- ✓ JavaScript & Typescript runtime
- ✓ Runtime & package manager
- ✓ [10 Things I Regret About Node.js](#) 🎬

The App

From Node to Deno

Remove package manager

- ✓ No need for npm, package.json, no node_modules folder
- ✓ Packages as links, imports local and remote using URLs
- ✓ *Mostly compatible* with npm packages

True sandbox environment

✓ Restricts access to resources by default

✓ Set of permission flags

✓ Still has the –A backdoor

ES modules* & promises

- ✓ Top-level await
- ✓ ES Modules, imports as vanilla JavaScript
- ✓ Selective import of needed modules from a package

Miscellaneous



Built-in TypeScript



Browser API, fetch vs. node-fetch



Built-in tools (formatter, linter, test)



Native WebSocket support

Final Thoughts

Q&A

Resources

Nodejs

<https://github.com/extensa-io/take-unique-turn>

live app: [take-unique-turn](#)

Deno

<https://github.com/extensa-io/take-unique-turn-deno>

Live app: [take-unique-turn-deno](#)

[Slides](#)