

How to use document.querySelector and require with node.js and SQLite3

Asked 2 years, 1 month ago Modified 1 year, 6 months ago Viewed 7k times

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- So pretty much I am trying to create an application that interacts with a database but cannot seem to get either one to work. Either the `require` causes an issue or the `document` keyword does (dependant on which I start from) I was just wondering if anyone knew a fix to this? I was trying to use classes and methods so I could split up the files as well but just doesnt want to work

🔖 I am very open to using another library or framework if need be so if you have any recommendations please let me know.

🕒

Here is my `main.js`

```
'use strict'

const handleSQLite = require('./handleSQLite.js')

let db = new handleSQLite();

db.openDatabase();
```



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```
ick', function() {
move('hidden');
idden');
idden');
-search-clicked');

'.search-clicked');
= 'absolute';
'-500px';
```

```
ick', function() {
move('hidden');
idden');
idden');
-insert-clicked');
```

```
document.querySelector('.remove').addEventListener('click', function() {
```

```

//document.querySelector('.insert-sec').classList.remove('hidden');
document.querySelector('.search').classList.add('hidden');
document.querySelector('.insert').classList.add('hidden');
document.querySelector('.btns').classList.add('bts-remove-clicked');
document.body.style.backgroundColor = "#BAE1FF";
console.log('remove clicked');
});

```

Here is my `server.js`

```

const http = require('http');
//const path = require("path");
//const express = require('express');
const fs = require('fs');
const port = 8080;
//const app = new express();
//app.use(express.static(__dirname+'./public'));

// Open Server
const server = http.createServer(function(req, res) {

  // Handle main page request
  if (req.url === '/') {
    res.writeHead(200, { 'Content-Type': 'text/html' })
    fs.readFile('index.html', function(error, data) {
      if (error) {
        res.writeHead(404);
        res.write('Error: File Not Found');
      } else {
        res.write(data);
      }
    })
  }
}

```



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```

'})
{

```

```

ascript'})
{

```

```

        res.writeHead(404);
        res.write('Error: File Not Found');
    } else {
        res.write(data);
    }
    res.end();
  })
}

// Handle image request
else if (req.url === '/img/search.png') {
  res.writeHead(200, { 'Content-Type': 'image/png' })
  fs.readFile('img/search.png', function(error, data) {
    if (error) {
      res.writeHead(404);
      res.write('Error: File Not Found');
    } else {
      res.write(data);
    }
    res.end();
  })
}

// Handle SQL request
else if (req.url === '/handleSQLite.js') {
  res.writeHead(200, { 'Content-Type': 'text/javascript' })
  fs.readFile('handleSQLite.js', function(error, data) {
    if (error) {
      res.writeHead(404);
      res.write('Error: File Not Found');
    } else {
      res.write(data);
    }
    res.end();
  })
}

```



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```

in'})
r, data) {

```

```

;

```

```

tion(error) {

```

```

    if (error) {
      console.log('Something went wrong', error);
    } else {
      console.log('Server is listening on port ' + port);
    }
  });

```

And here is my `handleSQLite.js` I know this one is very messy, I have just been trying tons of things

```

const sqlite3 = require('sqlite3');

/*
const searchInput = document.getElementById('search-input');
const matchList = document.getElementById('match-list');
*/

class handleSQLite {
  constructor() {
    this.db;
  }

  openDatabase() {
    this.db = new sqlite3.Database('./db/storage.db', (err) => {
      if (err) {
        console.error(err.message);
      } else {
        console.log('Connected to the in memory SQLite database.')
      }
    });
  }
}

```



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..');

```

/*
let db = new sqlite3.Database('./db/storage.db', (err) => {
  if (err) {
    console.error(err.message);
  } else {
    console.log('Connected to the in memory SQLite database.')
  }
});
*/

let sqlItemSearchSuggest = `SELECT ItemName itemName
                           FROM   storage`

let sqlCreate = `CREATE TABLE storage(BoxNum REAL, ItemName TEXT, Location TEXT)`

let sqlInsert = "INSERT INTO storage VALUES(1, 'waffle maker', 'Storage Room')"

const searchSearchItems = async searchText => {
  const searchRes = await database.db.each(`SELECT ItemName FROM storage`, (err, row)
=> {
    if (err) {
      throw err;
    }
  }).toArray();

  console.log(searchItems);

  let searchMatches = searchRes.filter(searchItem => {
    console.log(searchItem);
    const searchRegex = new RegExp(`^${searchText}`, 'gi');

```



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```
module.exports = handleSQLite;
```

It is just very frustrating as I know how I want to do everything else but just cannot get past this hurdle.

Oh then I guess here is my `index.html` as well

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <link rel="stylesheet" href="style.css"/>

  <link rel="preconnect" href="https://fonts.googleapis.com">
  <link rel="preconnect" href="https://fonts.gstatic.com" crossorigin>
  <link href="https://fonts.googleapis.com/css2?family=Comic+Neue&display=swap"
rel="stylesheet">

  <title>Storage Lookup</title>
</head>
<body>
  <div class="btns">
    <button class="sel-btn search">Search</button>
    <button class="sel-btn insert">Insert</button>
    <button class="sel-btn remove ">Remove</button>
  </div>
```



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```
ttton>
utton>
```

```
t" placeholder="Item Name">
ch.png" name='searchbtn'
```

```
" id='input-insert-box'
```

```
" id='insert-input-item'
```

```
placeholder="Item Name">
  </div>
  <div class="insert-btn-con">
    <button class="insert-sec-btn">Insert</button>
  </div>
</div>

<script type="module" src="main.js"></script>

</body>
</html>
```

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is impossible. You can't access db

the language, they are very different
server specific things like



So running sqlite in browser is like running jquery on server -- there is no such a thing like DOM in NodeJS like there is no such a thing like `fs` in browser.



How then?

In the common case the client code and the server code don't know much about each other. They deal with each other via API like classical client-server apps.

Simple example abstractly looks like:

Browser: asks server for `/api/users` route via `GET` request Server: *does the job like going to DB, extracts data* Server: return data to Browser, mostly likely in JSON Browser displays data

and etc.

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answered Aug 29, 2021 at 5:19



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