

The State of



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Following

My estimate, based on way too much data, is that Node.js grew by 20-27% in Q1 of 2016, which is actually more than Q1 in 2015.

RETWEETS

10

LIKES

14



10:11 PM - 28 Apr 2016



10:11 PM - 28 Apr 2016



James M Snell

@jasnell

Still working on removing duplicates, but it's starting to look like around 100-120 new contributors to Node.js over the past four months.

RETWEETS

8

LIKES

16



10:03 AM - 25 Apr 2016



10:03 AM - 25 Apr 2016



Satoshi Nakamoto ← (Rod Vagg*)
@rvagg



Following

Truth is, beyond the V8 upgrade, Node.js v6 is kind of boring, but that's the way it should be! Progress + stability.

RETWEETS
18

LIKES
48



8:18 AM - 23 Apr 2016



**maybe*



8:18 AM - 23 Apr 2016

So what is happening in the world of Node.js?

Let's talk about releases.

Node.js v6.0.0 - Current

Node.js v5.11.0

Node.js v4.4.3 - LTS

Node.js v0.12.13 - Maintenance

Node.js v0.10.44 - Maintenance

Node.js v6.0.0 - 2019-04

Node.js v5.11.0 - 2016-06*

Node.js v4.4.3 - 2018-04

Node.js v0.12.13 - 2016-12-31*

Node.js v0.10.44 - 2016-10-31*

*upgrade now!

Node.js v7.x - Arriving 2016-10

Node.js v6.x

Node.js v4.x

So what's new in v6?

V8 v5 is in v6

93% of ES6 Language Features!
default params, destructuring*,
Proxies, and more.

<http://node.green>

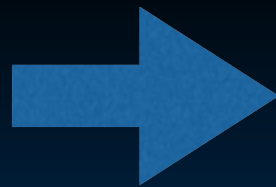
* there are some performance issues so be careful

I am seriously hoping
that we can have V8 v8
in Node.js v8



New Buffer constructors

new Buffer(str, enc)
new Buffer(array)
new Buffer(buf)
new Buffer(size)
new SlowBuffer(size)



Buffer.from(str, enc)
Buffer.from(array)
Buffer.from(buf)
Buffer.alloc(size)
Buffer.allocUnsafe(size)
Buffer.allocUnsafeSlow(size)

Why? Usability and Security.

Other API changes

Comparing Buffers with offsets

Better `buffer.lastIndexOf()`

Couple of new EventEmitter methods

`fs.realpath()` is much faster (but also now throws errors)

New process warnings API

Improved Zlib support

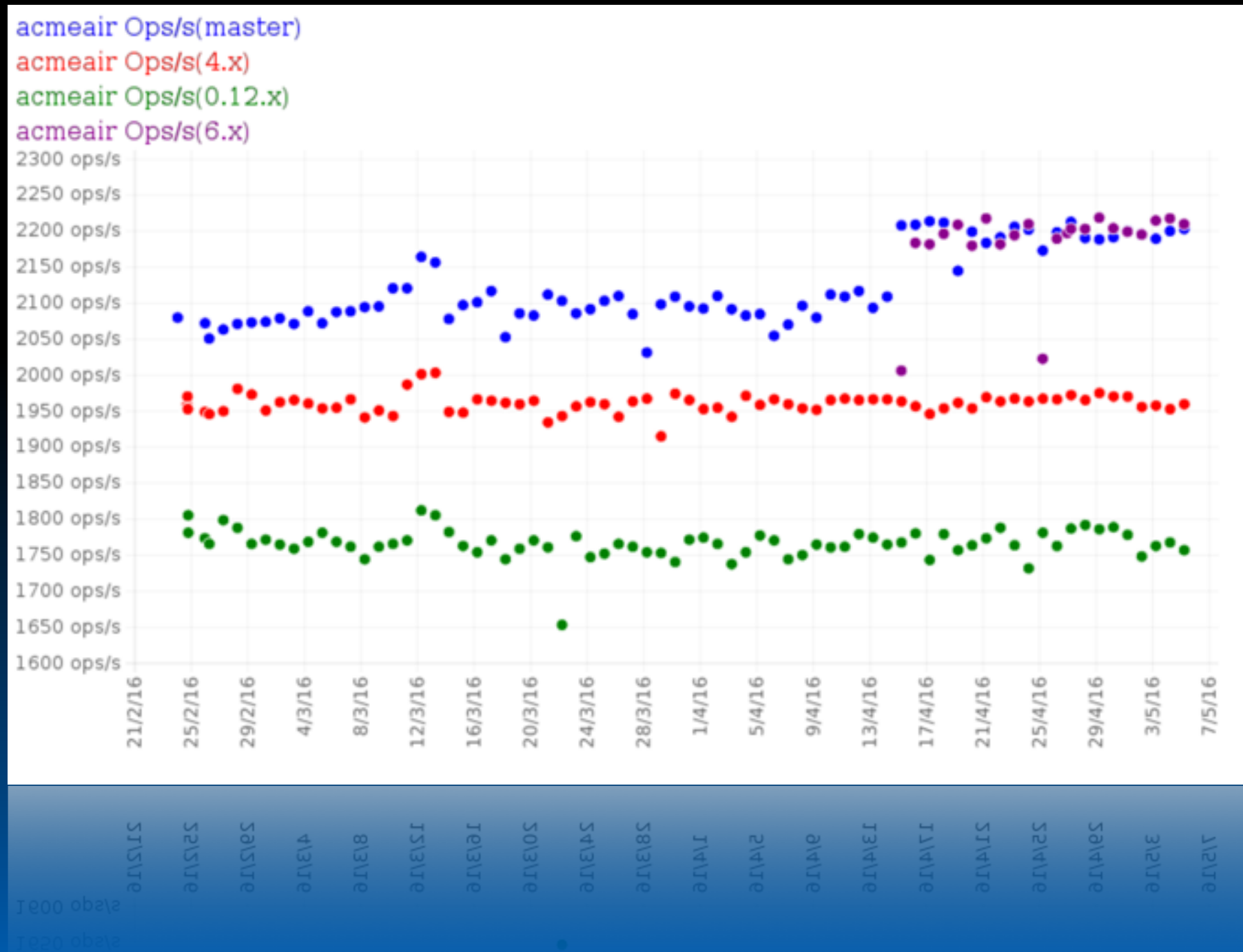
Lots of other smaller things...

Why? Usability and Security.

Massive Performance Improvements



Massive Performance Improvements



30 billion transactions per day
in benchmark tests*.

* will hopefully be hearing about this
more at Node.js Interactive

Significant Improvements to Testing and Documentation

over half of the commits since v4
have been test and doc fixes.

Special shout out to Rich Trott who
put in massive effort on the tests

In other words, as soon as we made it
easier for people to contribute to Node.js,

they immediately began using that
freedom to make Node.js more reliable.

Reminder:

If you're using Node.js v5 now, upgrade to v6 now.

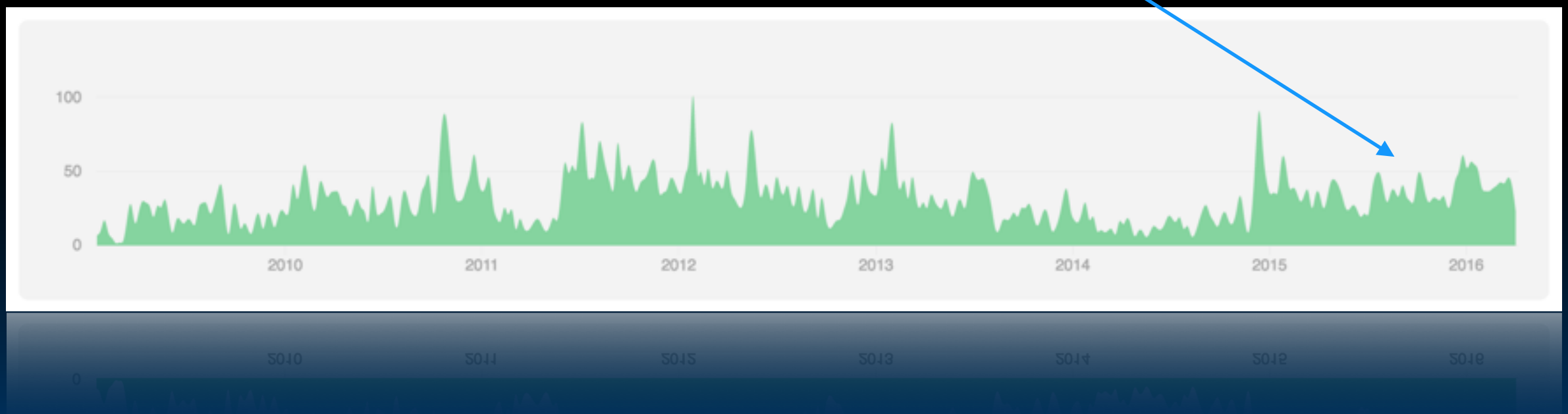
If you're using Node.js v4 LTS, start planning to upgrade.

You should complete your upgrade to v6
in production by the end of 2016.

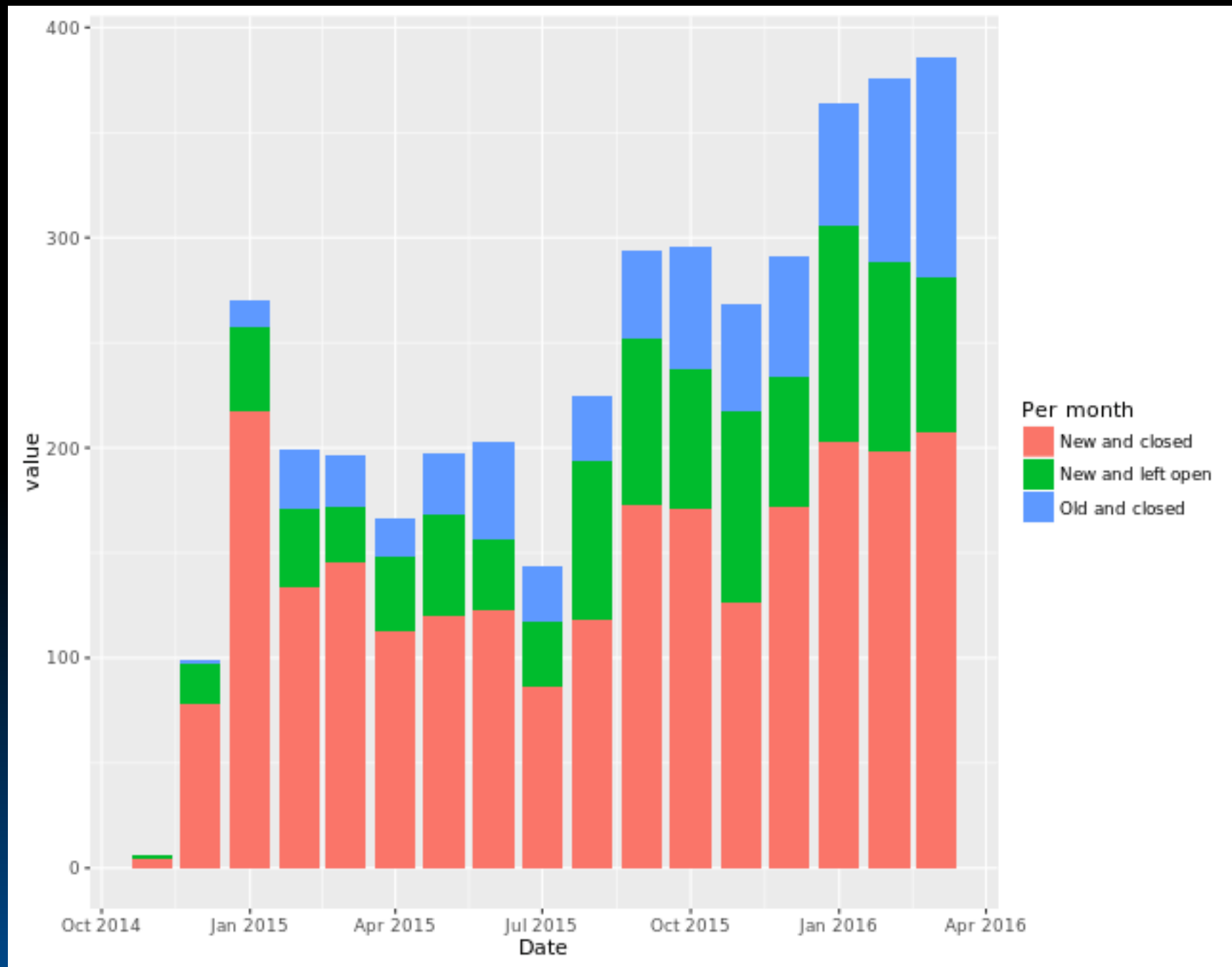
What's new in the community?

100+ new contributors in 4 months.

Sustained Growth

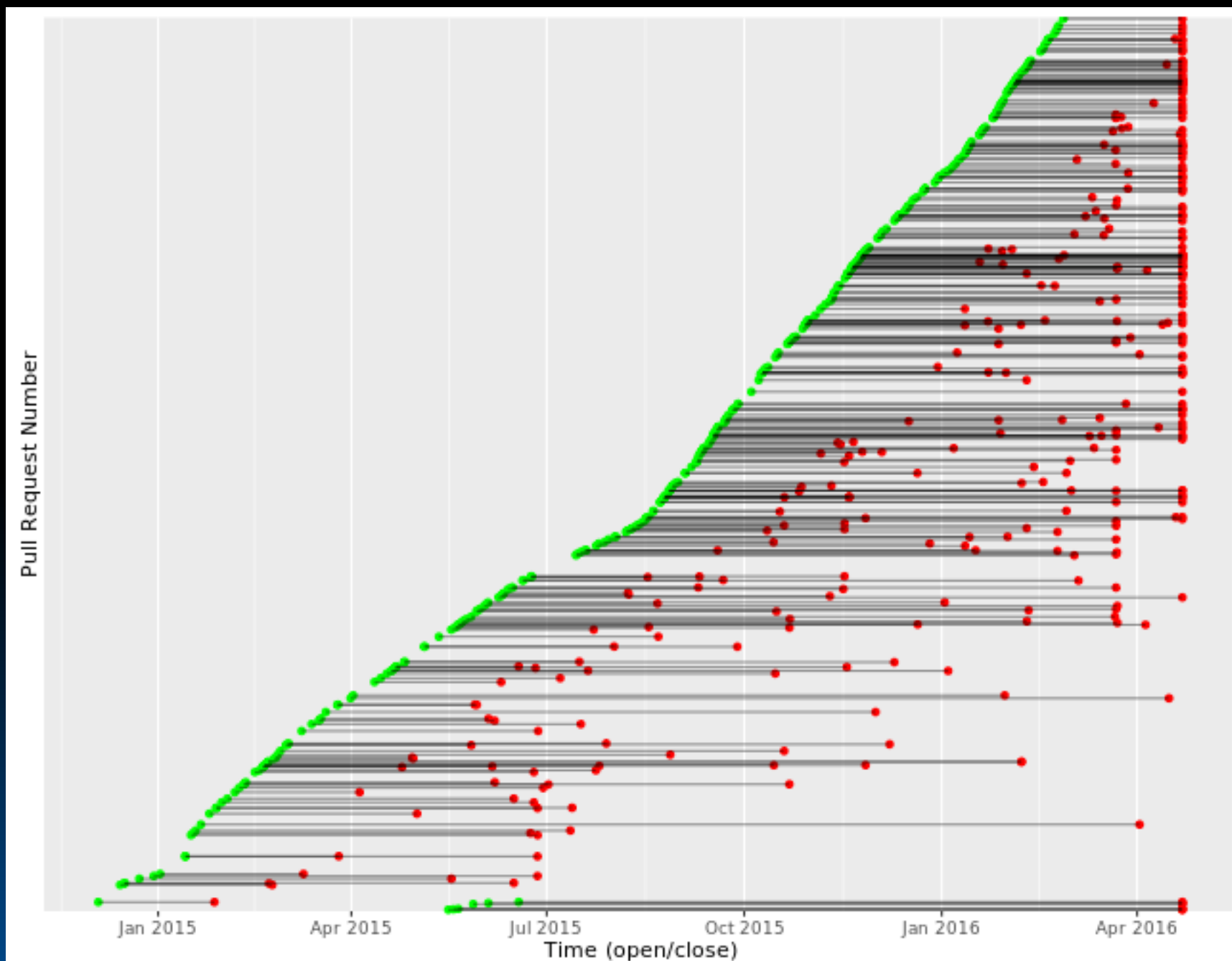


Healthy activity



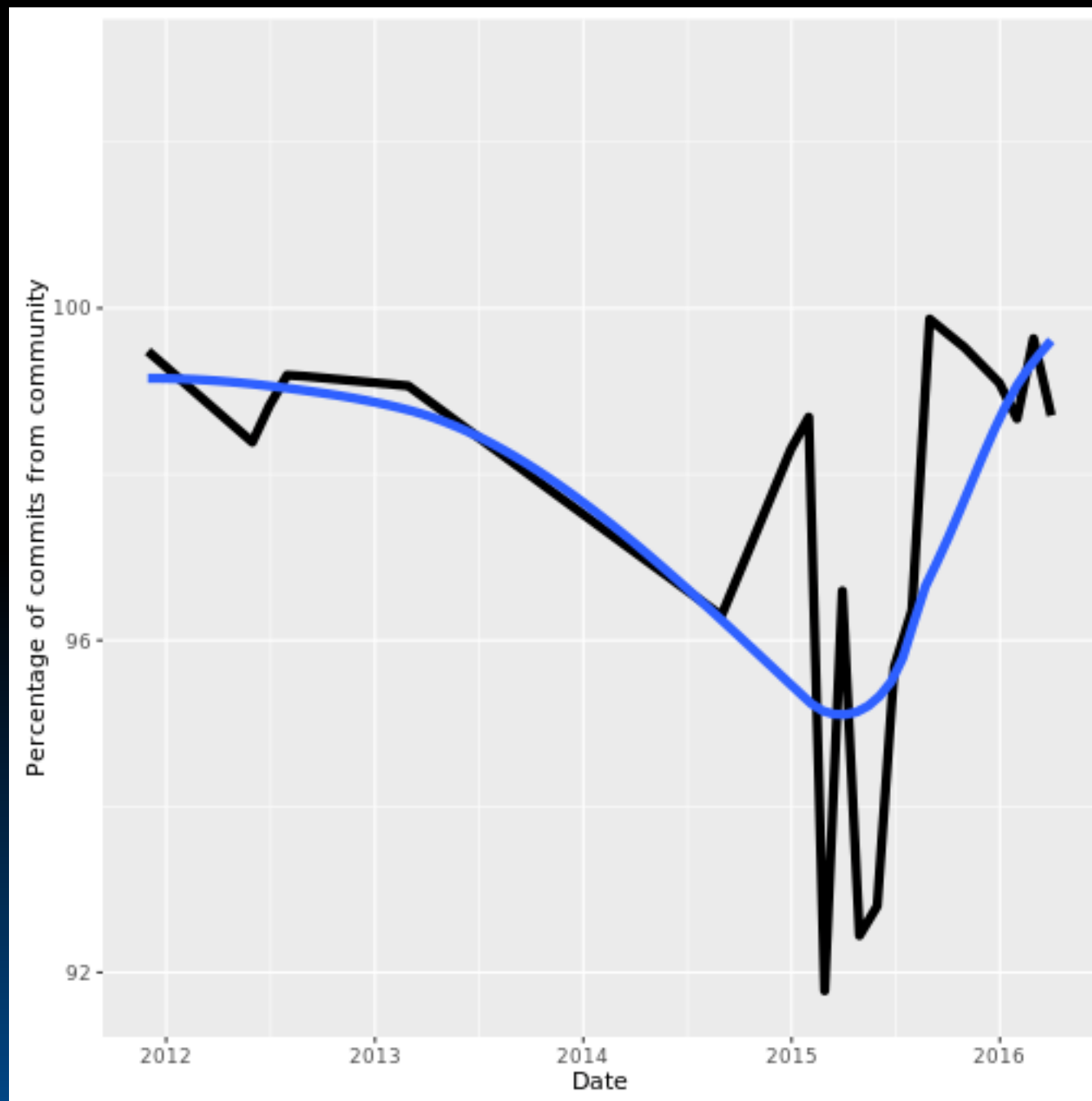
Source: <http://ghorrent.org/pullreq-perf/nodejs-node/>

Healthy activity



Source: <http://ghtorrent.org/pullreq-perf/nodejs-node/>

Community Participation.



Source: <http://ghorrent.org/pullreq-perf/nodejs-node/>

Contributors drive the roadmap*.

* mostly. Ask me about ES6 modules later

What's on the horizon?

Even *more* ES6 and ES7

Modules, async await, Intl, etc

Multiple VMs

ChakraCore
SpiderMonkey

Improved abstraction APIs for Native Module Developers

More performance improvements.

Better error messages and error handling.

Async-Wrap and other enhanced internals
for improved debugging and monitoring.

More ecosystem testing.

Canary in the Gold Mine.

<https://github.com/nodejs/citgm>

We will test your modules in our CI
so we can know if our changes
will break your stuff before you do.

Then we can help you fix it.

ES6 Modules?

Sigh.

This one is a bit of a mess, but it's being figured out.

<https://github.com/nodejs/node-eps/blob/master/002-es6-modules.md>

Get involved.

[https://github.com/nodejs/node/blob/master/
CONTRIBUTING.md](https://github.com/nodejs/node/blob/master/CONTRIBUTING.md)

Thank you.



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