

1 Build a Back-End with Node/Express.js

1.1 Introduction

1.2 Node REPL

- Is an abbreviation for Read-eval-print loop
- Node comes with built-in javascript REPL
- `.editor` goes into editor mode
 - Use CTRL + D when ready to evaluate the input
- A REPL can be extremely useful for performing calculations
- The Node environment contains a number of Node-specific `global` elements in addition to those built into the JavaScript language
 - can be examined using command `console.log(global)`

1.3 Running a Program with Node

- Done using command `node myProgram.js`
- Javascript code is written to file `.js` extension

1.4 Accessing the Process Object

- Node has a global `process` object with useful methods and information about the current process.
 - `process.env` property is an object which stores and controls information about the environment in which the process is currently running
 - * `PWD` - holds a string with the directory where the current process is located
 - * `NODE_ENV` - holds a value of either production or development

Example

```
1   if (process.env.NODE_ENV === 'development') {  
2       console.log('Testing! Testing! Does everything work?');  
3   }  
4
```

- * `process.memoryUsage()` returns information on the CPU demands of the current process.
- * `process.memoryUsage().heapUsed` return a number representing how many bytes of memory the current process is using.

- `process.argv` property holds an array of command line values provided when the current process was initiated
 - * first element in the array is the absolute path to Node
 - * second element in the array is the path to the file that's running
 - * following elements will be any command line arguments provided when the process was initiated (like C)!!!

```
1 node myProgram.js testing several features
2
```

```
1 console.log(process.argv[3]); // Prints 'several'
2
```

1.5 Core Modules and Local Modules

- **Modularity** is a software design technique where one program has distinct parts each providing a single piece of the overall functionality.
 - Is essential when creating scalable programs
 - * incorporate libraries and frameworks and separate the program's concerns into manageable chunks
- **Modules** come together to build a cohesive whole

- is imported using `require()`

```
1 // Require in the 'events' core module:
2 let events = require('events');
3
```

- is exported using `module.exports`

```
1 module.exports = class Dog {
2
3     constructor(name) {
4         this.name = name;
5     }
6
7     praise() {
8         return `Good dog, ${this.name}!`;
9     }
10 };
11
```

1.6 Node Package Manager

- NPM, which stands for Node Package Manager

1.7 Event-Driven Architecture

- Node is often described as having event-driven architecture
- Node provides an `EventEmitter` class which we can access by requiring in the `events` core module

```
1 // Require in the 'events' core module
2 let events = require('events');
3
4 // Create an instance of the EventEmitter class
5 let myEmitter = new events.EventEmitter();
6
```

2 Event-Driven Architecture

- Node is often described as having event-driven architecture.
 - This feels so much like threaded programming
- event emitter instance has an `.on()` method which assigns a listener callback function to a named event.