class: http.Agent
  new Agent

agent. create Connection
    • KeepSocket Alive
    • reuse Socket
    • destroy
    • freeSockets
    • getName
    • maxFreeSockets
    • maxSockets
    • requests
    • sockets

class: http. ClientRequest
  'abort'
  'connect'
  'continue'
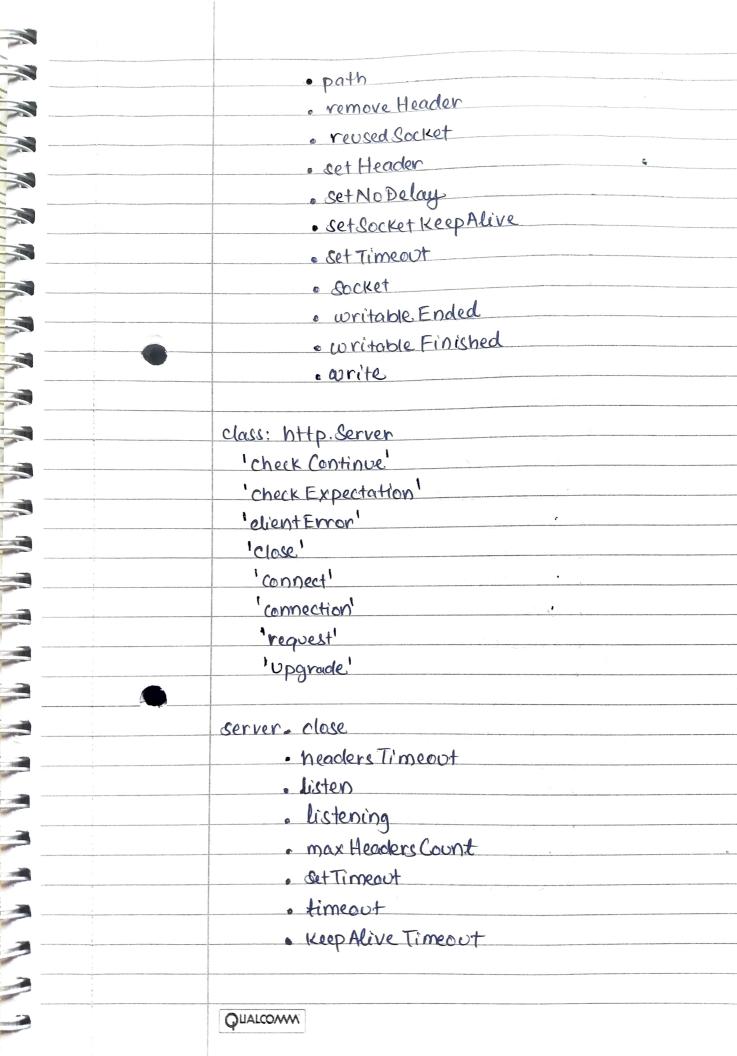 'information'
  'response'
  'socket'
  'timeout'
  'upgrade'

request. aborted
    • end
    • destroy
    • destroyed
    • flushHeaders
    • getHeader
    • maxHeaderCount

- path
- remove Header
- reused Socket
- set Header
- set No Delay
- set Socket Keep Alive
- set Timeout
- Socket
- writable Ended
- writable Finished
- write

Class: http.Server
- 'check Continue'
- 'check Expectation'
- 'client Error'
- 'close'
- 'connect'
- 'connection'
- 'request'
- 'upgrade'

server. close
- headers Timeout
- listen
- listening
- max Headers Count
- set Timeout
- timeout
- keep Alive Timeout

class: http.ServerResponse
'close'
'finish'
•

response • add Trailers
• connection X
• cork
• end
• flush Headers
• get Header
• get Header Names
• get Headers
• has Header
• headers Sent
• remove Header
• send Date
• set Header
• set Timeout
• socket
• status Code
• status Message
• uncork
• writable Ended
• writable Finished
• write
• write Continue
• write Head
• write Processing

class: http. Incoming Message
   'aborted'
   'close'

message. aborted
- complete
- destroy
- headers
- httpversion
- method
- raw Headers
- raw Trailers
- setTimeout
- socket
- statusCode
- statusMessage
- trailers
- url

http. METHODS
- STATUS-CODES
- createServer
- get
- get
- globalAgent
- maxHeaderSize
- request
- request
- validateHeaderName
- validateHeaderValue