

2025年11月12日 21:39

Testing in backend:  
Respond: `res.status()`  
if, try, catch

Hashing password:  
Use bcrypt to generate a random "salt" to combine with user's password.  
Then runs through bcrypt algorithm, and produces a long, unreadable hash.  
Save only hashedPassword in DB.

`bcrypt.compare()`: extract salt from stored hash. Rehash input with same salt. Compare 2 hashes.

**JWT(John Web Token):**  
Core of secure authentication, a secure way to send user identity btw frontend & backend  
A small, signed string that proves: "User logged in & has permission."  
Can sign expire day.  
User logs in:  
Server checks password (bcrypt.compare) -> generate JWT(jwt.sign([id], 'secret')) -> send JWT in HTTP-  
only cookie -> Frontend makes API calls w/ cookie -> Server verifies JWT (jwt.verify()) -> Allow access to protected routes

Cookie-parser:  
how Express server reads the JWT from the HTTP-only cookie that the browser automatically sends.  
Cookie-parser read JWT from cookies -> verify user -> allow access

API calls  
Frontend asking Backend for data or action

**Protected routes**  
API endpoints that only logged-in users can access.

Cloudinary:  
A cloud platform to upload, store, transform, and deliver images & videos

Mongoose: opensource NoSQL File database

Dotenv: zero-dependency module that loads environment variable from .env file into process.env

Jsonwebtoken(jwt): transfer data through-> json object encode  
Encode through HMAC, RSA, ECDS algtm...  
Used in users authorization.

1. User req server for jwt.
2. Req source from source server w/ that JWT
3. If JWT approved, source get

Decoded JWT include: Header, payload and verify signature

Bcryptjs: salt(random add some random data into it) the user datas to avoid database leak  
Dis: inreverse

cookie-parser: parse cookies from the Cookie header in incoming requests  
Signed Cookies (Secure) to prevent tampering

Cloudinary: cloud-based media management platform that provides an SDK and API to easily upload, store, transform, optimize, and deliver images and videos in your Node.js applications

socket.io: real-time, bidirectional, event-based communication library for Node.js  
enables live data exchange between clients and servers using WebSockets

Middleware(Node.js): add and reuse common functionality across routes & endpoint

**Application-level Middleware:** using `app.use()` or `app.METHOD()`  
Cases: Logging, authentication, request parsing, and other operations that should run for every req.

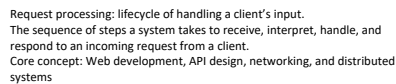
Router-level Middleware: `express.Router()`  
 Cases: Grouping route-specific middleware, API versioning, and organizing routes into logical groups  
 Ads: code orgiz, modular routing, apply middleware to each route gp.

Error- handling Middleware: (err, req, res, next)  
Cases: handle error that occur during req processing

**Built-in Middleware:**  
Express.json(), express.urlencoded(), express.static(), express.Router()

Third-party Middleware:  
 Helmet: Secure app by setting various HTTP headers,  
 Morgan: HTTP request logger,  
 CORS: Enable CORS w/ various options  
 Compression: compress HTTP res  
 Cookie-parser: Parse Cookie header & populate req.cookies

**Signed cookies:** HTTP cookies that have a cryptographic signature attached to them to prevent tampering by the client (browser).



Request Arrival:  
Client send req to server include...

1. Method
2. URL/Endpoint
3. Headers
4. Body

Routing:  
server determines which part of the application should handle the request.

Middleware:  
Pre-processing steps run before the main logic

Business Logic Execution:  
The core functionality runs...

1. Query a database
2. Call external APIs
3. Perform calculations
4. Generate dynamic content

Response Construction:  
The server builds a response...

1. Status code (200 OK, 404 Not Found, 500 Error, etc.)
2. Headers (Content-Type: application/json, etc.)
3. Body (HTML page, JSON data, file stream, etc.)

Response Sent:  
The response is transmitted back to the client over the network...

**Request parsing:** Early step in request processing.  
process of analyzing and extracting meaningful data from an incoming client request (usually HTTP) so that the server or application can understand and act on it.