Node.JS for IoT

part I: Node.JS basics
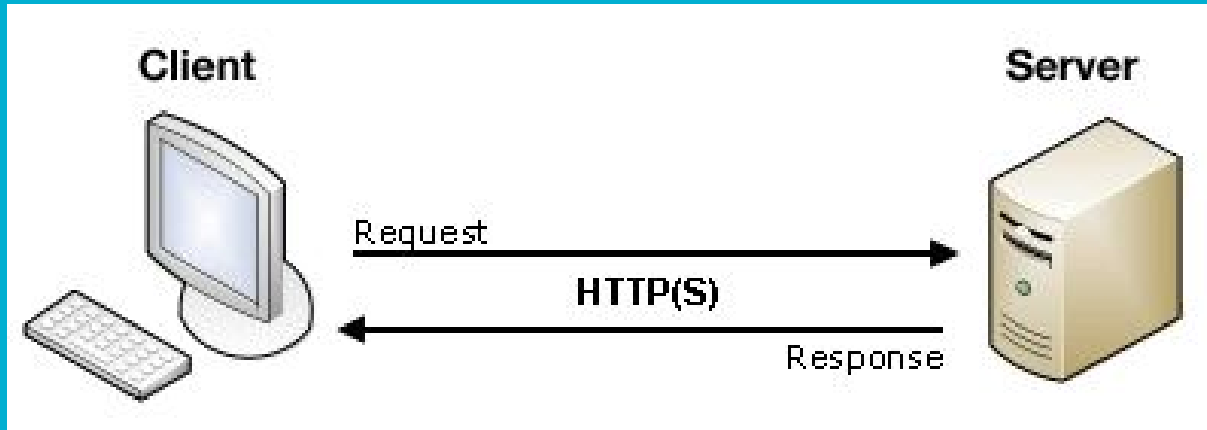
What is Node.JS?

- Low-level Javascript library for writing network applications on the server-side
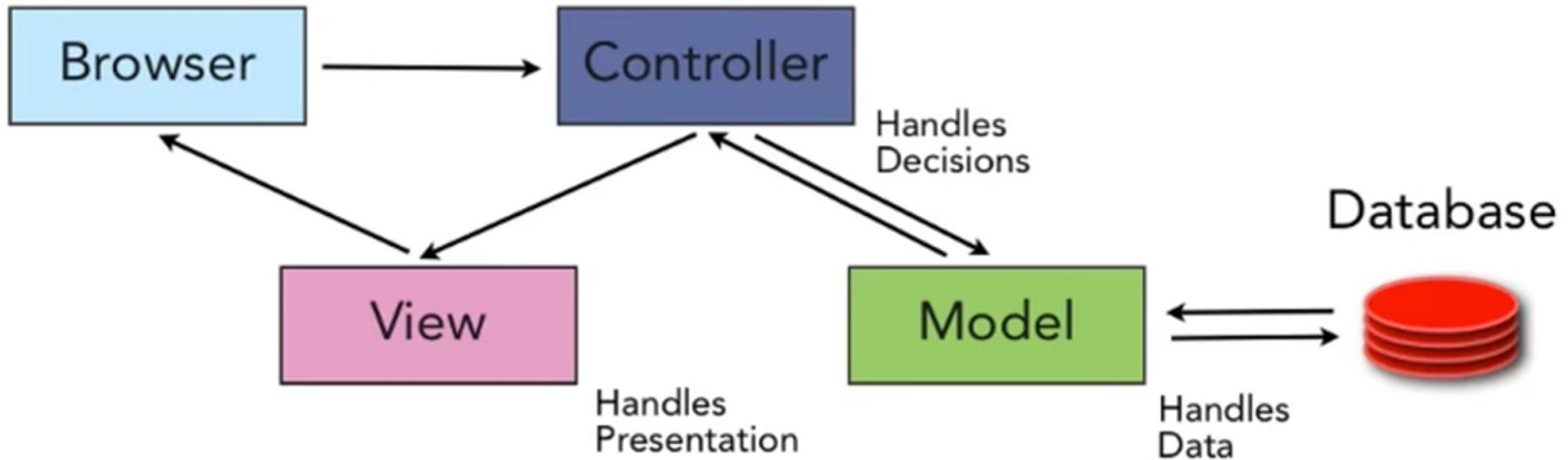- Non-blocking (Multi-threaded)
- Event loop

What can you build with Node?

- Real-time Applications
- Chat box
- Scrapers
- Upload Client
- IoT servers
- IoT diagnostic tools

Client vs. Server

MVC (Model View Controller)

```javascript
var http = require('http');
var server = http.createServer();

server.on('request', function(request, response) {
  response.writeHead(200);
  response.write("Hello, World!");
  response.end();
});

server.listen(8000);
console.log('Serving website on port 8000');

```