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Lab Class WebStorm

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Plan for today

- We have two hours and there is a lot to go through
- Learning Objectives
 - Learn to use WebStorm (our development environment)
 - Create your first nodeJs server
 - Learn to get a file
 - Learn to get an EJS file with parameters
 - Learn to post a form
- You are expected to know HTML and Javascript as a starting point

Important!

- Very important:
 - if you do not finish the exercise today,
 - make sure to finish it over the coming week
 - from next week we will build on this
 - if you have not completed the exercises you will struggle
- Also
 - use today as a test of your Javascript and HTML knowledge



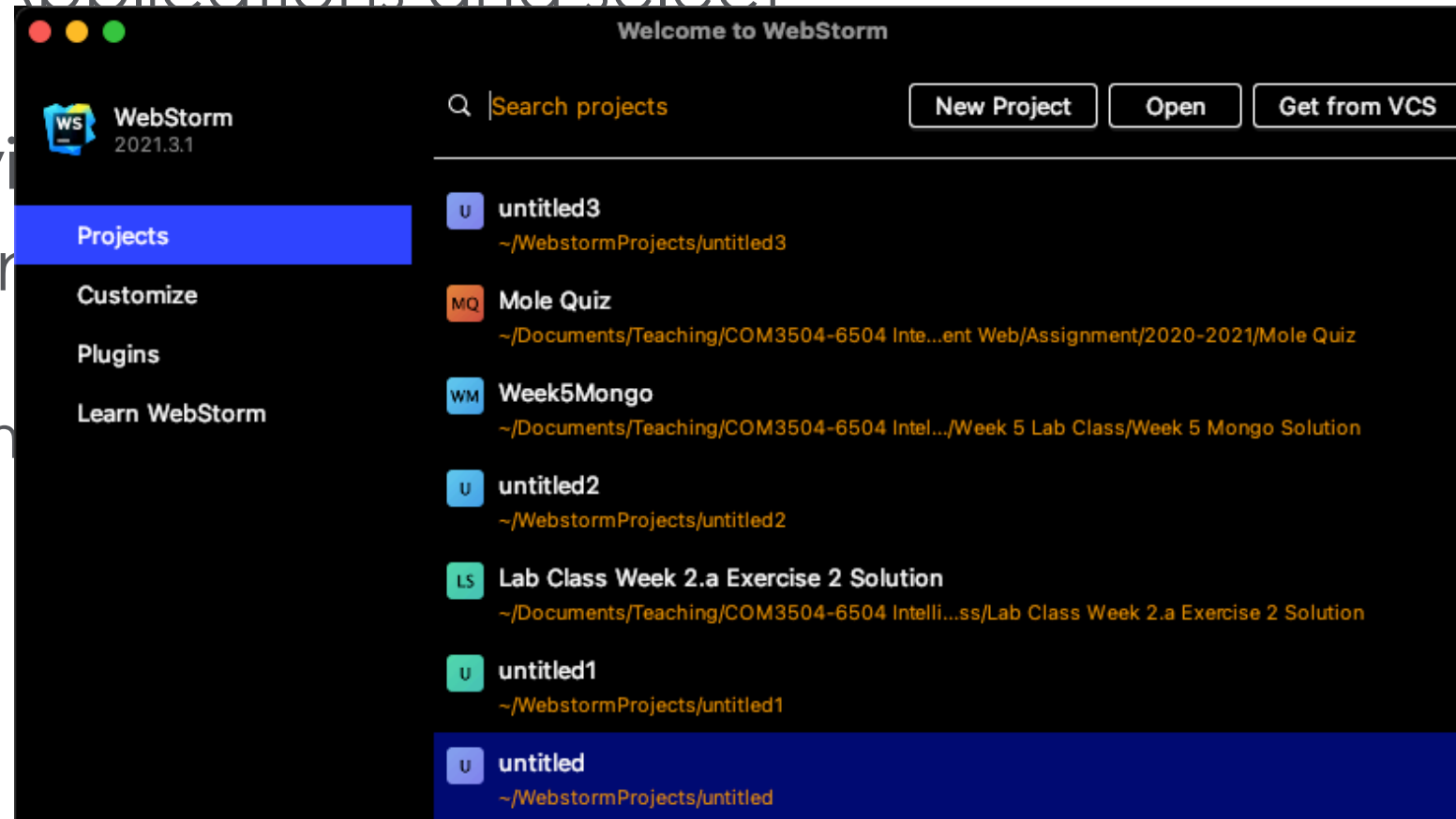
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Creating an Express Project in WebStorm

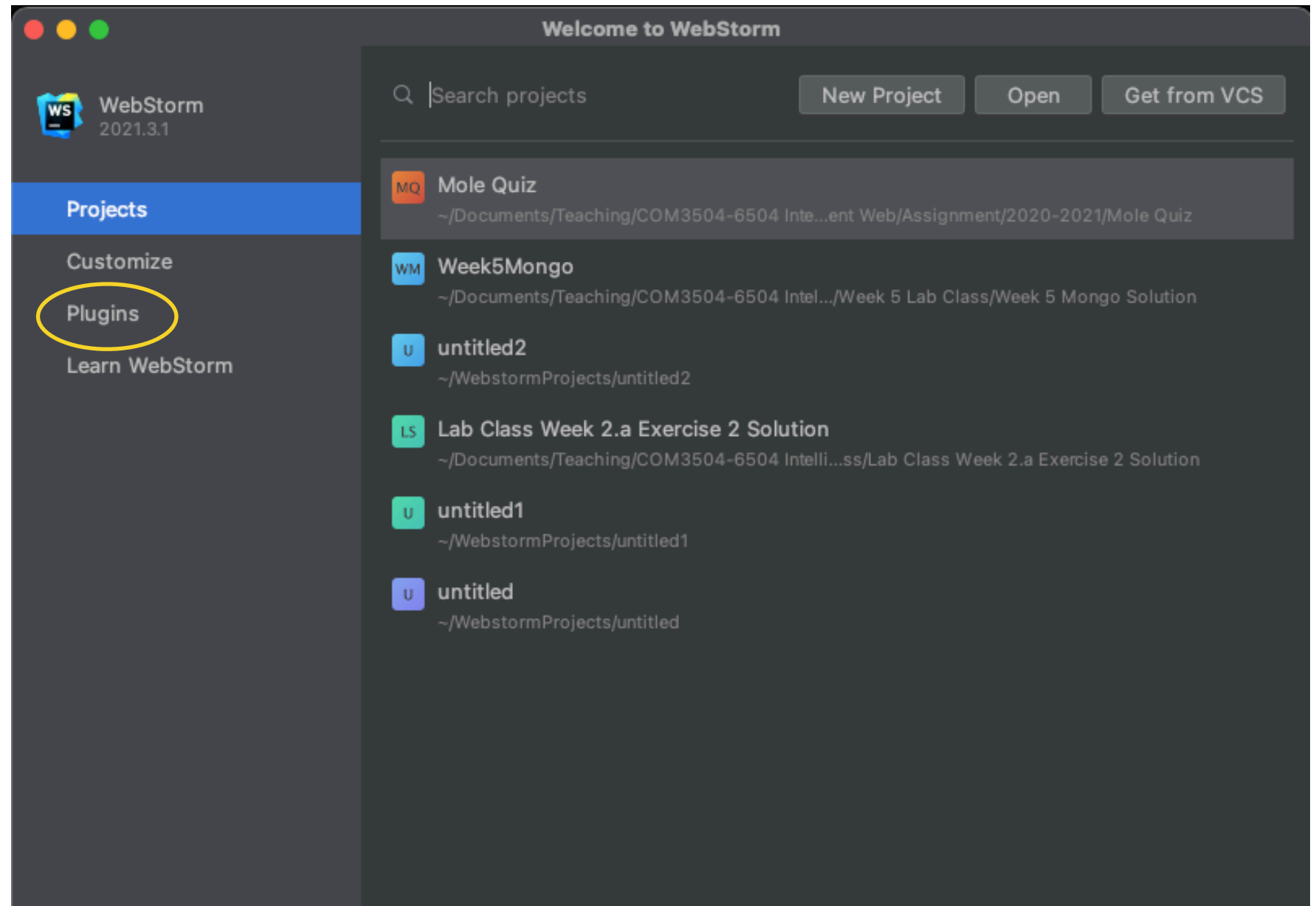


Using WebStorm

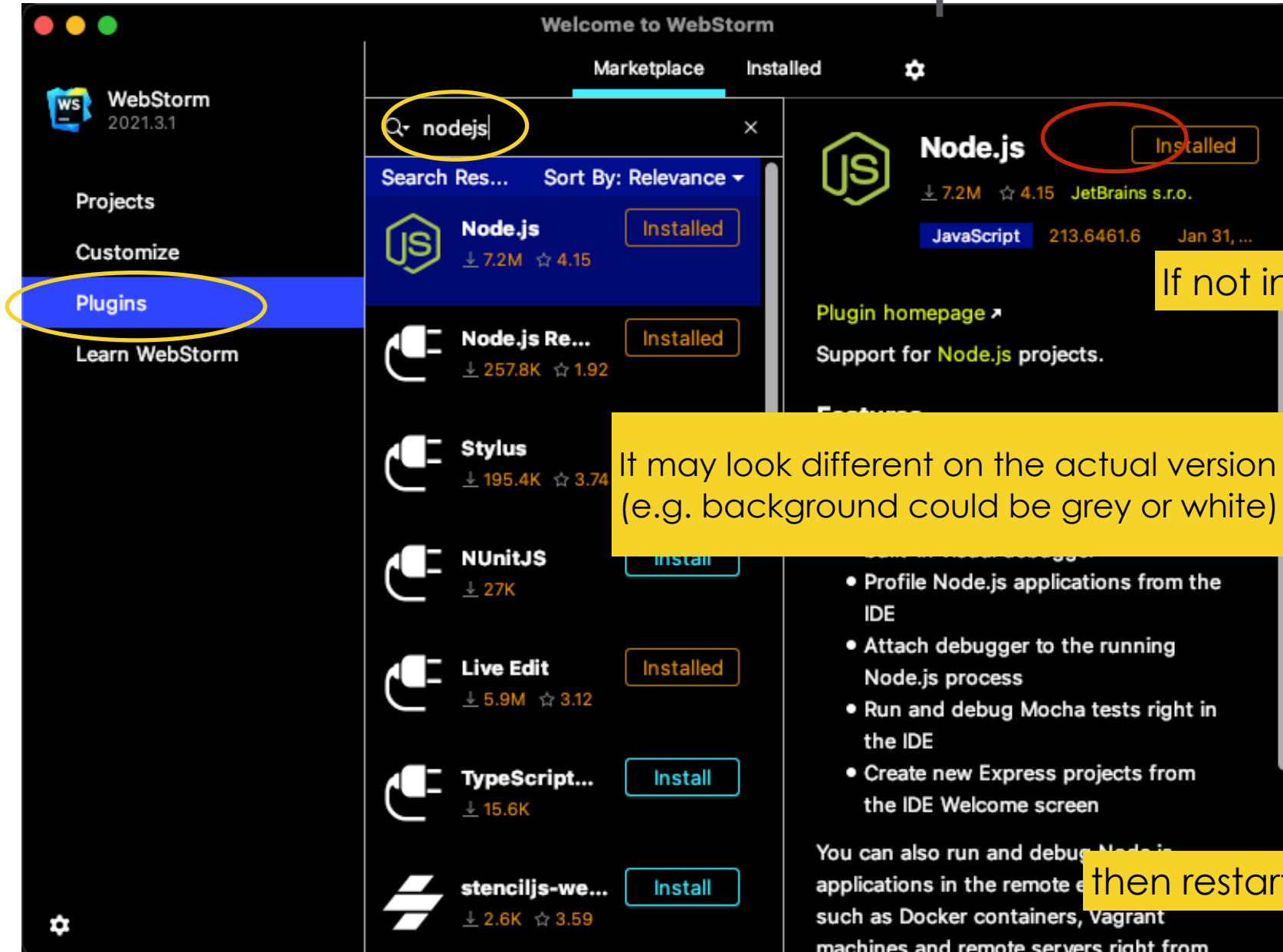
- In Windows Go to the Window menu and search
 - WebStorm
- On a Mac go to Applications and select WebStorm
- This is what you will see
- you should have WebStorm already installed
 - to be sure: click on



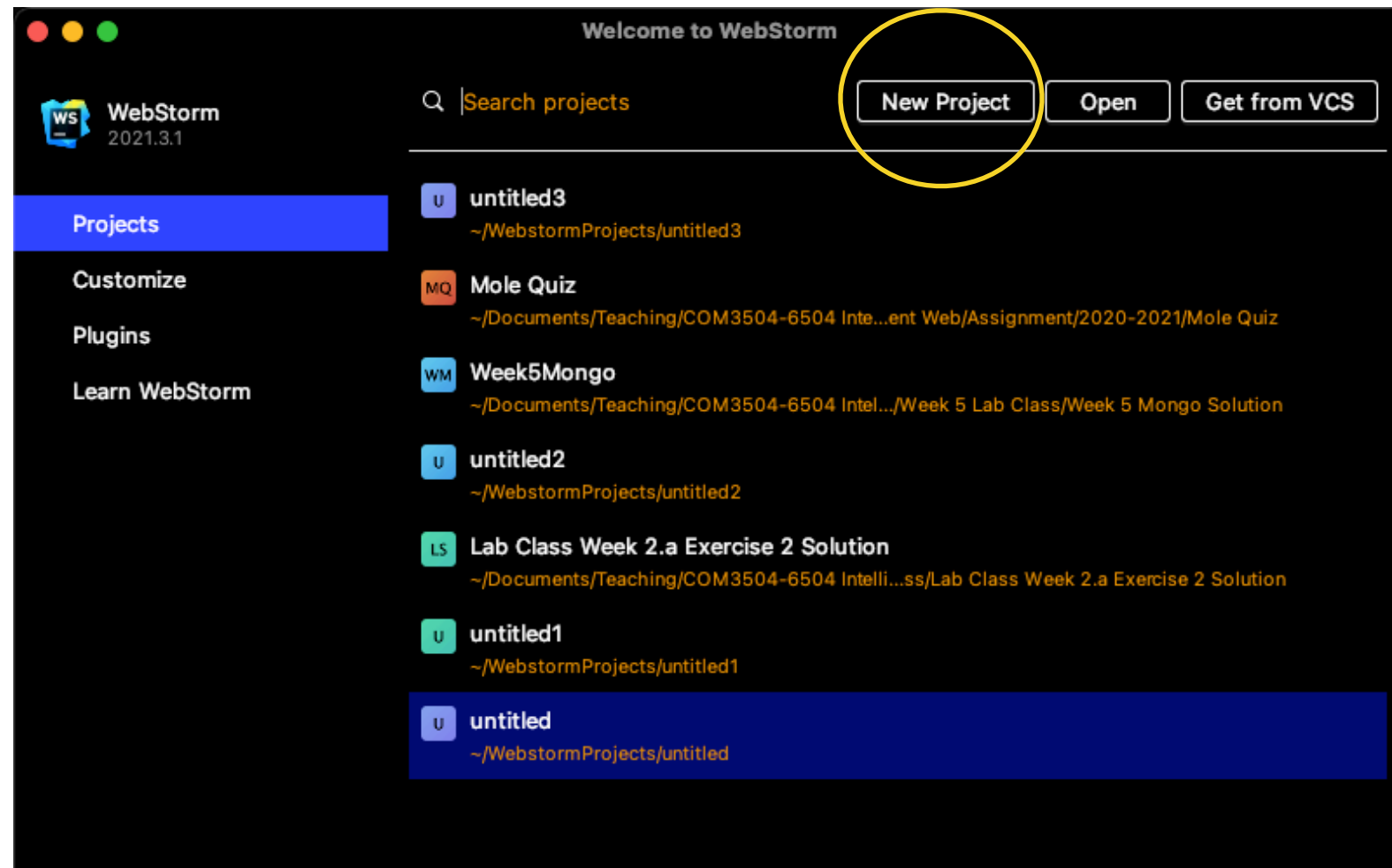
Not on Lab computers: Install Node Plugin



Not needed on lab computers!!



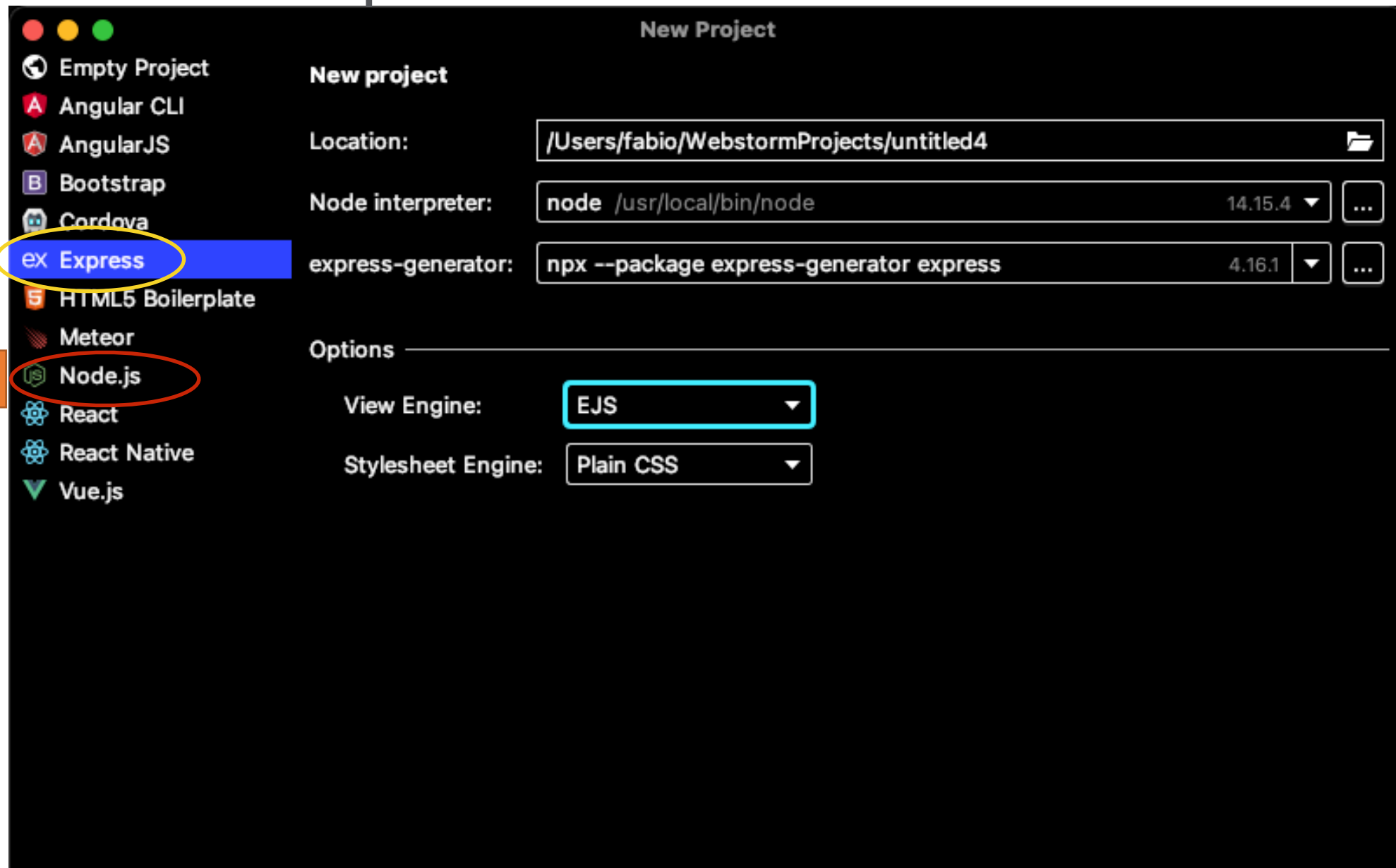
- After installing and restarting, create a new project



Select Express

Yes

No!!!



New Project

New project

Location:

Node interpreter: 14.15.4 ▼ ...

express-generator: 4.16.1 ▼ ...

Options

View Engine: ▼

Stylesheet Engine: ▼

Empty Project

Angular CLI

AngularJS

Bootstrap

Cordova

ex Express

HTML5 Boilerplate

Meteor

Node.js

React

React Native

Vue.js

Empty Project

Angular CLI

AngularJS

Bootstrap

Cordova

ex Express

HTML5 Boilerplate

Meteor

Node.js

React

React Native

Vue.js

New Project

New project

Location:

/Users/fabio/WebstormProjects/untitled4

Node interpreter:

node /usr/local/bin/node 14.15.4

express-generator:

npx --package express-generator express

Options

View Engine:

EJS

Stylesheet Engine:

Plain CSS

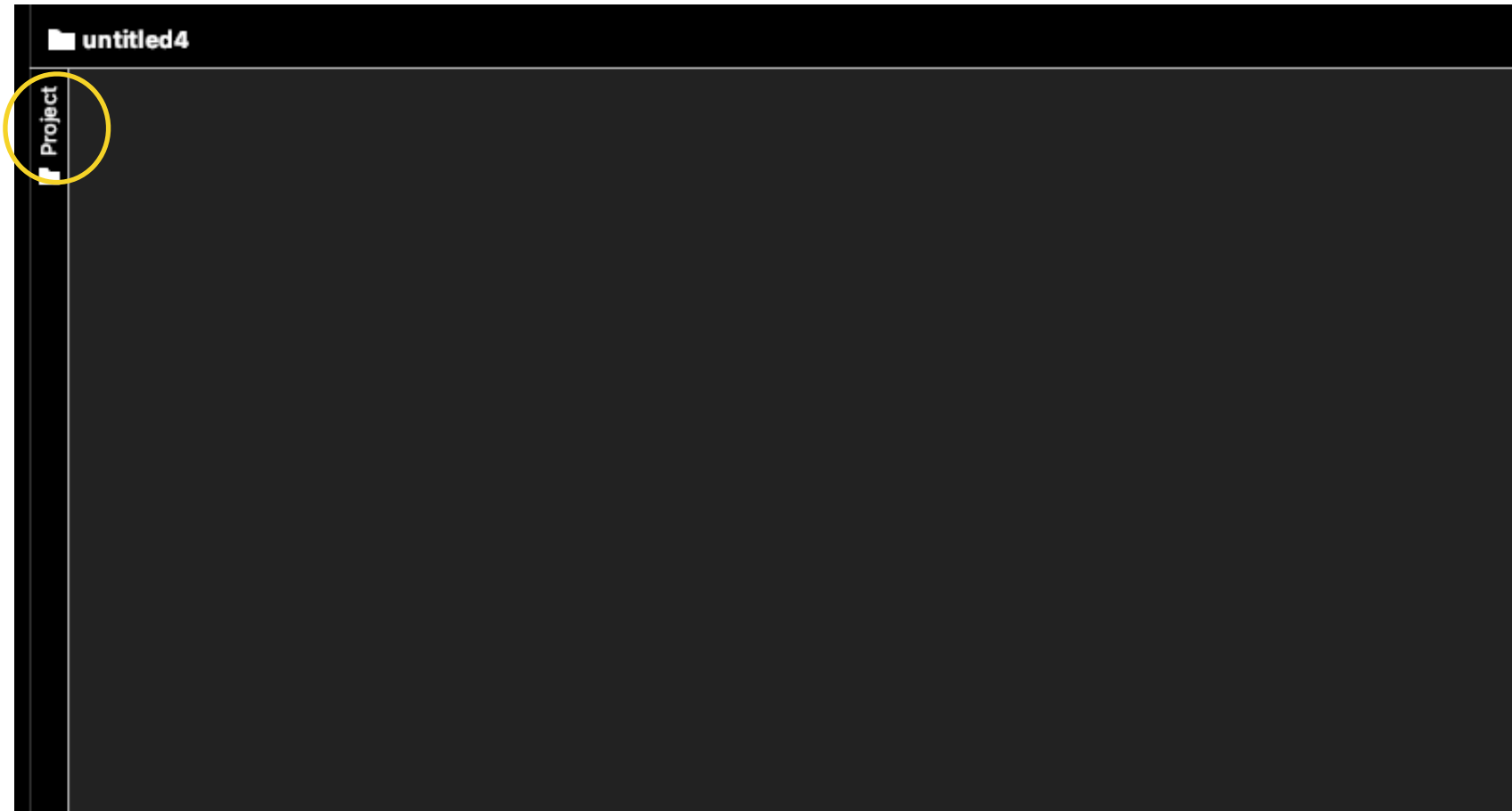
choose a suitable Project Name

choose a project location
folder

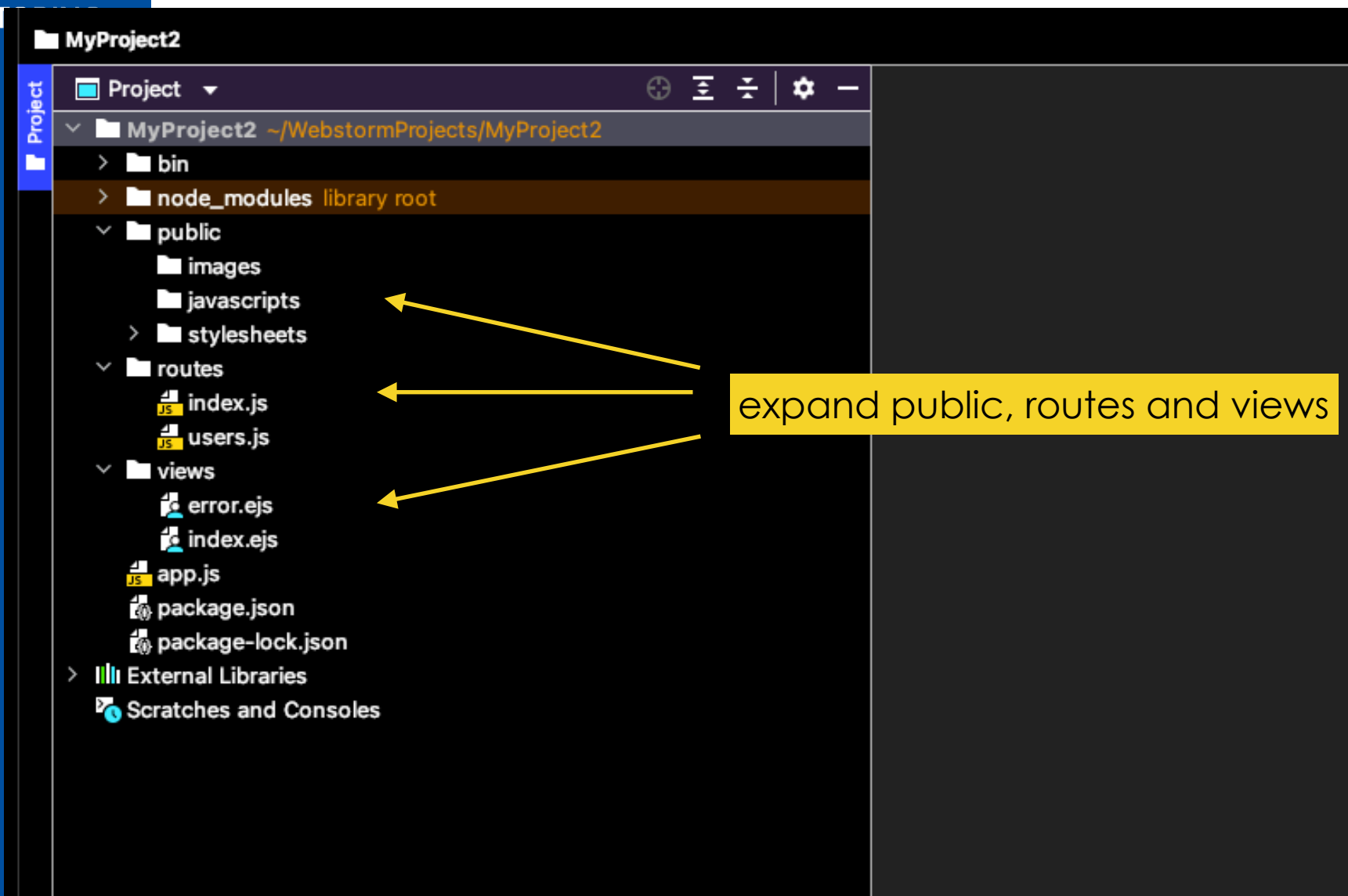
choose EJS as View Engine

Here is your project

- If you see a missing left panel, click on Project
 - (vertical writing top left)



Here is your project (it may take a while)



In IntelliJ

- in app.js

```
var users = require('./routes/users');
...
app.use('/users', users);
```



- in e.g. routes/users.js

```
/* GET users listing. */
router.get('/', function(req, res, next) {
  res.send('whatever');
});
```

- this will respond to `http://localhost:3000/users/`

- what are the routes files?
 - the default index.js responds to paths that follow /
 - users.js responds to path that follow the path /users/; that is declared here
- if you added `app.use('/whatever', whatever);` in app.js
 - and a file called whatever.js under routes
 - all the routes there will respond to /whatever/

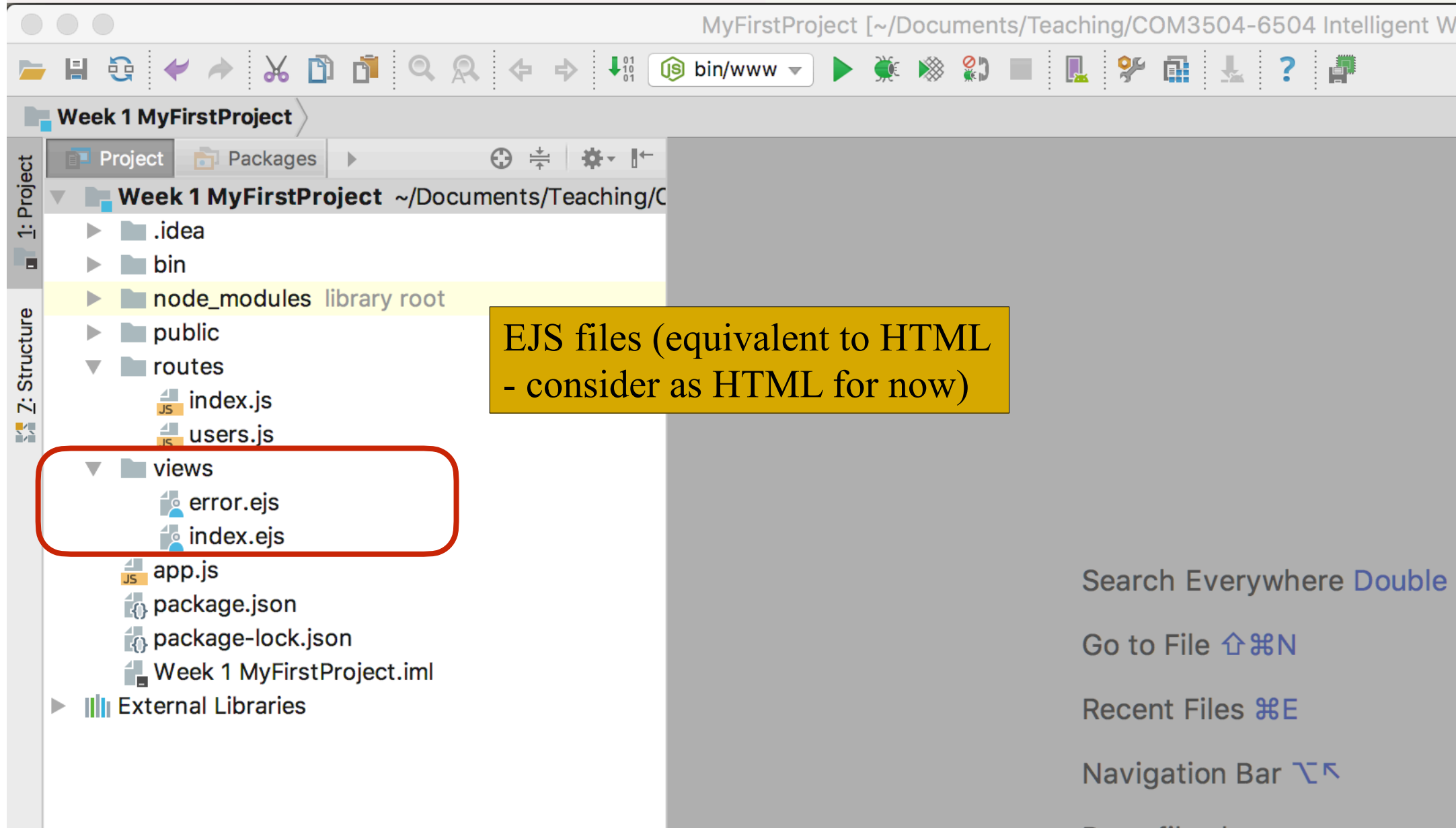


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The client side



EJS Template files



The screenshot shows an IDE window titled "MyFirstProject [~/Documents/Teaching/COM3504-6504 Intelligent V...". The left sidebar displays the project structure for "Week 1 MyFirstProject". The "views" folder is highlighted with a red rounded rectangle, containing "error.ejs" and "index.ejs" files. A yellow callout box points to the "node_modules" folder, stating: "EJS files (equivalent to HTML - consider as HTML for now)".

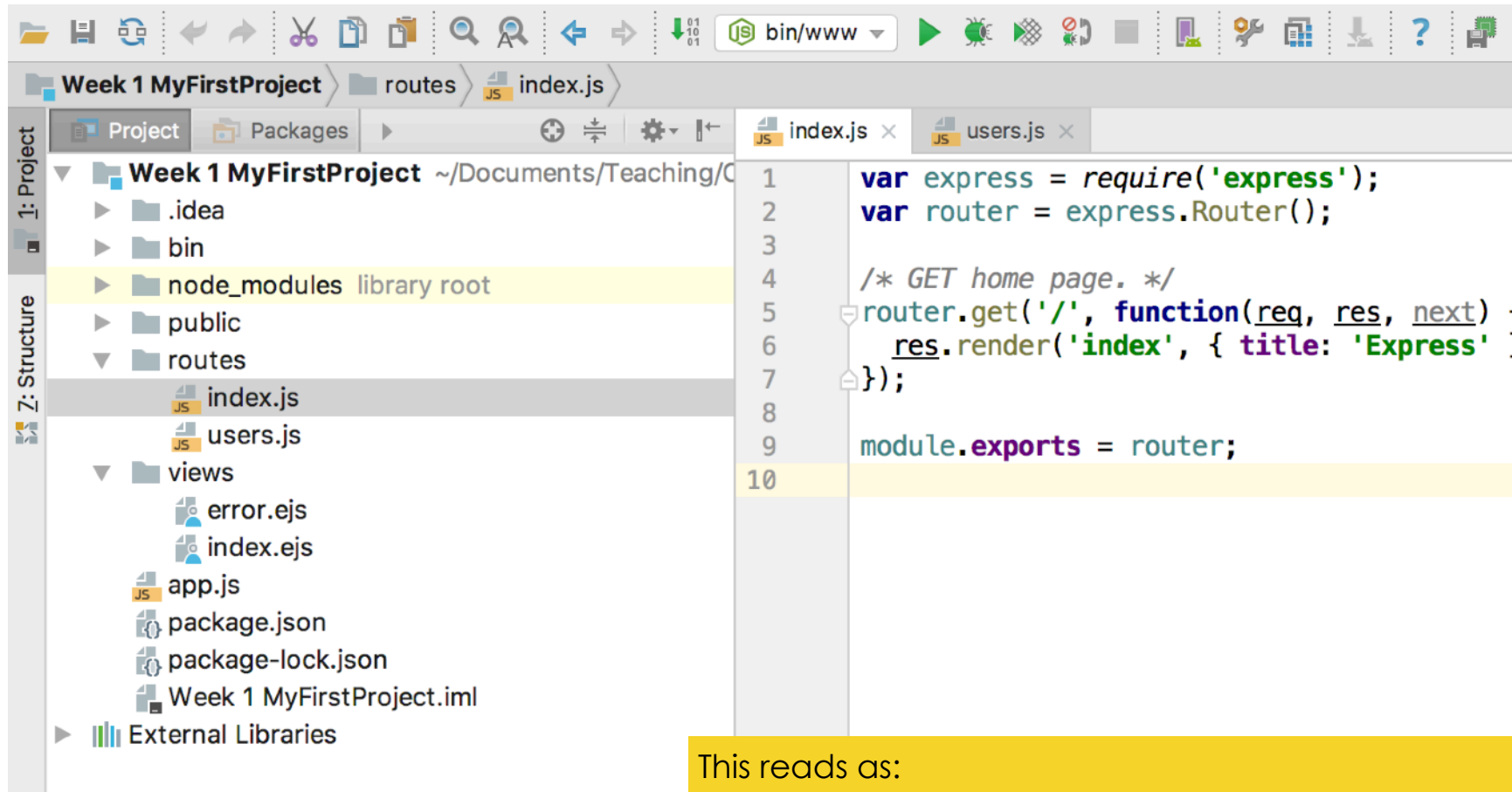
Search Everywhere [Double](#)

Go to File [⌘N](#)

Recent Files [⌘E](#)

Navigation Bar [⌘↶](#)

Serving EJS Template files in routes



```

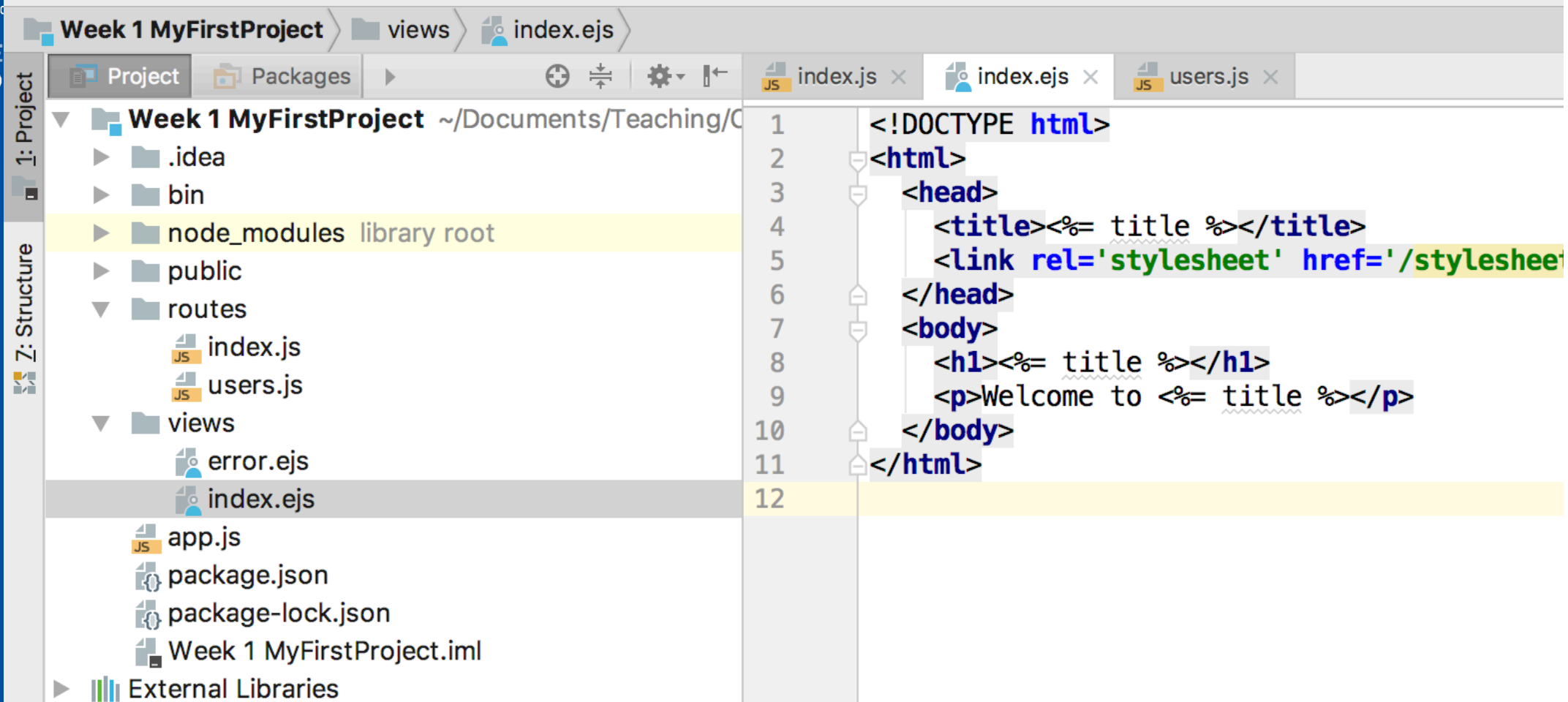
1  var express = require('express');
2  var router = express.Router();
3
4  /* GET home page. */
5  router.get('/', function(req, res, next) {
6    res.render('index', { title: 'Express' }
7  });
8
9  module.exports = router;
10

```

This reads as:

if you receive a GET request for '/' (which is the homepage)
then render the EJS file index which is located in the folder views
the file gets a parameter which is the title. You can find it in the EJS file as
`<h1><%= title %></h1>`

`{title: 'Express'}`



The screenshot shows an IDE with a project named "Week 1 MyFirstProject". The project structure on the left includes folders like ".idea", "bin", "node_modules", "public", "routes", and "views". The "views" folder is expanded, showing files like "error.ejs", "index.ejs", and "users.js". The "index.ejs" file is selected and its content is displayed in the main editor. The code is an HTML template with EJS syntax for embedding variables.

```

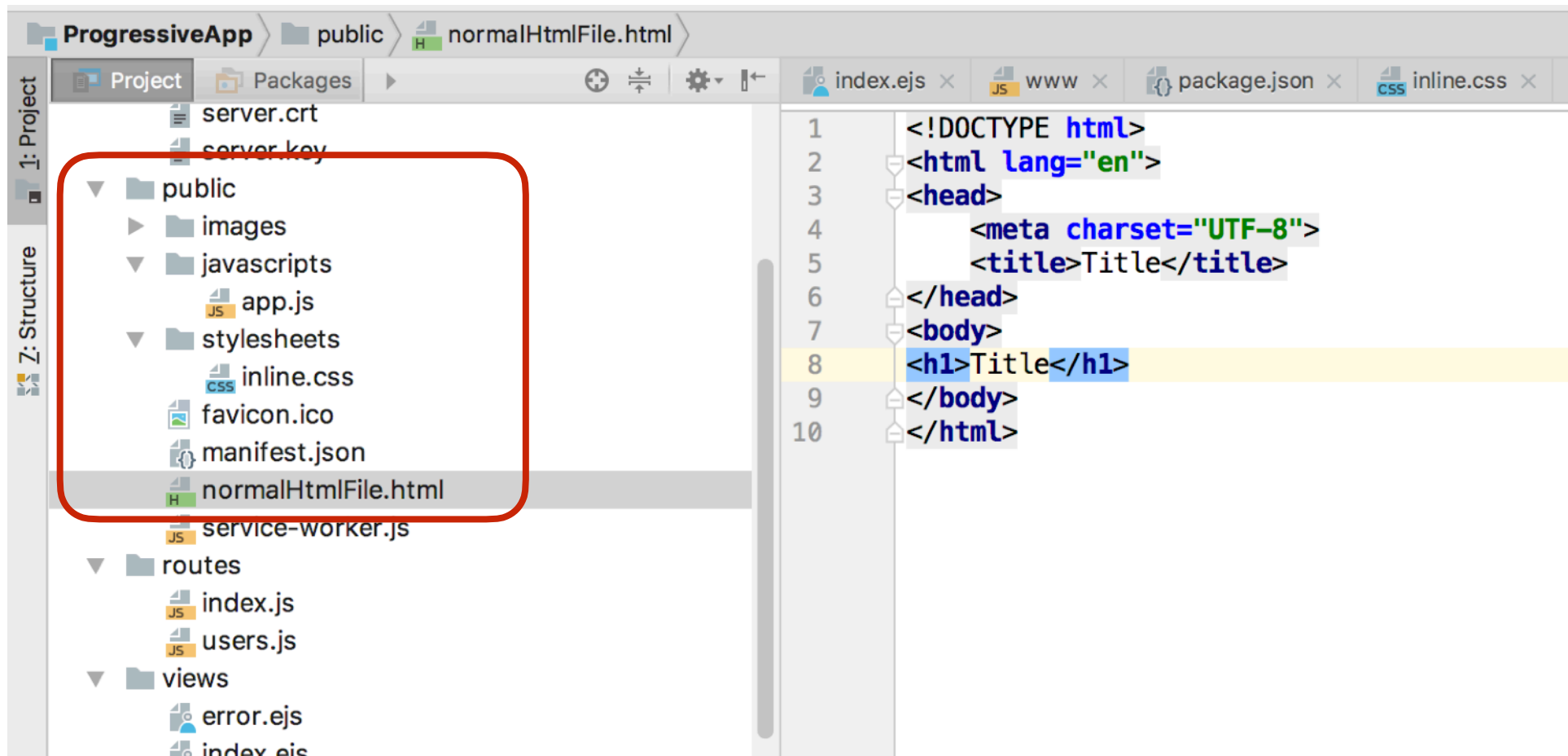
1  <!DOCTYPE html>
2  <html>
3  <head>
4    <title><%= title %></title>
5    <link rel='stylesheet' href='/stylesheet'
6  </head>
7  <body>
8    <h1><%= title %></h1>
9    <p>Welcome to <%= title %></p>
10 </body>
11 </html>
12

```

EJS files are HTML templates where parts written between `<%=` and `%>` are interpreted on the basis of the parameters passed to the render command before the HTML code is interpreted (e.g. if the parameter is `{title: 'this is a file'}`)

How to serve static files

- If no special rendering is needed, you can insert HTML files under the public directory



Serving static files

<http://expressjs.com/starter/static-files.html>

- Serving static files is accomplished with the help of a built-in middleware in Express
 - `express.static`.
- In `app.js` just the name of the directory where you keep you static files
- Note: WebStorm does it for you - the official name of the folder is *public*
- If you want to change the name of the folder to `public_files` (not suggested) insert the following line in `app.js`

```
app.use(express.static(path.join(__dirname, 'public_files')));
```

Where to declare the middleware

```
age.json x app.js x
var indexRouter = require('./routes/index');
var usersRouter = require('./routes/users');

var app = express();

// view engine setup
app.set('views', path.join(__dirname, 'views'));
app.set('view engine', 'ejs');

app.use(logger( format: 'dev'));
app.use(express.json());
app.use(express.urlencoded( options: { extended: false }));
app.use(cookieParser());
app.use(express.static(path.join(__dirname, 'public')));

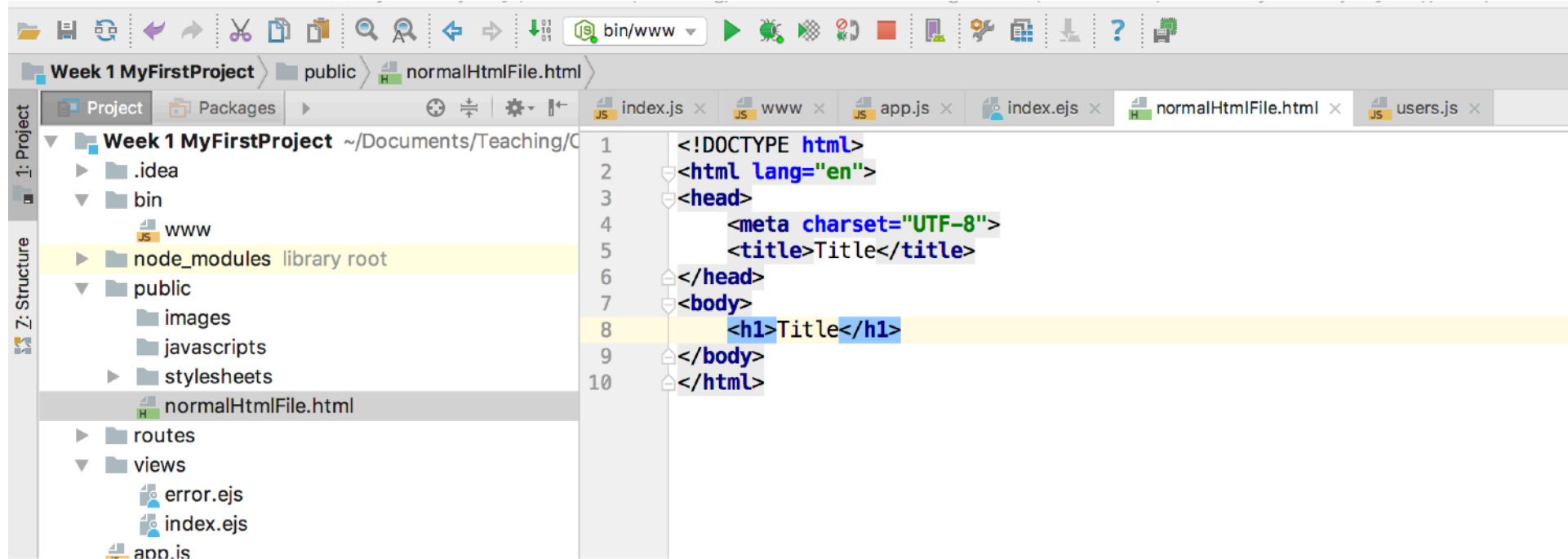
app.use('/', indexRouter);
```

Static Files (ctd)

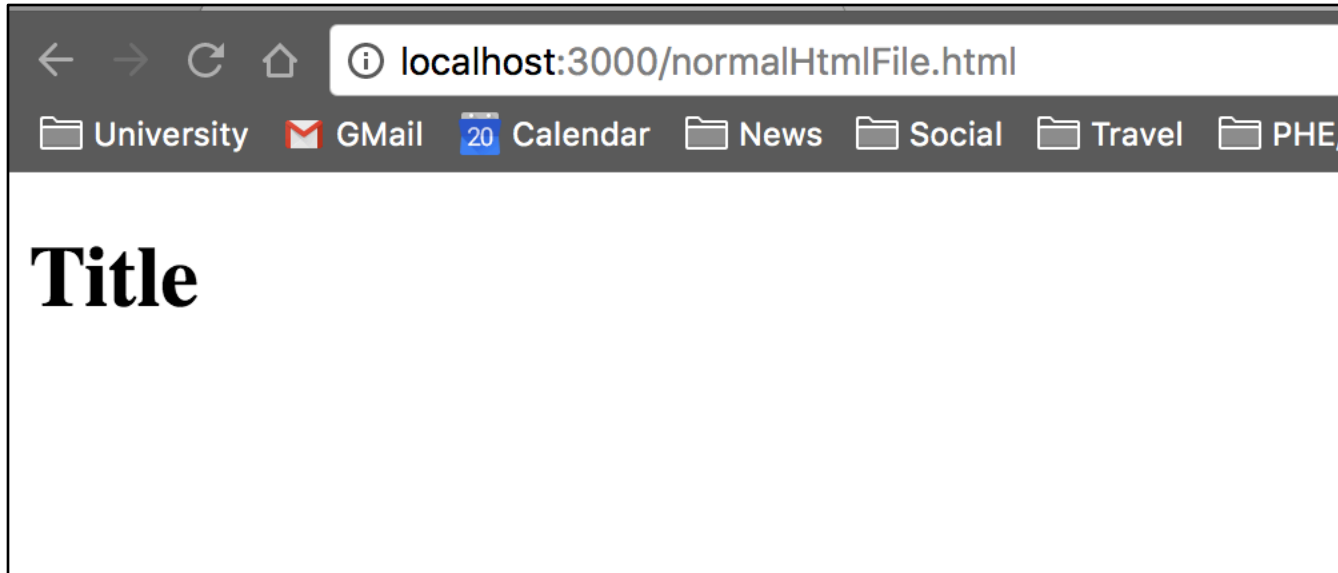
- Now, you will be able to load ALL files under the public directory:
- `http://localhost:3000/images/kitten.jpg`
- `http://localhost:3000/css/style.css`
- `http://localhost:3000/js/app.js`
- `http://localhost:3000/images/bg.png`
- <http://localhost:3000/hello.html>

Task: create a file under public

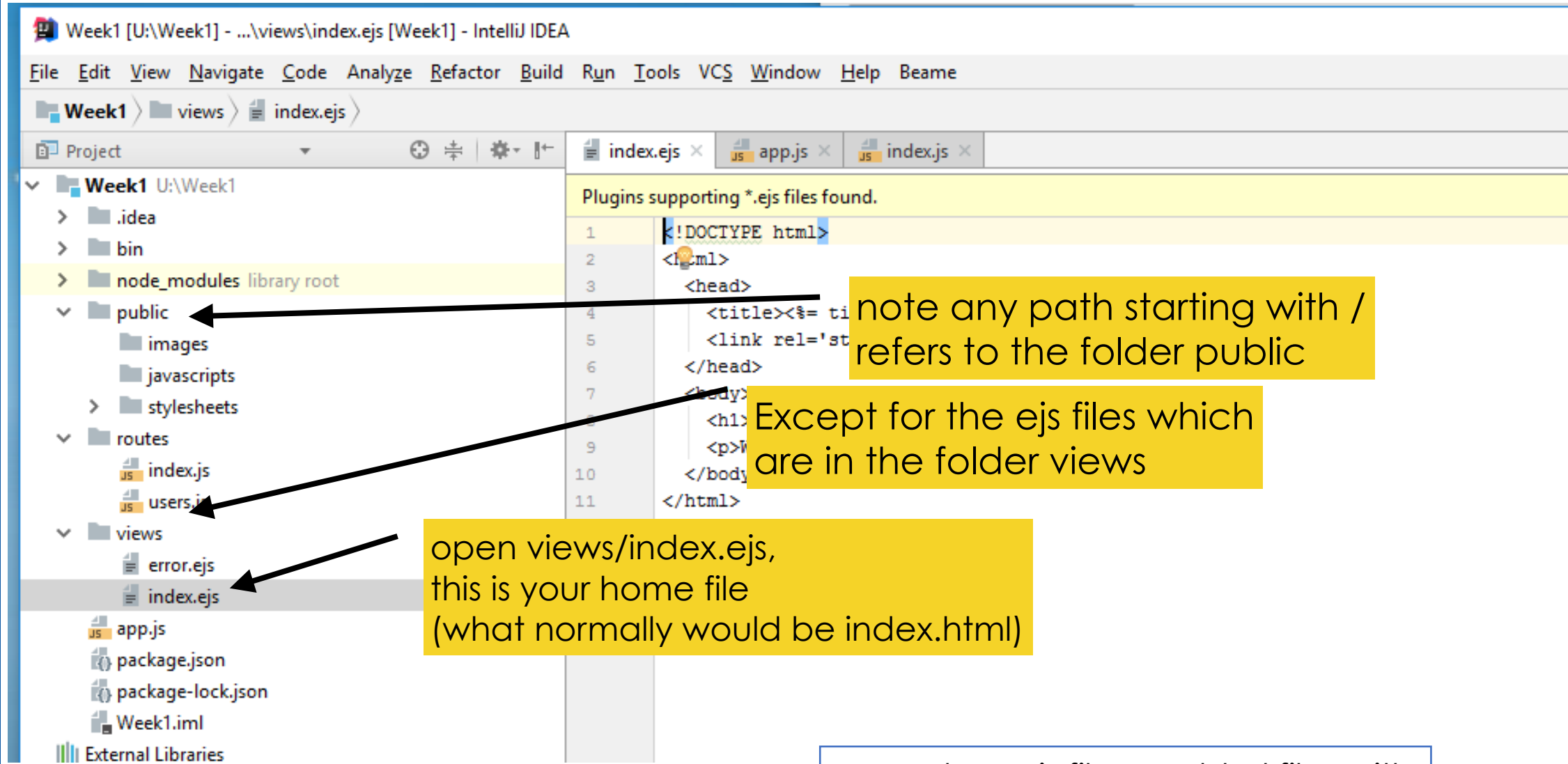
- Right click on the public folder and choose 'new'.
Choose new HTML file



Open **Chrome**: go to <http://localhost:3000/normalHtmlFile.html>



NOTE: FOR THE MODULE YOU ARE **REQUIRED TO USE CHROME**



Week1 [U:\Week1] - ...\views\index.ejs [Week1] - IntelliJ IDEA

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help Beame

Week1 > views > index.ejs

Project

Week1 U:\Week1

- .idea
- bin
- node_modules library root
- public
 - images
 - javascripts
 - stylesheets
- routes
 - index.js
 - users.js
- views
 - error.ejs
 - index.ejs
- app.js
- package.json
- package-lock.json
- Week1.iml
- External Libraries

index.ejs x app.js x index.js x

Plugins supporting *.ejs files found.

```

1 <!DOCTYPE html>
2 <html>
3   <head>
4     <title><%= title %></title>
5     <link rel="stylesheet" href="/stylesheets/main.css">
6   </head>
7   <body>
8     <h1>Hello World</h1>
9     <p>Welcome to the world of Node.js and Express.js</p>
10  </body>
11 </html>
  
```

note any path starting with / refers to the folder public

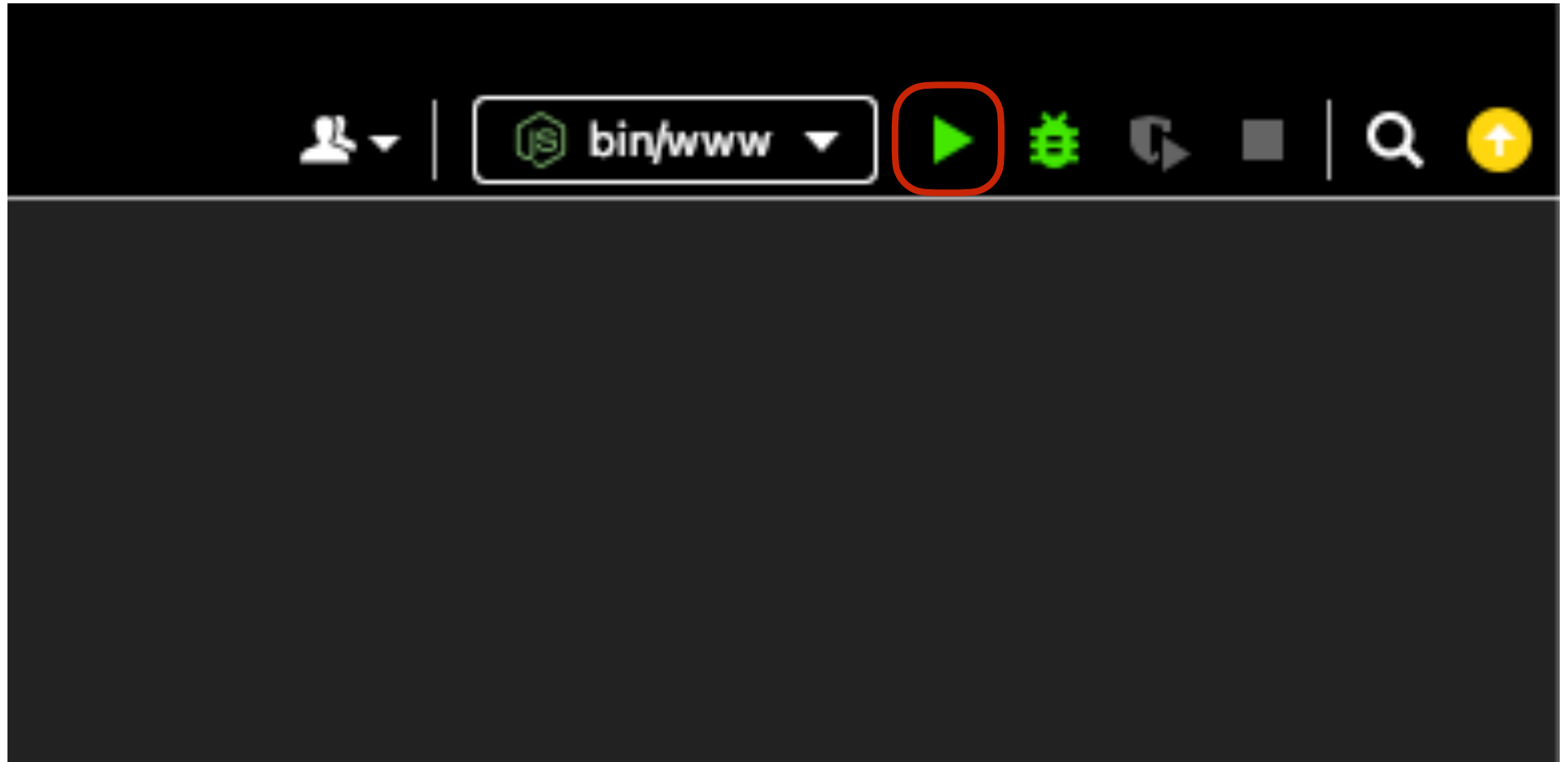
Except for the ejs files which are in the folder views

open views/index.ejs, this is your home file (what normally would be index.html)

remember: ejs files are html files with parameters passed by the server!

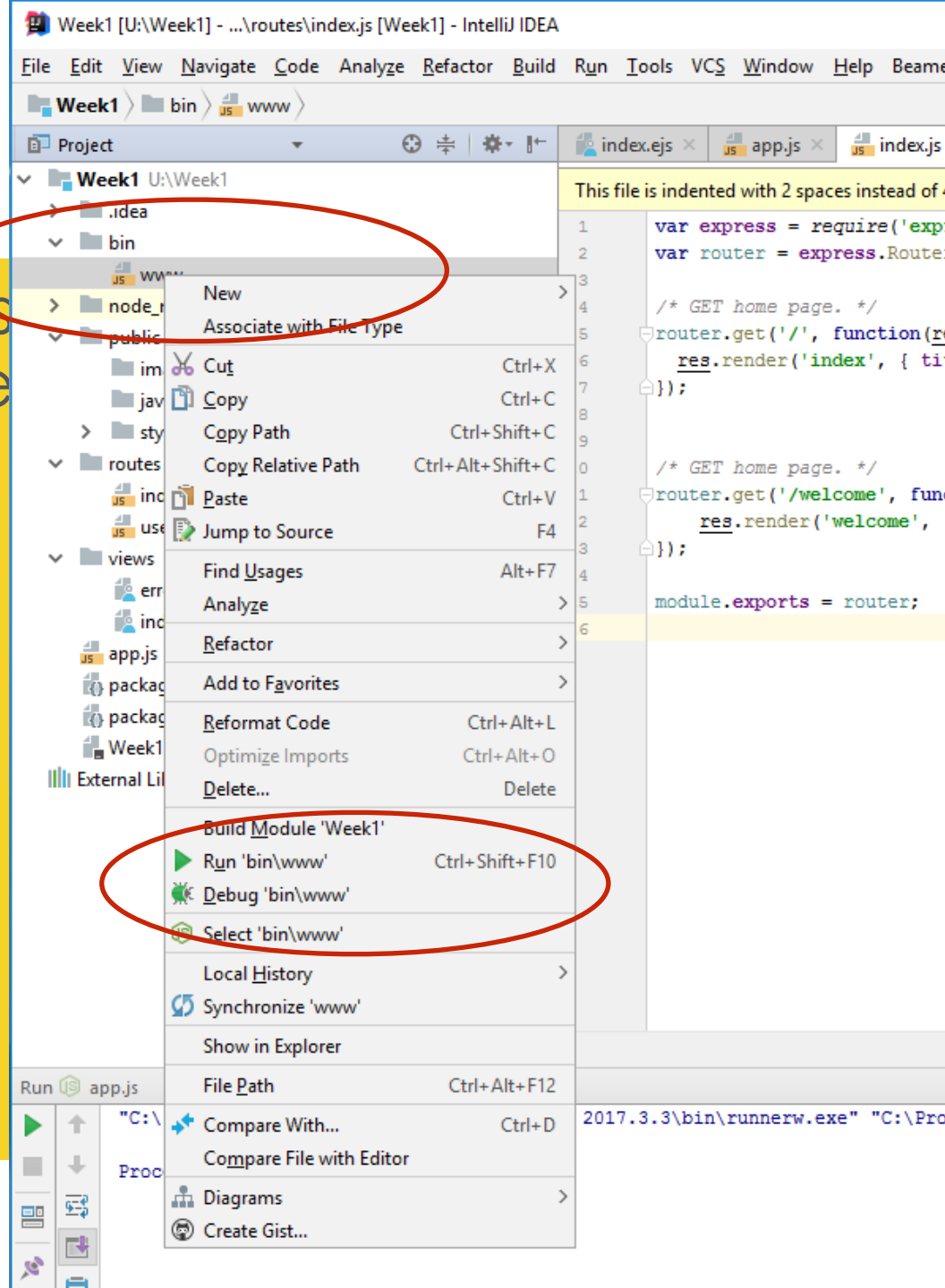
To run the server

- top right of screen
 - click on the green arrow

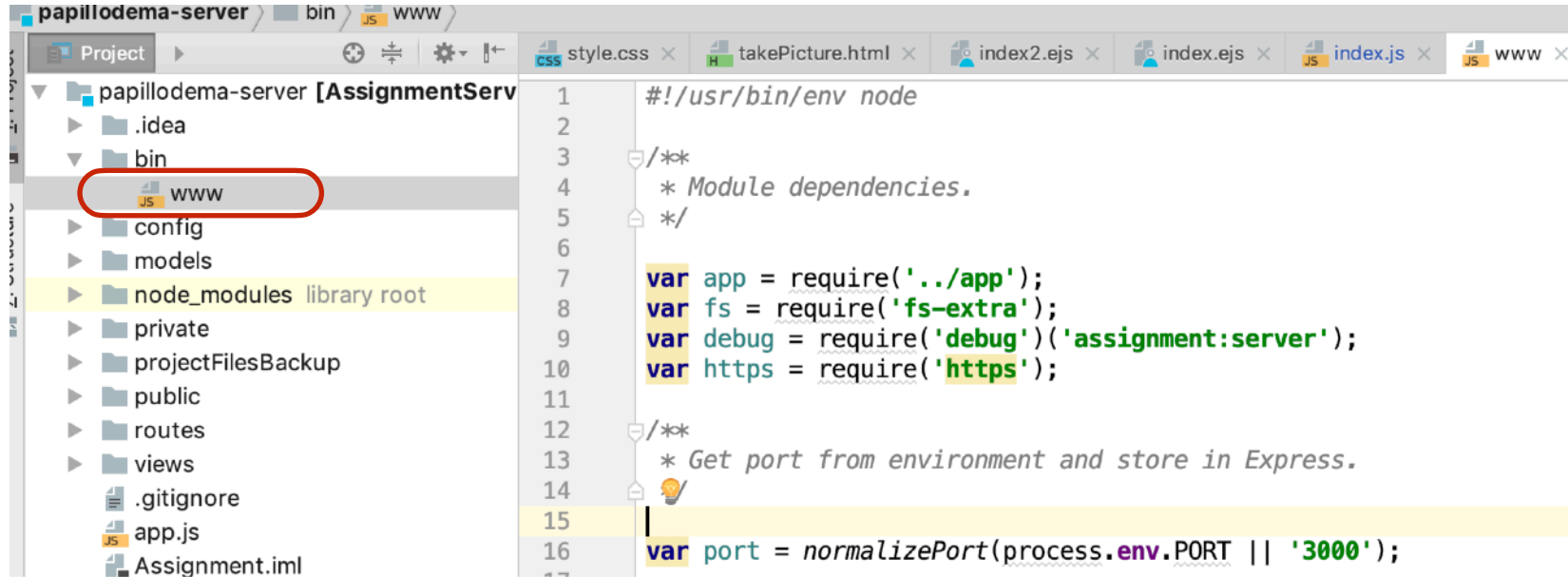


• if the arrow is
unselectable

- Right
Click on
bin>www
- Choose
Run



Running the client

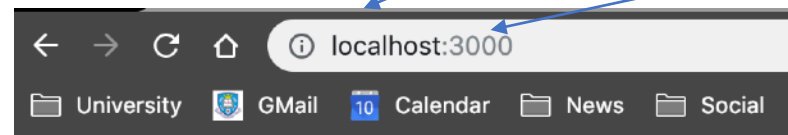


```

1  #!/usr/bin/env node
2
3  /**
4   * Module dependencies.
5   */
6
7  var app = require('./app');
8  var fs = require('fs-extra');
9  var debug = require('debug')('assignment:server');
10 var https = require('https');
11
12 /**
13  * Get port from environment and store in Express.
14  */
15
16 var port = normalizePort(process.env.PORT || '3000');
```

your server is on localhost
or 127.1.1

... port



what is a port?

- Ports are an old concept from when servers had physical cables entering ports
 - you could contact a hardware server through a specific entry point, i.e. a port
 - Nowadays computers have just fibre optic entering them but the concept of ports has been kept
 - Ports are entry points to the physical server
 - You can only have one process (e.g. your node server) running on one port
 - If you try to run a server when another one is running you will get an error telling you that the port is taken
 - If so, either stop the server on that port or run your process on a different port by changing the value 3000 in bin/www

```
var port = normalizePort(process.env.PORT || '3000');
```

Ports (ctd)

- Ports have values 1-65535 are available, and ports in range 1-1023 are the privileged ones: an application needs to be run as root in order to listen to these ports
 - Suggestion: use ports 3000-3004 or 8080 (standard port) 8090-8092
- If you use 8080 you can omit the port. i.e. <http://localhost> defaults to <http://localhost:8080>

Changes?

- Note: changes to the code have different effects:
 - changes to the **client**
 - i.e. in the Views and Public directories
 - require reloading the page in the browser
 - changes to the **server** (node js)
 - require restarting the server from IntelliJ

