# Middleware Writing Our Own



## Writing the logger module

We assign our logger function to **module.exports** in order to export it as a Node module and make it accessible from other files

```
app.js
logger.js
public

module.exports = function(request, response, next) {
}
```

The Node module system follows the CommonJS specification

# Tracking the start time for the request

moves request to the next

middleware in the stack

We use the **Date** object to track the start time.

```
app.js
logger.js
public
```

```
logger.js
module.exports = function(request, response, next) {
  var start = +new Date();
                      plus sign converts date Object
                      to milliseconds
  next();
}
```

## Assigning the readable stream

Standard out is a writeable stream which we will be writing the log to

```
app.js
logger.js
public
```

```
module.exports = function(request, response, next) {
  var start = +new Date();
  var stream = process.stdout;

next();
}
```

## Reading the url and HTTP method

The request object gives us the requested URL and the HTTP method used

```
app.js
logger.js
public
```

```
module.exports = function(request, response, next) {
  var start = +new Date();
  var stream = process.stdout;
  var url = request.url;
  var method = request.method;

next();
}
```

#### Listening for the finish event

});

next();

The response object is an EventEmitter which we can use to listen to events

```
app.js
logger.js
public

module.exports = function(request, response, next) {
   var start = +new Date();
   var stream = process.stdout;
   var url = request.url;
   var method = request.method;
```

response.on('finish', function() {

```
event handler function runs asynchronously
```

logger.js

the **finish** event is emitted when the response has been handed off to the OS

# Calculating the request interval

logger.js

```
app.js
logger.js
public
```

```
module.exports = function(request, response, next) {
  var start = +new Date();
  var stream = process.stdout;
  var url = request.url;
  var method = request.method;
  response.on('finish', function() {
    var duration = +new Date() - start;
 });
                        Calculate the duration of the request
 next();
```

# Composing the log message

logger.js

```
app.js
logger.js
public
```

```
module.exports = function(request, response, next) {
  var start = +new Date();
  var stream = process.stdout;
  var url = request.url;
  var method = request.method;
  response.on('finish', function() {
    var duration = +new Date() - start;
    var message = method + ' to ' + url +
      '\ntook ' + duration + ' ms \n\n';
 });
  next();
```

# Printing and moving along

We call the write function on the writeable stream in order to print the log

logger.js

```
app.js
logger.js
public
```

```
module.exports = function(request, response, next) {
  var start = +new Date();
  var stream = process.stdout;
  var url = request.url;
  var method = request.method;
  response.on('finish', function() {
    var duration = +new Date() - start;
    var message = method + ' to ' + url +
      '\ntook ' + duration + ' ms \n\n';
   stream.write(message); —— prints the log message
 });
 next();
```

# Using the logger module

We **require** and **use** our logger module in our application

app.js



require and use our module

```
var express = require('express');
var app = express();
var logger = require('./logger');
app.use(logger);
app.use(express.static('public'));
app.get('/blocks', function(request, response) {
  var blocks = ['Fixed', 'Movable', 'Rotating'];
  response.json(blocks);
});
app.listen(3000, function () {
  console.log('Listening on 3000 \n');
});
```

# Reading the source for Morgan

#### https://github.com/expressjs/morgan

