



NodeJS - Buffers

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We will cover with the following concepts

- 1) What is a Buffer?
- 2) Reading and writing from/to a buffer
- 3) Buffer operations

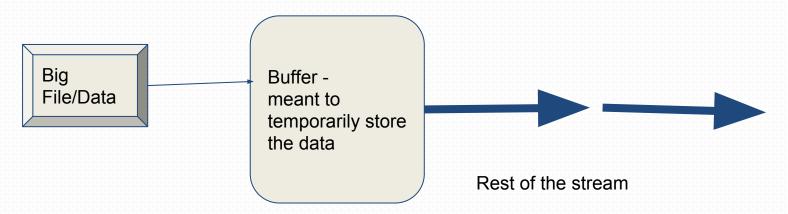


Buffers are special

Prior to the introduction of TypedArray in ECMAScript 2015 (ES6), the JavaScript language had no mechanism for reading or manipulating streams of binary data. The Buffer class was introduced as part of the Node.js API to make it possible to interact with octet streams in the context of things like TCP streams and file system operations.



Movement of data in a stream goes like this



Every process has a minimum and maximum limit defined for the amount of data it can hold. So, if the rate at which data is arriving is slower than its being consumed, then the process has to wait for that minimum threshold to be met. That waiting part is called Buffer. Same is true for vice versa.

This area is usually a memory location in your computer.

Remember buffering in youtube?

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Let's look at some implementations related to buffer.

- → Reading and writing
- → Buffer operations.



The next steps are ...

Clustering.