Basically to install zoa, you just need to do these 4 things:

* [download node.js](https://nodejs.org/en/download/)
* open a command shell
* cd zoa/src/serverHeadless
* type: node ./serverMain.js

To see it working, start up a browser (chrome) and go to the IP address that zoa server spits out when it starts up (e.g. 192.168.1.7:43770)

If that works, we are 90% of the way there. I'll need to write an example.html that reads a csv file and writes one.

In the meantime, any files you put in zoa/src/client/  will get served using the happy, headless zoa server.

Express is the communication between the client and server. GET is the method supported. A get method in the server is a function with a “request” and a “response” as its parameters. The field on the request we seem to use is request.query, There are various interesting fields on the response, especially response.send() or response.render(). This page shows all the server side cases. Unfortunately, minimal info on the client side. <http://expressjs.com/en/guide/routing.html>

Use jQuery to make a GET request.

<http://www.w3schools.com/jquery/ajax_get.asp>

To send an object as a string you can use the builtin JSON support:

ws.send(JSON.stringify(object));

To send an object as a typed array you can use a javascript BSON library such as [this one](https://github.com/schteppe/js-bson):

ws.send(BSON.serialize(object));

When you receive a WebSocket message you will need to deserialize it.

To deserialize a JSON string from a WebSocket message:

ws.onmessage = function (e) {

var object = JSON.parse(e.data);

...

};