# Node.js in the Cloud



## Welcome 👋

- Introduction
- Overview of cloud native concepts
- Workshop

### Who we are?

- **Bethany Griggs** GitHub: @BethGriggs
- Luke Holmquist Twitter: @sienaluke, GitHub: @lholmquist
- Michael Dawson Twitter: @mhdawson1, GitHub: @mhdawson

Special Mention - Many thanks for all the work he put into the tutorial!

• Costas Papastathis - Twitter: @pacostas1, GitHub: @pacostas



## **Cloud Native Workshop**

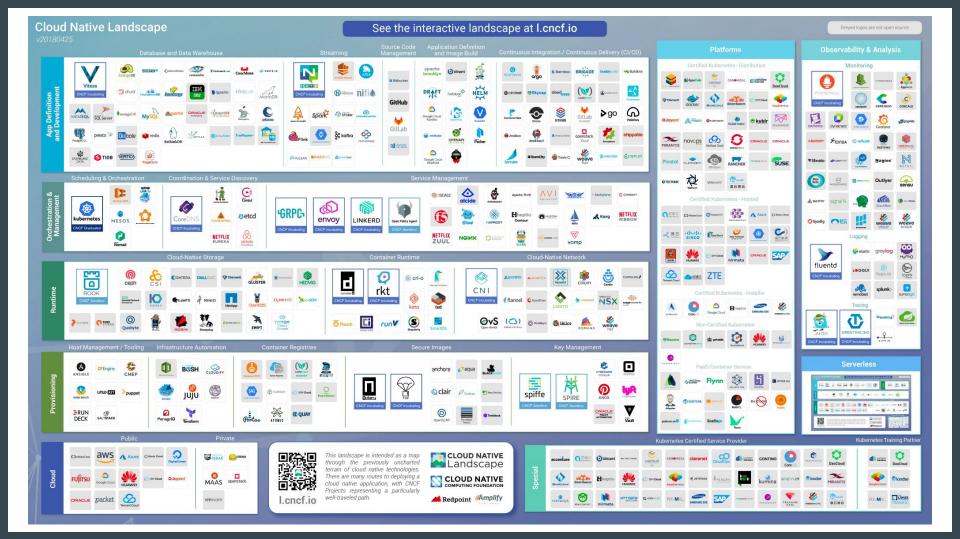
- Introduction to cloud-native development with Node.js.
- Walking you through how to extend an Express.js-based application to leverage some key cloud capabilities.
- The workshop will cover key concepts and technologies, including:
  - Health checks
  - Metrics
  - Containers (Docker/Podman)
  - Kubernetes
  - Prometheus
  - Grafana

# Tutorial Prerequisites

https://github.com/nodeshift/tutorial/tree/main/cloud-native#prerequisites

Tutorial - <a href="https://red.ht/nodeconf2022">https://red.ht/nodeconf2022</a>

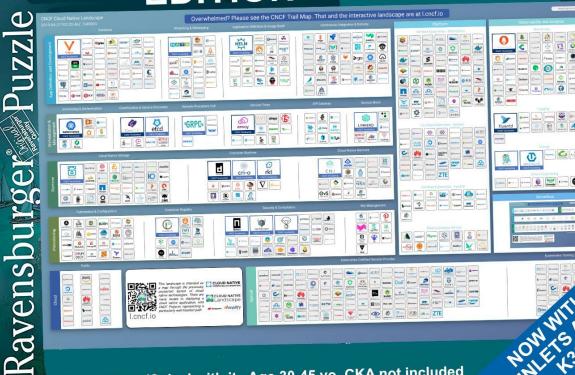
# What are cloud native applications?



# CNCF LANDSCAPE 1000 EDITION

1000 mg

HANEUS DIN BEK



overwhelmed? deal with it. Age 30-45 yo. CKA not included

# **Cloud Native Glossary**

https://glossary.cncf.io/

# Building Enterprise Cloud Native Applications

## **Building Enterprise Cloud Native Node.js Applications**

- Module/dependency diligence
  - o Consider licenses, security issues, maintenance, compatibility, support
- Functional Components
  - Web Framework, GraphQL, Caching, Authentication/Authorization
- Development
  - o Code consistency, testing, proxying, etc.
- Operations
  - Health checks
  - Metrics

# Reference Architecture for Node.js Applications

https://nodeshift.dev/nodejs-reference-architecture





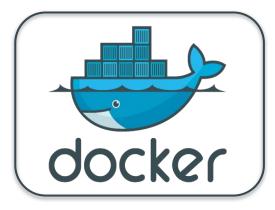










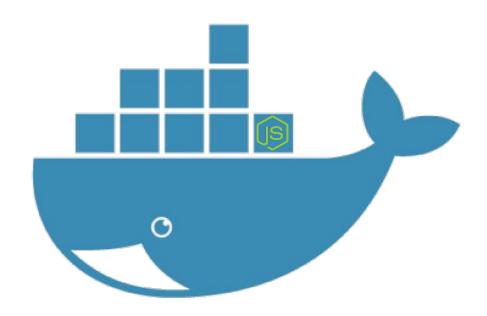














- Tool designed to make it easier to create, deploy, and run applications by using containers
- Containers allow you to package up an application with all of the parts it needs, such as libraries and other dependencies, and ship it out as one package
- Docker is α bit like a virtual machine, but rather than creating a whole virtual operating system, Docker allows applications to use the same Linux kernel



```
FROM node:16
# Change working directory
WORKDIR "/app"
# Update packages and install dependency packages for services
RUN apt-get update \
&& apt-get dist-upgrade -y \
&& apt-get clean \
&& echo 'Finished installing dependencies'
# Copy package.json and package-lock.json
COPY package*.json ./
# Install npm production packages
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COPY . /app
ENV NODE ENV production
ENV PORT 3000
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CMD ["npm", "start"]
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Node.js 16 Docker Image

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#### Operating System Updates

Node.js 16 Docker Image

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#### package.json

Operating System Updates

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#### node\_modules

package.json

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node modules

package.json

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package.json

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node\_modules

package.json

Operating System Updates

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node modules

package.json

Operating System Updates

Node.js 16 Docker Image

986 MB

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ENV PORT 3000
EXPOSE 3000
USER node
CMD ["npm", "start"]
```



#### node\_modules

package.json

Operating System Updates

Node.js 16 Docker Image

```
FROM node:16
RUN apt-get update \
&& apt-get dist-upgrade -y \
&& apt-get clean \
&& echo 'Finished installing dependencies'
COPY package*.json ./
RUN npm install --production
# Copy the dependencies into a Slim Node docker image
FROM node:14-slim
 WORKDIR "/app"
# Install OS updates
RUN apt-get update \
&& apt-get dist-upgrade -y \
&& apt-get clean \
&& echo 'Finished installing dependencies'
# Install app dependencies
COPY --from=0 /app/node modules /app/node modules
COPY . /app
ENV NODE ENV production
ENV PORT 3000
USER node
EXPOSE 3000
CMD ["npm", "start"]
```



#### node\_modules

package.json

Operating System Updates

Node.js 16 Slim Docker Image

```
# Install the app dependencies in a full Node docker image
FROM node:16
WORKDIR "/app"
# Install OS updates
RUN apt-get update \
&& apt-get dist-upgrade -y \
&& apt-get clean \
&& echo 'Finished installing dependencies'
# Copy package.json and package-lock.json
COPY package*.json ./
# Install app dependencies
RUN npm install --production
FROM node:16-slim
RUN apt-get update \
&& apt-get dist-upgrade -y \
&& apt-get clean \
&& echo 'Finished installing dependencies'
ENV NODE ENV production
ENV PORT 3000
USER node
EXPOSE 3000
CMD ["npm", "start"]
```



node\_modules

package.json

Operating System Updates

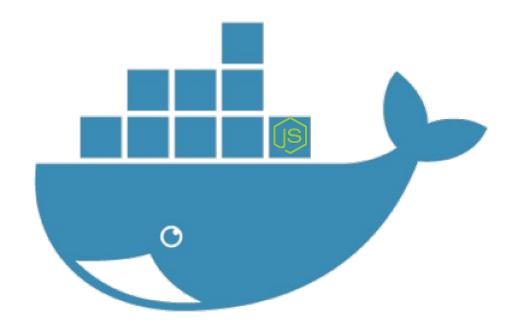
Node.js 16 Slim Docker Image

190 MB

```
# Install the app dependencies in a full Node docker image
FROM node:16
WORKDIR "/app"
# Install OS updates
RUN apt-get update \
&& apt-get dist-upgrade -y \
&& apt-get clean \
&& echo 'Finished installing dependencies'
# Copy package.json and package-lock.json
COPY package*.json ./
# Install app dependencies
RUN npm install --production
# Copy the dependencies into a Slim Node docker image
FROM node:16-slim
WORKDIR "/app"
# Install OS updates
RUN apt-get update \
&& apt-get dist-upgrade -y \
&& apt-get clean \
&& echo 'Finished installing dependencies'
# Install app dependencies
COPY --from=0 /app/node modules /app/node modules
COPY . /app
ENV NODE ENV production
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```



- \$ docker build --tag nodeserver --file Dockerfile-run .
- \$ docker run --detach --publish 3000:3000 --tty nodeserver



### How to I build containers on Windows/Mac?

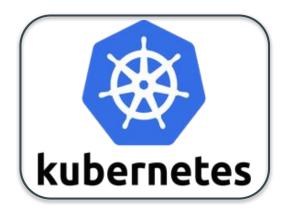
- Option 1 Docker Desktop
  - Supports building containers on Windows/Mac
  - Unfortunately it's <u>no longer free</u> unless company is <250 people and < \$10M</li>
  - o It's not open source
- Option 2 Podman
  - Free
  - OpenSource



- Build time
  - You can consume the the same base containers
  - You can use the same Docker/Container files
  - Many/most of the commands are the same
  - You end up with the container
- Run time
  - Containers can on a number of <u>different runtimes</u>





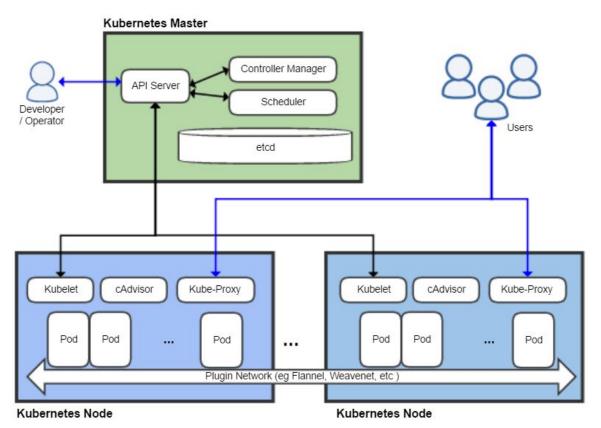








# kubernetes



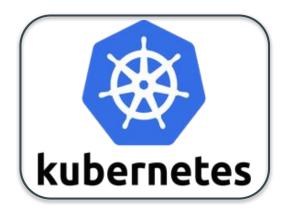
## Manages Your Containers

- Service discovery and load balancing
- Storage orchestration
- Automated rollouts and rollbacks
- Automatic bin packing specifying how much CPU and memory each container needs
- Self-healing
- Secret and configuration management





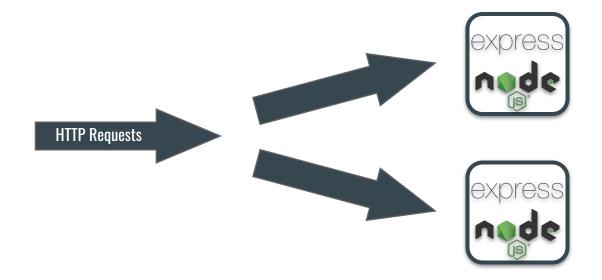


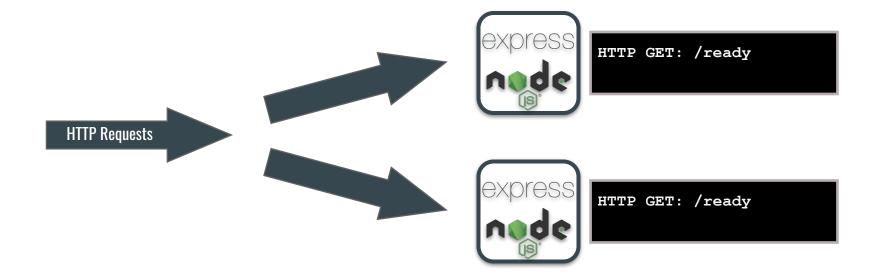


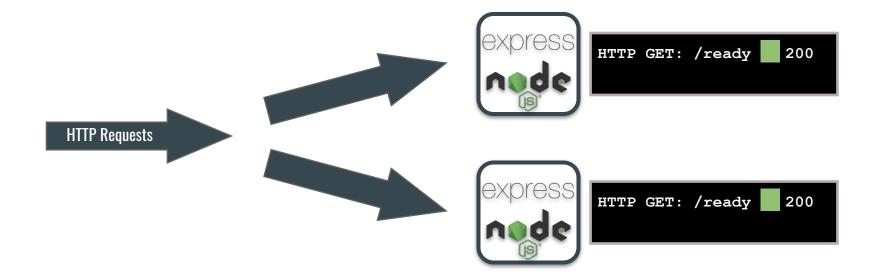


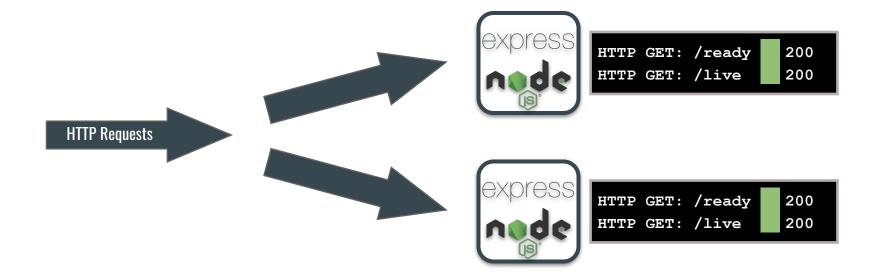


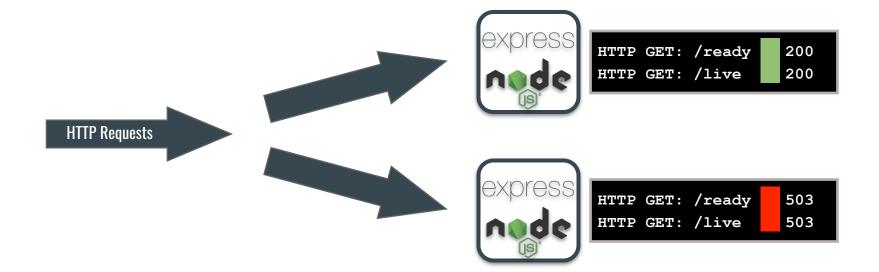
## **Health Checks**

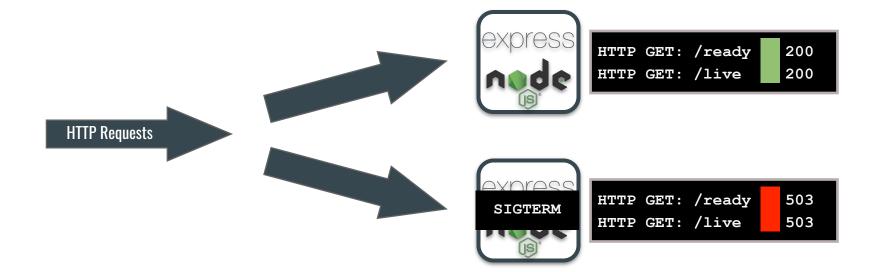


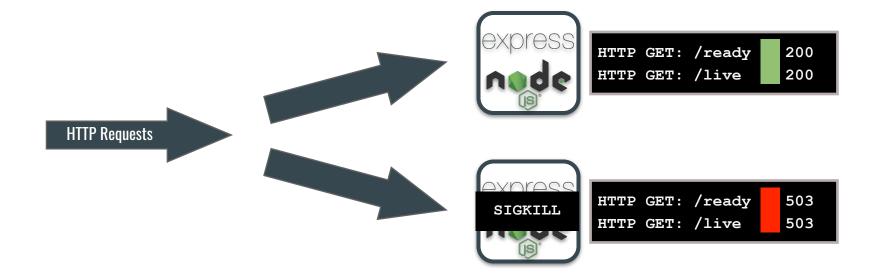


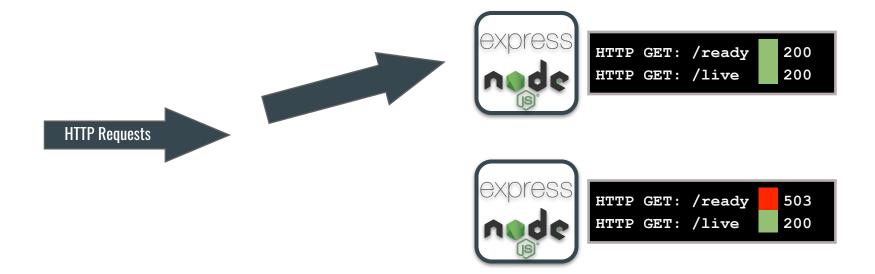


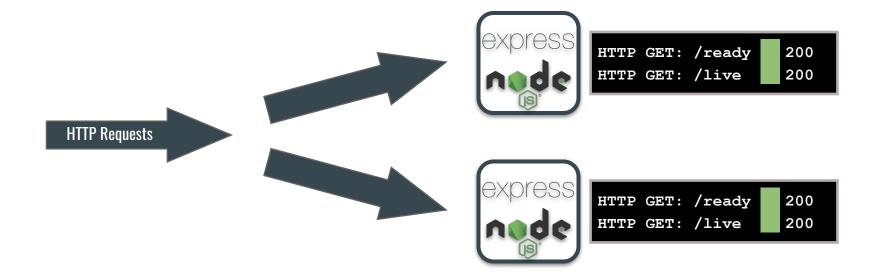












```
const app = require("express")();
 / Note that when collecting metrics, the management endpoints should be
  implemented before the instrumentation that collects metrics, so that
 / these endpoints are not counted in the metrics.
app.get("/ready", (req, res) => res.status(200).json({ status: "ok" }));
app.get("/live", (req, res) => res.status(200).json({ status: "ok" }));
// ... rest of app...
app.listen();
```













- Helm uses a packaging format called *charts*.
- A chart is a collection of files that describe a related set of Kubernetes resources.
- A bit like package.json for Kubernetes deployment



#### **HELM CHARTS**



#### **HELM HELM CHARTS**

```
apiVersion: v2
name: node-app
description: A sample Helm chart
type: application
version: 0.1.0
appVersion: "1.16.0"
```



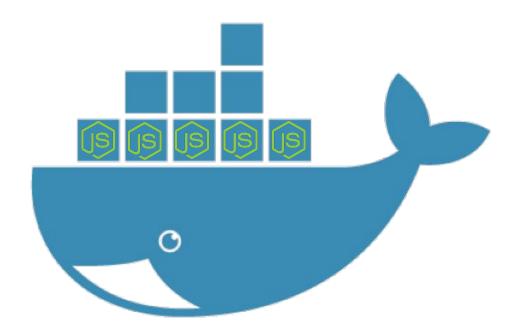
#### **HELM HELM CHARTS**

```
$ helm create chart
$ 1s
chart/
    .helmignore
   Chart.yaml
   values.yaml
   charts/
    templates/
    └─ tests/
```

```
replicaCount: 1
image:
 repository: nodeserver
 pullPolicy: IfNotPresent
 tag: ""
service:
 type: ClusterIP
 port: 80
resources:
 limits:
   cpu: 100m
  memory: 128Mi
autoscaling:
 enabled: false
 minReplicas: 1
 maxReplicas: 100
 targetCPUUtilizationPercentage: 80
```

# kubernetes

```
$ cd ./chart/nodeserver/
$ helm install --name nodeserver .
```





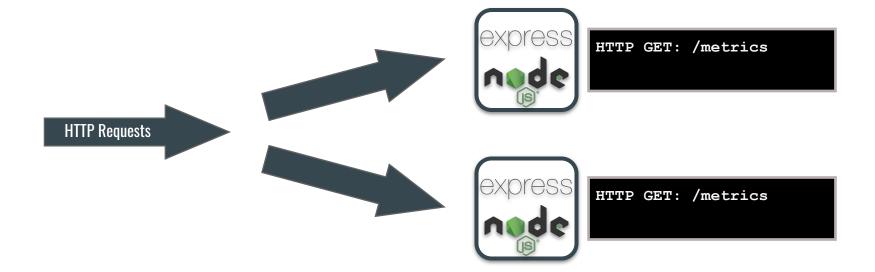












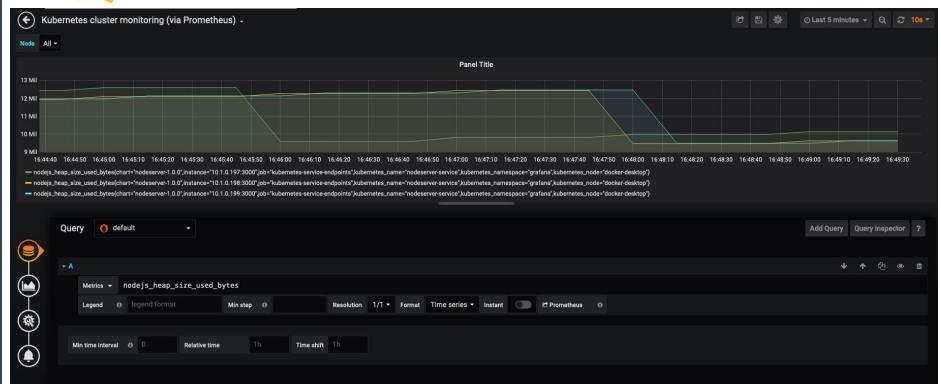


```
Prometheus client setup
const Prometheus = require('prom-client');
Prometheus.collectDefaultMetrics();
app.get('/metrics', async (req, res, next) => {
  try {
    res.set('Content-Type', Prometheus.register.contentType);
    const metrics = await Prometheus.register.metrics();
    res.end(metrics);
  } catch {
    res.end('');
```



```
HELP process cpu user seconds total Total user CPU time spent in seconds.
 TYPE process cpu user seconds total counter
process cpu user seconds total 0.020806
 HELP process cpu system seconds total Total system CPU time spent in seconds.
 TYPE process cpu system seconds total counter
process cpu system seconds total 0.005973
 HELP process cpu seconds total Total user and system CPU time spent in seconds.
 TYPE process cpu seconds total counter
process cpu seconds total 0.026779
 HELP process start time seconds Start time of the process since unix epoch in seconds.
      process start time seconds
```





# Summary

- Introduction to cloud-native development with Node.js.
- The workshop will cover key concepts and technologies, including:
  - Health checks
  - Metrics
  - Containers (Docker)
  - Kubernetes
  - Prometheus
  - o Grafana

# Node.js in the Cloud Workshop

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