Performance

General part

Explain how different client server architectures can affect the performance of a system.

From a performance point of view; explain how templating, done on the server versus templating done one the client, can affect performance.

Practical part

Unpack and open the project found in *performance.zip*. This is a Node/Express-project with support for Angular.js.

The files you should care about in the project are:

Folder	**File**
Views	`jadeFileForExercise.jade` (jade file you need to complete)
Public	`htmlForAngular.html` (html-file, with necessary includes for angularjs) You need to complete this file `app.js` Controller for the file above.
root	`data.js`. Contains a JavaScript array with data for this exercise

In this exercise you must create two identical pages, using two different strategies:

1)

Create a table (in jadeFileForExercise.jade) with the data found in the file `data.js`. Initially you can leave out the "friends" part.

2) Create a GET REST-service which can deliver a JSON representation of the data in data.js.

3)

Create a table, identical to the one created in step 1, this time using Angular on the Client and the REST-service created in step 2. Create the table in the file `htmlForAngular.html`

4)

Demonstrate the final code using Chromes network monitor, and explain the performance impact on the:

- Client: Pros & cons for each strategy
- Server: Pros & Cons for each strategy

5)

If you have time, include the friends part as a link in the table, and come up with a way to visualize friends when the link is clicked.