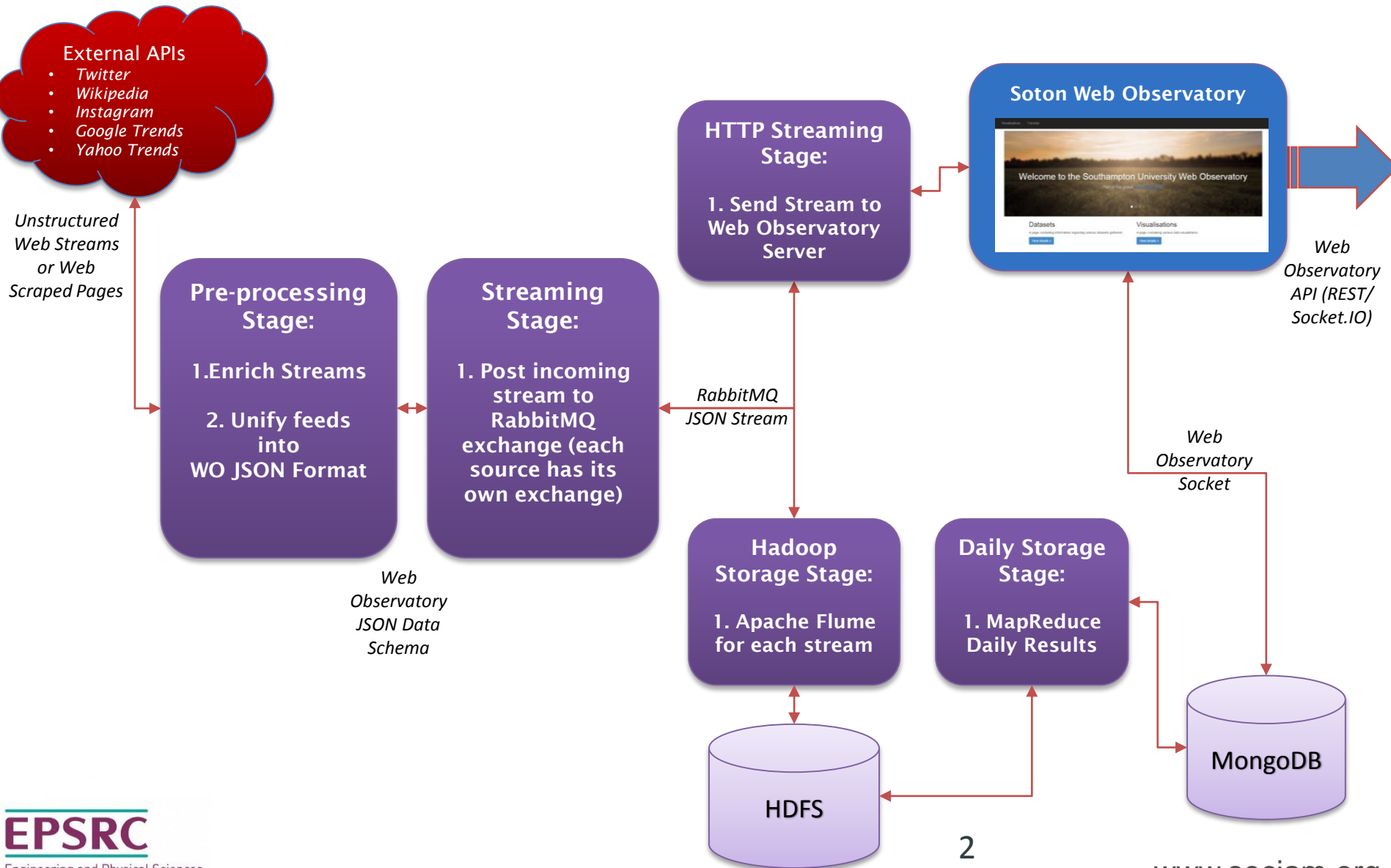


Web Observatory: *Components of an Application*

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Web Observatory Architecture...



Making an App – What you Need

- **Backend**

- Node.JS
- RabbitMQ/AMQP
- Socket.IO



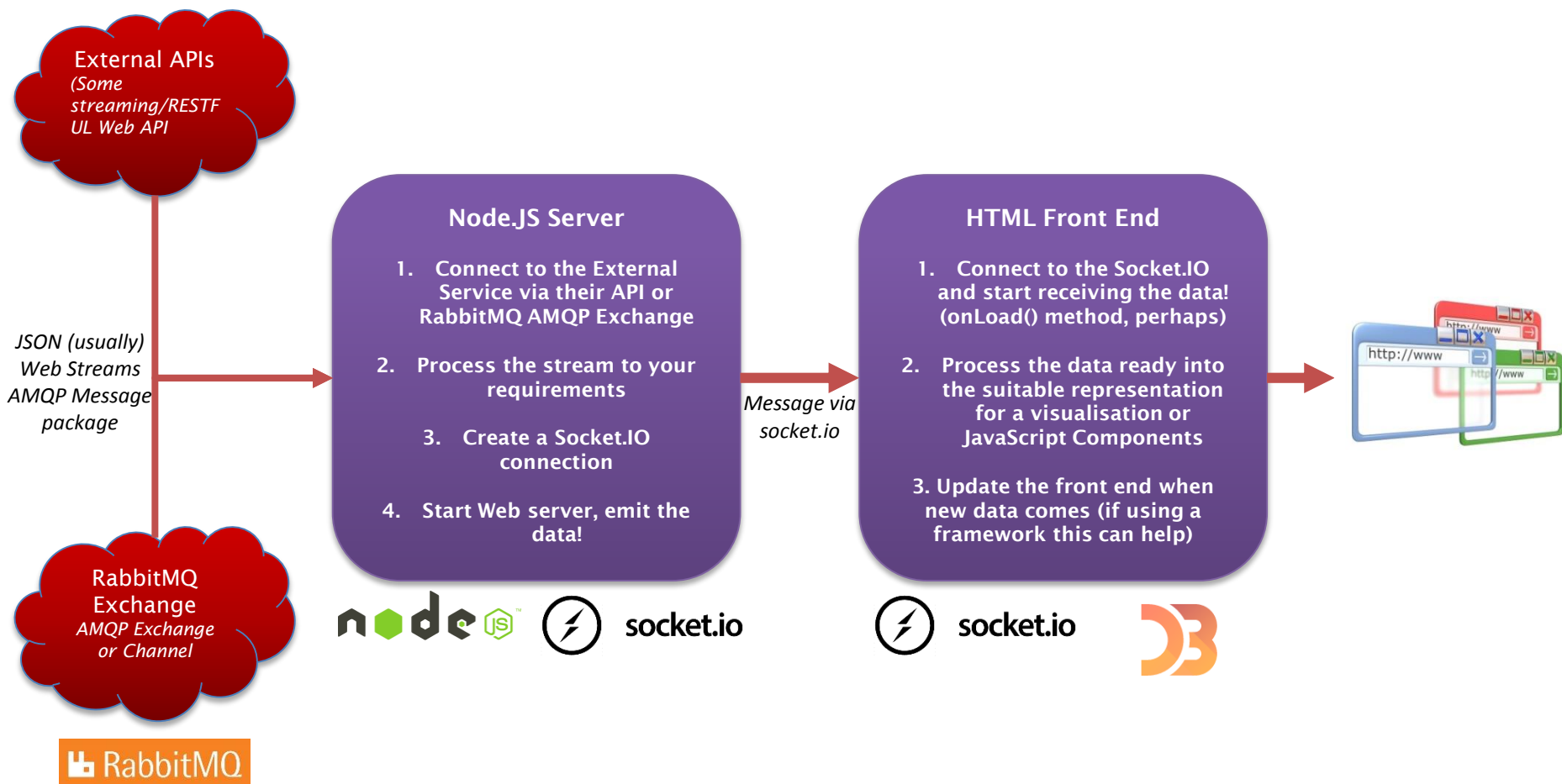
- **Front End**

- Socket.IO
- D3.js (Or other Javascript Vis library)



The components of an App*

*This is only *one* way of doing it – experiment to find others!



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An Example – Twitter Stream, Node.JS and Socket.IO

- Fork from:
 - <https://github.com/raminetinati/TwitterNodeSocketExample.git>
- Provides simple template of how to use:
 - Twitter API (and Web Observatory API)
 - http
 - Node.JS
 - Socket.IO

Step One – Create the Backend

- Create the HTTP Server and Socket:

```
var app = require('http').createServer(handler);  
var io = require('socket.io')(app);
```

- Create the Twitter Connection and setup the stream

```
var Twit = require('twit')  
var T = new Twit({  
  consumer_key:    'REQUIRED'  
  , consumer_secret: 'REQUIRED'  
  , access_token:   'REQUIRED'  
  , access_token_secret: 'REQUIRED'  
});
```

```
var stream = T.stream('statuses/sample');
```

Step Two – Start Sending the Data

- Start the Stream and emit to the socket

```
stream.on('tweet', function (tweet) {  
  console.log(tweet);  
  io.emit('tweets',tweet);  
});
```

- Now We're ready to receive it on the front end....

Step Three - Receiving the Data on the Client

- Receive the data from the socket

```

var socket = io.connect('serverAddress');
socket.on('tweets', function (tweet) {
  var image_url = "";
  if(tweet.entities.media[0]){
    var url = tweet.entities.media[0];
    url = url.media_url;
    image_url = url;
  }

  //Connect to the Stream....

  // Here we can get some of the images in the Tweets
  if (image_url && image_url != "") {
    var div = $("#collageContainer");
    var img = new Image(image_url);
    img.onload = function () {
      //Do some processing of the stream
      div.append("<img src='"+image_url+"' height='100%'>");
      if (div.children().length > 25000) {
        div.children()[0].remove();
      }
    };
  }
});
};

```


Step Four – Show some data in the browser

- Call the JavaScript method and add a div tag to an HTML Page

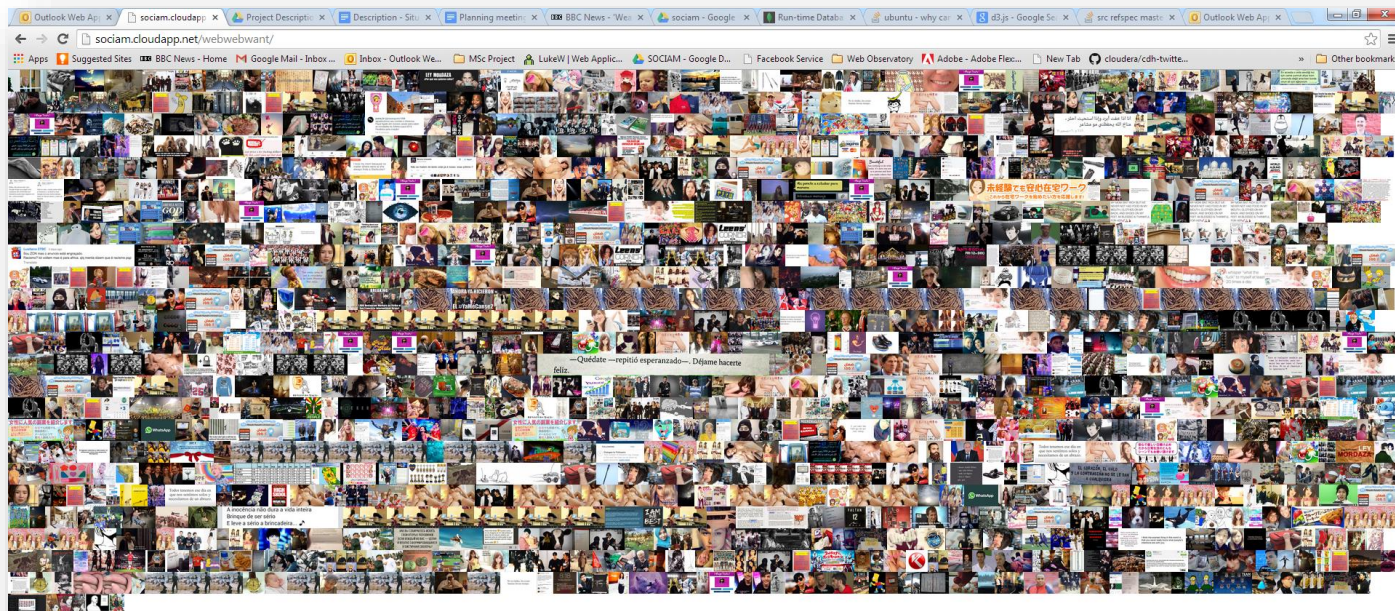
```
<body onload='main()>
```

```
<div id="collageContainer" class="thumbimg"> </div>
```

```
</body>
```

- And... You're done 😊

Step Five – Now Go Modify your Code!



This is just a Demo