

**Hi. I'm Tuba.**

**Front-end vs.  
Server-Side?**

**What is a web-server?**

# What is a web-server?

We usually think of a web server as a huge computer somewhere, sending pages back as we type an address on the browser. But it can also simply refer to the software serving the pages.

We can have more than one server running in the same machine (on different ports)

```
$ python -m SimpleHTTPServer 8000
```

```
$ python -m SimpleHTTPServer 3000
```

```
$ python -m SimpleHTTPServer 1234
```

# Http Protocol?

# Http Protocol?

## History

Though implemented by Tim-Berners Lee at CERN, the term *\*hypertext\** was coined by Ted Nelson in his Project Xanadu in 1960.

## Specs

- The HTTP takes a REQUEST and sends back a RESPONSE
- The REQUEST usually includes information such as:
  - HTTP methods: GET, POST (+ PUT and DELETE)
  - url
  - User-agent

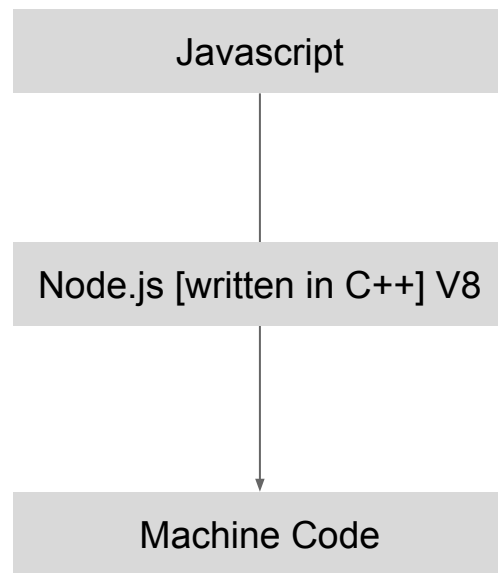
**So what is node.js?**

# So what is node.js?

**Basically, it's a server-side Javascript!**

Runs on Google's super powerful V8 JS Engine that compiles the Javascript into low-level code/machine code.

(If you don't know what that means, just understand that it's **SUPER FAST**.)





**What is procedural programming?**

# What about node.js?

It's the complete opposite.

It's '**asynchronous/non-blocking**'.

Instead of procedural, it's event-driven.

Wait, it's blocking/non-blocking  
What Exactly?!

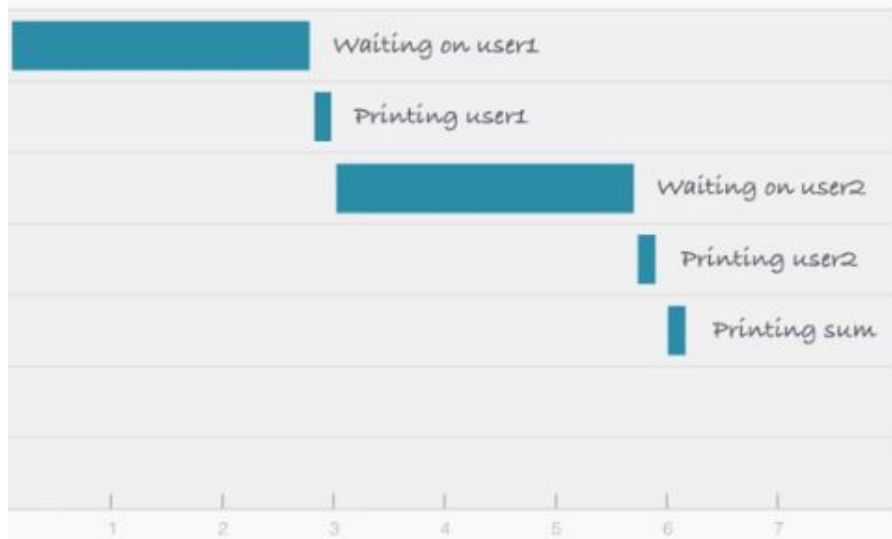
## In node.js?

- Line 2 cannot depend on line 1, because line 1 might be taking a while.
- And all the program wants to do is get to the end of the file!

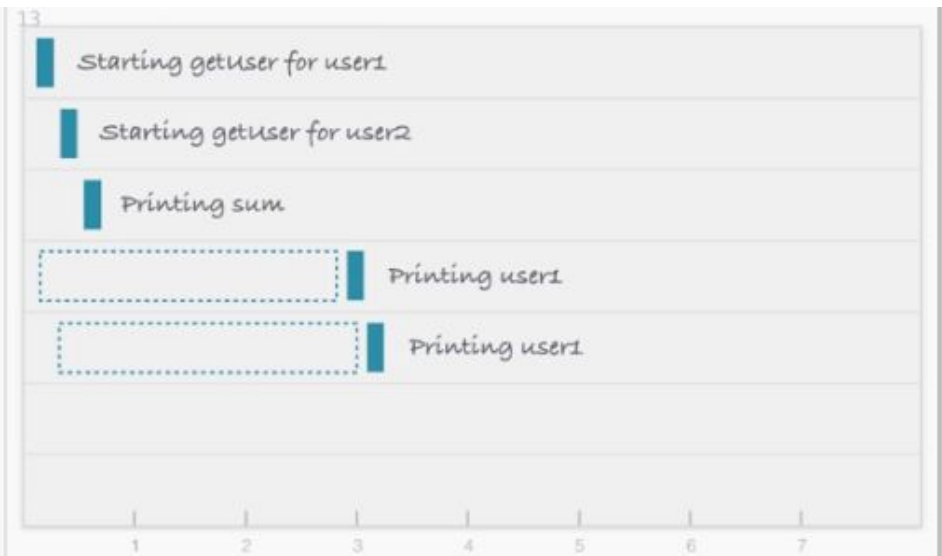
The program would be idle most of the time, waiting for things to happen, before receiving an event and continuing what it needs to do.

Consider a scenario where we request a backend database for the details of user1 and user2 and then print them on the screen/console.

The response to this request takes time, but both of the user data requests can be carried out independently and at the same time.



In the blocking method, user2's data request is not initiated until user1's data is printed to the screen.



On the other hand, using a non-blocking request, you can initiate a data request for user2 without waiting for the response to the request for user1. You can initiate both requests in parallel.

**Interactive vs.  
Dynamic Website?**

# What can we do with NodeJS

- Build simple to complex web servers and API servers
- Communicate with databases - CRUD files
- Communicate with device's low-level hardware - sound card, GPU, network configurations, etc
  - . Node.js + PComp = IOT!
- Implement websocket protocols
  - . Build an IRC chat bots
  - . Make collaborative drawing tool
- Scrape websites (for data visualization)



# What Node is NOT:

- A programming language. (We write the same exact JS!)
- A web framework.

# How it works

Node.js requires modules, as Processing's `import` or C++ (oF)'s `include`.

- Node.js

```
var http = require('http');
```

- Processing

```
import http.requests.*;
```

- C++ (oF)

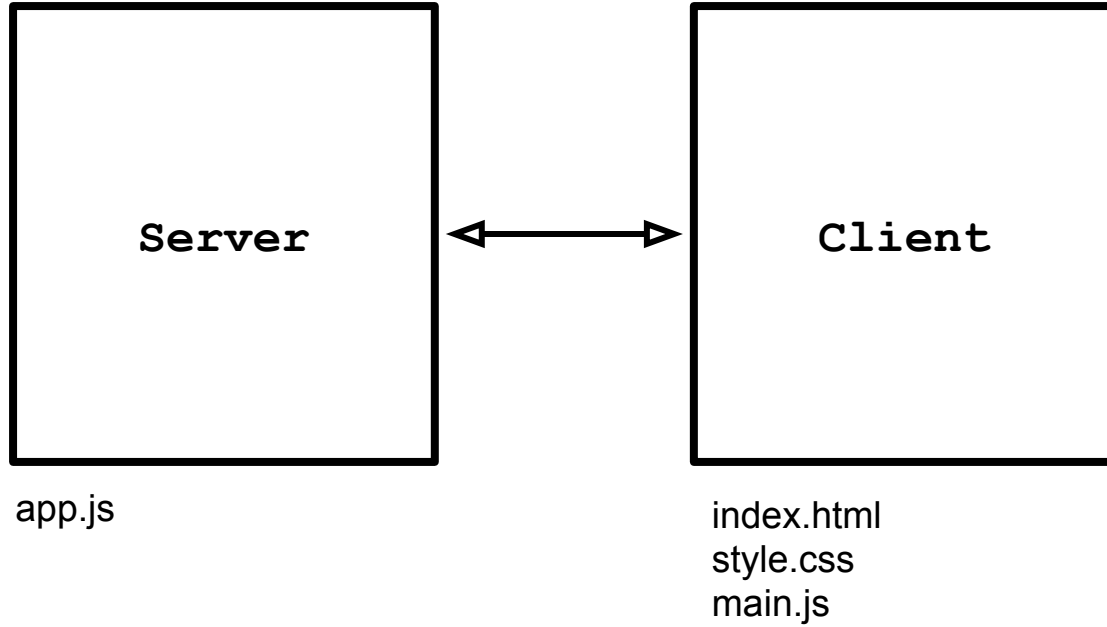
```
#include "ofxHttpUtils.h"
```

## Useful info:

- **Npm (NODE PACKAGE MANAGER)** is the package manager for Javascript. It makes it easy for JavaScript developers to **share and reuse code**.
- **Express** is a framework for building web applications on top of Node.js. It **simplifies the server creation process** that is already available in Node.

**Download Node**

**<https://nodejs.org/en/>**



# Node.js 101 ---- Starting a New Project

- Create a new folder for your Node project
- Open terminal and:
  - **cd link/to/your/project/folder**
  - **npm init**  
// Initializes a project, creating a **package.json** file that will store our project information and list its dependencies
  - **npm install some-node-module another-module --save**  
// You might need **"sudo"** before those npm, depending on your permissions  
// --save is specifying that the modules should be registered as dependencies in you  
// After this command, you should be able to see a node\_modules folder  
Example: **npm install express --save**

**Demo 1.1**

# Express / App

Express is a minimal and flexible Node.js web application framework that provides a robust set of features for web and mobile applications.

It facilitates the rapid development of Node based Web applications. Following are some of the core features of Express framework -

- Allows to set up middlewares to respond to HTTP Requests.

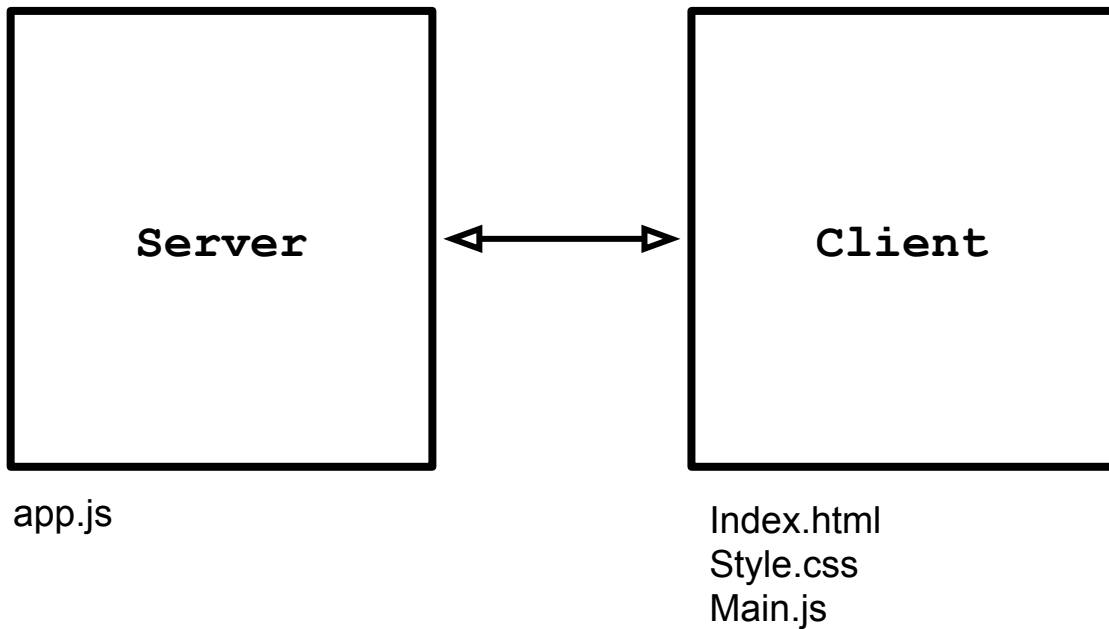


# Express / App

[https://www.tutorialspoint.com/nodejs/nodejs\\_express\\_framework.htm](https://www.tutorialspoint.com/nodejs/nodejs_express_framework.htm)

# **Demo 1.2**

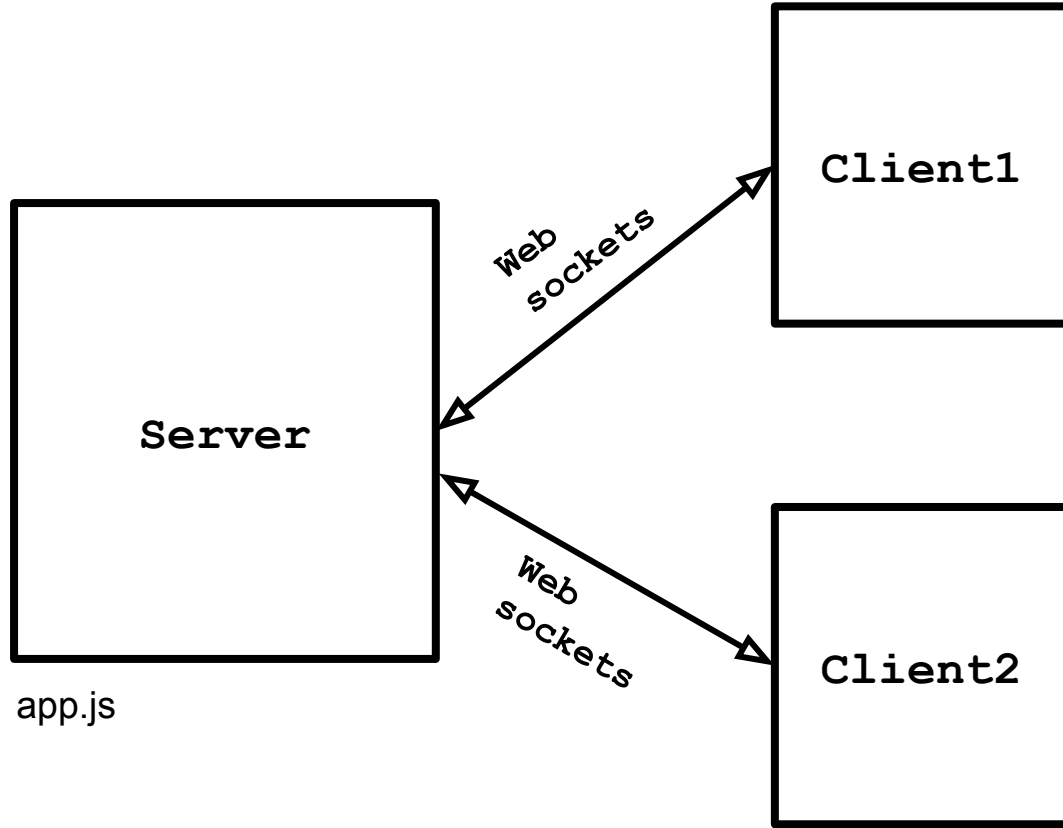
# Serving Static Files



# **Demo 1.3**

# Socket.io

Socket.io is one of the most prized libraries by those who develop with Node.js. Why? Because it allows synchronized communication to take place simply within your app, which means real-time communication!



# So what can you do with Sockets?

Let me say it another way: `socket.io` would allow you to set up a chat service on your website.

Or

To create a multiplayer web-game!

# So what can you do with Sockets?

Twitter Bot using News Headlines from API -

<https://twitter.com/TwoHeadlines>

Socket.io Collaborative Drawing Tool -

<http://socketio-intro.herokuapp.com/whiteboard/>

Browser-based multiplayer game -

<http://agar.io>

Data-Visualization with data collected from APIs -

<https://pudding.cool/2017/02/vocabulary/>

Data Visualization with real-time data -

<https://earth.nullschool.net/>

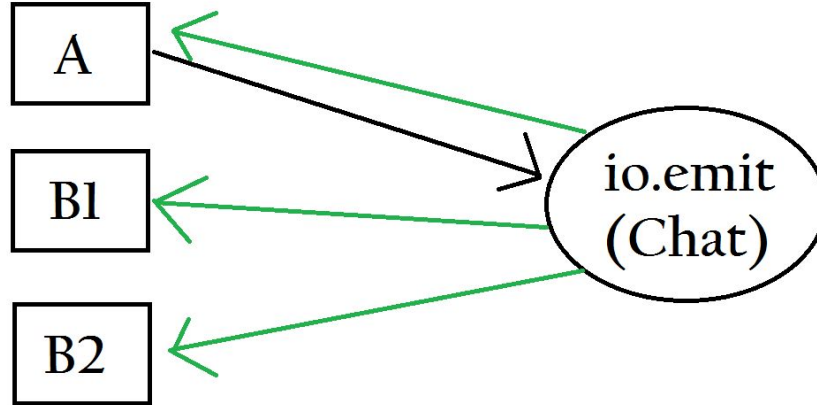


**Download Socket package**

<https://socket.io/>

Client

Server



# **Demo 2.1**

# **Demo 2.2**

**How to publish  
dynamic websites?**

**Glitch, Heroku ...**

**Questions?**





[https://github.com/ozkantuba/NodeClass\\_Fall2019](https://github.com/ozkantuba/NodeClass_Fall2019)

Html ?

Http ?

**Libraries ?**

**P5.js ?**

**Node js ?**

**Node modules ?**

Socket io / WebSockets ?