Open-Source Report

Proof of knowing your stuff in CSE312

Guidelines

Provided below is a template you must use to write your reports for your project.

Here are some things to note when working on your report, specifically about the **General Information & Licensing** section for each technology.

- Code Repository: Please link the code and not the documentation. If you'd like to
 refer to the documentation in the Magic section, you're more than welcome to, but
 we need to see the code you're referring to as well.
- License Type: Three letter acronym is fine.
- **License Description**: No need for the entire license here, just what separates it from the rest.
- **License Restrictions**: What can you *not* do as a result of using this technology in your project? Some licenses prevent you from using the project for commercial use, for example.

Also, feel free to extend the cell of any section if you feel you need more room.

If there's anything we can clarify, please don't hesitate to reach out! You can reach us using the methods outlined on the course website or see us during our office hours.

Express.js

General Information & Licensing

Code Repository	https://github.com/expressjs/express
License Type	Unlimited Use License
License Description	(The MIT License) Copyright (c) 2009-2014 TJ Holowaychuk
	<tj@vision-media.ca> Copyright (c) 2013-2014 Roman Shtylman <shtylman+expressjs@gmail.com> Copyright (c) 2014-2015 Douglas Christopher Wilson <doug@somethingdoug.com></doug@somethingdoug.com></shtylman+expressjs@gmail.com></tj@vision-media.ca>
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	WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.
License Restrictions	No Restriction



Express js is used to call this on our server object:

We call server.listen on our server object

Server.listen

 $\underline{\text{https://github.com/nodejs/node/blob/2dd6d76c898c930d0f7d9386bde4b6dec37b7a49/lib/n} \\ \underline{\text{et.js\#L1965}}$

Then that function calls listenInClister

 $\underline{\text{https://github.com/nodejs/node/blob/2dd6d76c898c930d0f7d9386bde4b6dec37b7a49/lib/net.is\#L1877}$

listenInCluster then calls setupListenHandle

 $\underline{\text{https://github.com/nodejs/node/blob/2dd6d76c898c930d0f7d9386bde4b6dec37b7a49/lib/n} \\ \underline{\text{et.js\#LL1796C72-L1796C72}}$

Finally, setupListenHandle calls createServerHandle

 $\underline{https://github.com/nodejs/node/blob/2dd6d76c898c930d0f7d9386bde4b6dec37b7a49/lib/n} \\ \underline{et.is\#L1753}$

createServerHandle then returns a TCP connection

This returns a TCP connection on port 8008 which the server listens on for requests.