

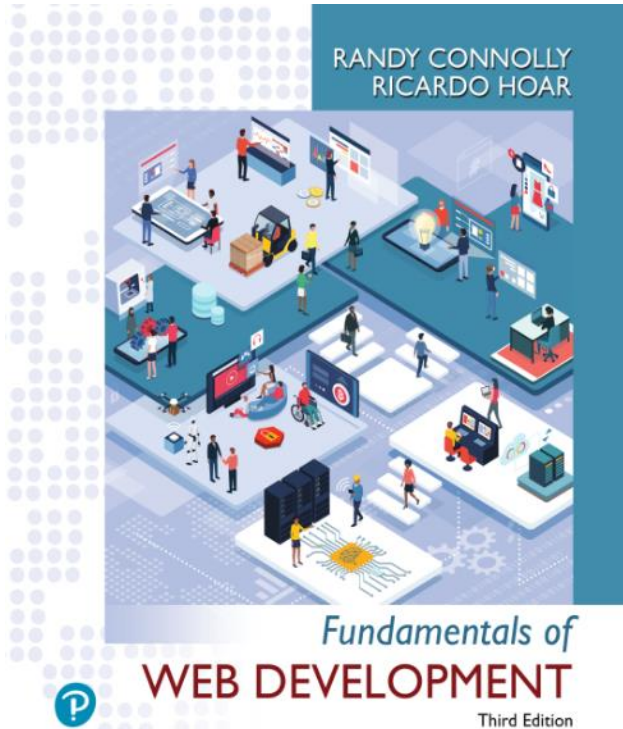
# Fundamentals of Web Development

Third Edition by Randy Connolly and Ricardo Hoar

## Chapter 6

Server-Side:

Modules, Async, Fetch, Web APIs,  
Node.js, Express.js



# Introducing Node.js

Node is used to build a server that can generate HTML in response to HTTP requests, it uses JavaScript as its programming language.

## **Node Advantages**

- JavaScript Everywhere
- Push Architectures (pub/sub, webSockets)
- Nonblocking Architectures
- Rich Ecosystem of Tools and Code
- Broad Adoption

# JavaScript Everywhere

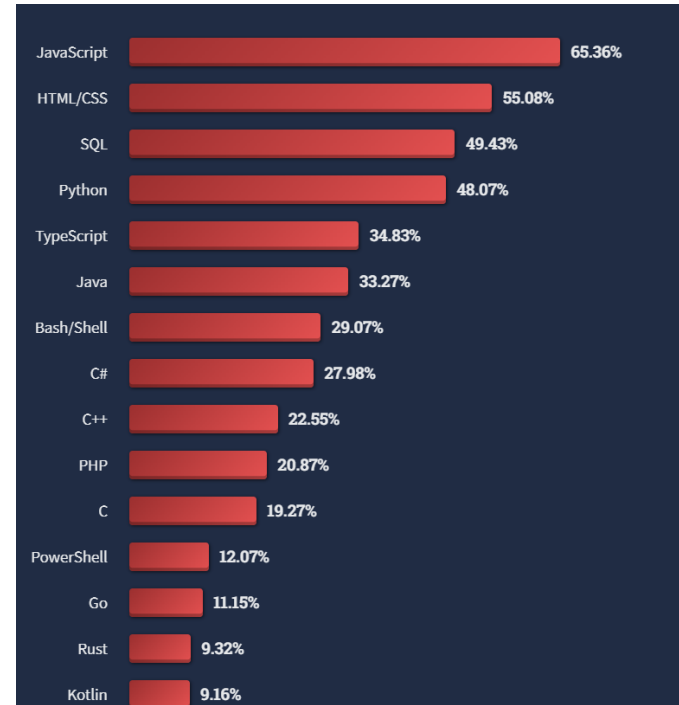
Using the same language on both the **client** and the **server** has multiple benefits.

Developer productivity is likely to be higher when there is only a **single language** to use for the entirety of a project.

With a single language, there are also **more opportunities for code sharing and reuse** when only a single language is being used.

Now, the most popular and widely used programming language in the world; this means hiring knowledgeable developers is likely to be easier and the hiring team only needs to test its potential applicants for knowledge with a single language.

<https://survey.stackoverflow.co/2022/#technology-most-popular-technologies>



# Name Conflicts In Javascript

wordpress.com Home Page (Jan 2020)



This is one of 23 external JavaScript libraries used by this page.

```
// imagine if this library contained this ...  
function calculate(x,y,z) {  
    ...  
}  
let result = calculate(foo,bar,can);
```

This code would then call the most recently defined version of this function and not the one within its own library, almost certainly resulting in some type of error or bug.

```
// and this library contained this ...  
function calculate() {  
    ...  
}
```

**Name conflict!**

This version would replace any previously-defined calculate() functions.

Complex contemporary JavaScript applications might contain hundreds of literals defined in dozens of .js files, so some way of preventing name conflicts becomes especially important

# Modules

Literals defined within a module are scoped to that module.

In Node, a **module** is simply a file that contains JavaScript. Unlike a regular JavaScript external file (on the browser/client-side).

On the client-side, you do have to tell the browser that a JavaScript file is a module and not just a regular external JavaScript file within the `<script>` element. This is achieved via the `type` attribute as shown in the following:

```
<script src="art.js" type="module"></script>
```

In Node, to make content in the module file available to other scripts outside the module, you have to make use of the **export** keyword, then import it using the **require** keyword.

# Running a node application

If you have installed Node, you will need to open a command/terminal window, navigate to the folder of your application, and enter the following command:

➤ `node app.js`

You can also just type:

> `node app`

# Import/Export Modules in JavaScript

File: app.js	mod-names.js	mod-add-numbers.js
<pre>// CommonJS, every file is module (by default) // Modules - Encapsulated Code (only share minimum)  const names = require('./mod-names')  const saySalem = require('./mod-utils')  require('./mod-add-numbers')  saySalem('susan') saySalem(names.first_name) saySalem(names.last_name)</pre>	<pre>// local const secret = 'SECRET PHRASE'  // share const first_name = 'salah' const last_name = 'abid'  module.exports =   { first_name, last_name } // here we export an object</pre>	<pre>const num1 = 5 const num2 = 10  function addValues() {   console.log(`the sum is : \${num1     + num2}`) }  addValues()</pre>
	mod-utils.js	To run the app
	<pre>const saySalem = (name) =&gt; {   console.log(`Salem Mr \${name}`) } // export default module.exports = saySalem // here we export a function</pre>	<pre>➤ node app  the sum is : 15 Salem Mr susan Salem Mr salah Salem Mr abid</pre>

Source Code Example: chapter06/01-modules

# Node core modules

- Node has many included modules (os, path, fs, http, url, etc):

Core Module	Description
<a href="#"><u>http</u></a>	http module includes classes, methods and events to create Node.js http server.
<a href="#"><u>url</u></a>	url module includes methods for URL resolution and parsing.
<a href="#"><u>querystring</u></a>	querystring module includes methods to deal with query string.
<a href="#"><u>path</u></a>	path module includes methods to deal with file paths.
<a href="#"><u>fs</u></a>	fs module includes classes, methods, and events to work with file I/O.
<a href="#"><u>util</u></a>	util module includes utility functions useful for programmers.



# Simple Node Application: the fs module

File: app.js	first.txt	Tu run the app
<pre>const { readFileSync, writeFileSync } =       require('fs')  console.log('start')  const first =   readFileSync('./content/first.txt', 'utf8') const second =   readFileSync('./content/second.txt',                'utf8')  writeFileSync(   './content/result.txt',   `Here is the result : \${first},     \${second} ` + "\n",   { flag: 'a' } // a for appending )  console.log('Task completed!')</pre>	Selem this is the first text file	> node app  start Task completed!
	second.txt	
	Selem this is the second text file	result.txt
		Here is the result : Selem this is the first text file, Selem this is the second text file

# Simple Node Application: the http module

```
// make use of the http module
const http = require('http');

// configure HTTP server to respond with simple message to all requests
const server = http.createServer(function (request, response) {
    response.writeHead(200, {"Content-Type": "text/plain"});
    response.write("Hello this is our first node.js application");
    response.end();
});

// Listen on port 8080 on localhost
const port = 8080;
server.listen(port);

// display a message on the terminal
console.log("Server running at port=" + port);
```

**Source Code Example: 03-simple-http-server**

# Simplest http server

File: simplest-server.js

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

const server = http.createServer(
  (req, res) => {
    res.write("This is my response to your request!");
    res.end();
    return;
  }
);

server.listen(5000);
console.log("Listening on port 5000");
```

Run using > node simplest-server

- Now you can access <http://127.0.0.1:5000> from your browser.
- Note that even if you try to access <http://127.0.0.1:5000/ffdfgf/gdfg> , you will get the same response.

**Source Code Example: 03-simple-http-server**

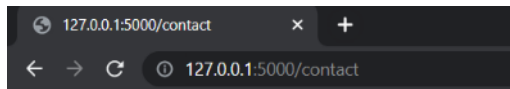
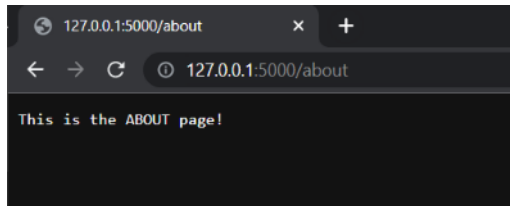
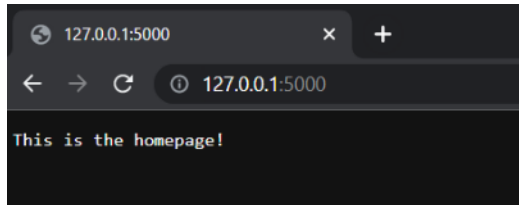
# http server: handling different requests

File: simplest-server-2.js

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

const server = http.createServer(
  (req, res) => {
    if( req.url === '/' ){
      res.end("This is the homepage!");
    } else if( req.url === '/about' ){
      res.end("This is the ABOUT page!");
    } else
      res.end(`<h1> Page not Found! <h1>
        <p><a href="/">Homepage</a></p>
        `);
    return;
  }
);

server.listen(5000);
console.log("Listening on port 5000");
```



**Page not Found!**

[Homepage](#)

# Static file server example: the http and path modules

fileserver.js

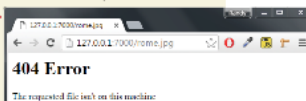
```
const http = require("http");
const url = require("url");
const path = require("path");
const fs = require("fs");
```

Using three new modules in this example that process URL paths and read/write local files.

```
// our HTTP server now returns requested files
const server = http.createServer(function (request, response) {
```

```
  // get the filename from the URL
  let requestedFile = url.parse(request.url).pathname;
  // now turn that into a file system file name by adding the current
  // local folder path in front of the filename
  let filename = path.join(process.cwd(), requestedFile);
```

```
  // check if it exists on the computer
  fs.exists(filename, function(exists) {
    // if it doesn't exist, then return a 404 response
    if (!exists) {
      response.writeHead(404, {"Content-Type": "text/html"});
      response.write("<h1>404 Error</h1>\n");
      response.write("The requested file isn't on this machine\n");
      response.end();
    }
```



```
    // if file exists then read it in and send its
    // contents to requestor
    fs.readFile(filename, "binary", function(err, file) {
      // maybe something went wrong (e.g., permission error)
      if (err) {
        response.writeHead(500, {"Content-Type": "text/html"});
        response.write("<h1>500 Error</h1>\n");
        response.write(err + "\n");
        response.end();
        return;
      }
      // ... everything is fine so return contents of file
      response.writeHead(200);
      response.write(file, "binary");
      response.end();
    });
  });
```

```
// we don't have to use port 8080; here we are using 7000
server.listen(7000, "localhost");
console.log("Server running at http://127.0.0.1:7000/");
```

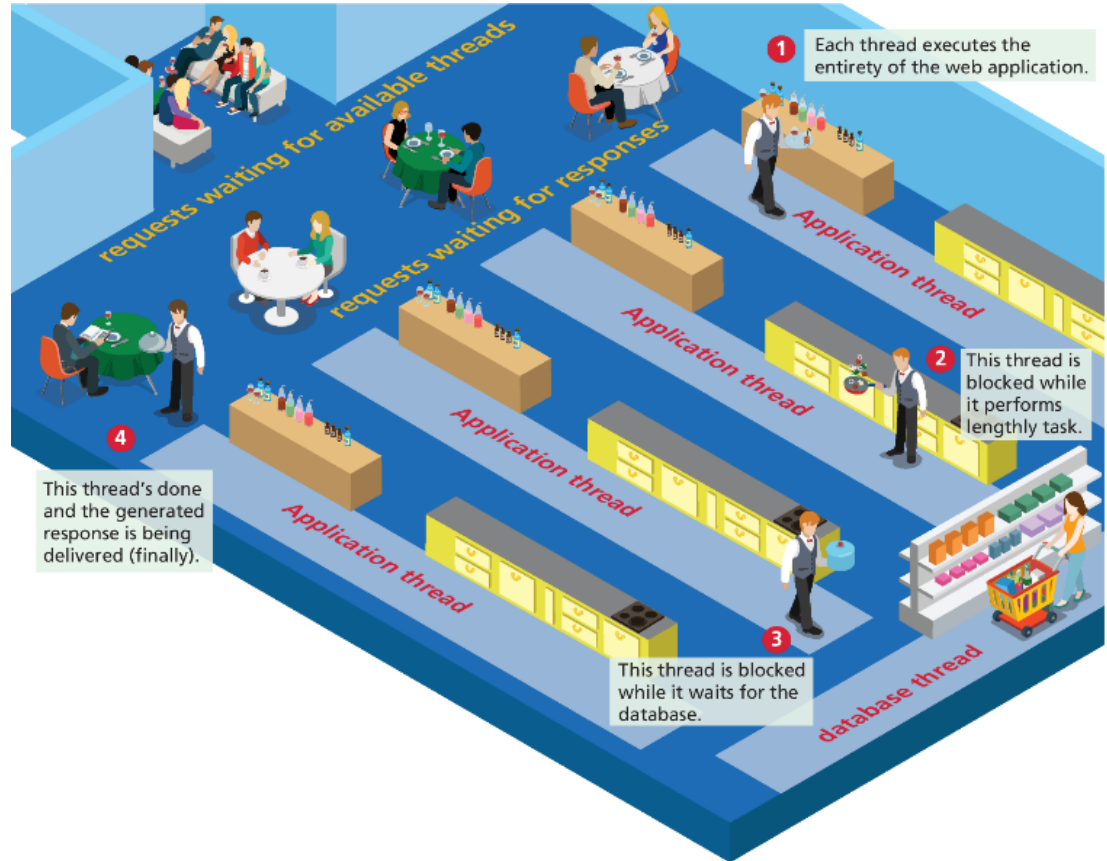
The requested file isn't on this machine



# Blocking Architectures

Apache runs applications like JEE or PHP using either a blocking multiprocessing or multithreaded model.

Using a restaurant analogy, it would be as though a single person had to handle all the tasks required for each table.



# Non-blocking Architectures

Here a single worker is servicing all the requests in a single event loop thread.

This worker can only be doing a single thing at a time. But other tasks are delegated to other agents.

Node uses a **nonblocking**, asynchronous, single-threaded architecture.



Nice videos on the event loop in Javascript:

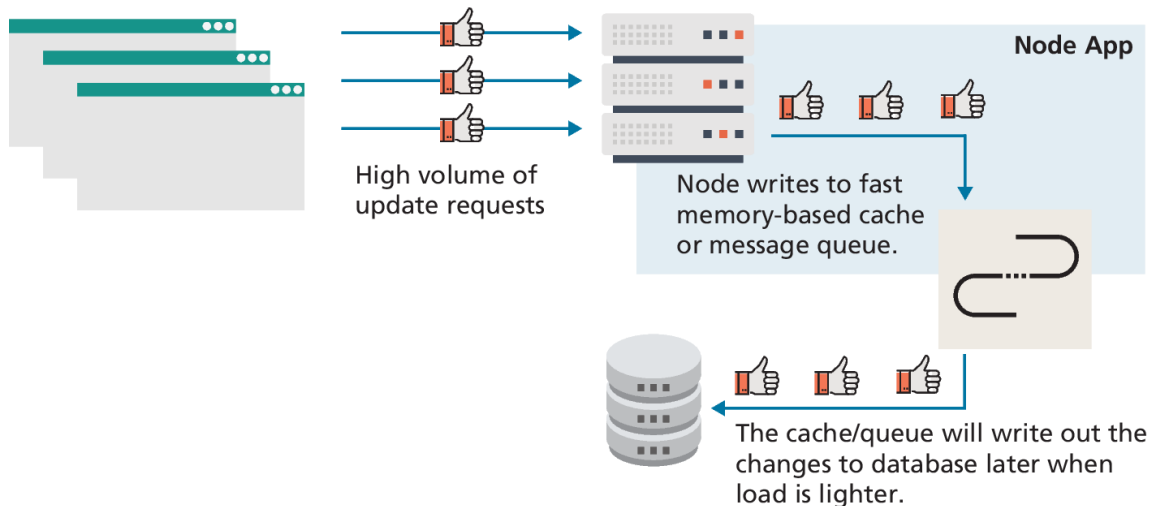
<https://www.youtube.com/watch?v=8aGhZQkoFbQ>

# Handling high volume data changes in Node

Node is well suited to developing data-intensive real-time applications that need to interact with distributed computers and whose data sources are noSQL databases.

Consider a simple Like button. It would need to handle a massive number of concurrent data writes.

A Node-based system could make use of a memory-based message queueing system that would keep a record of all data changes, and then those changes could eventually be persisted

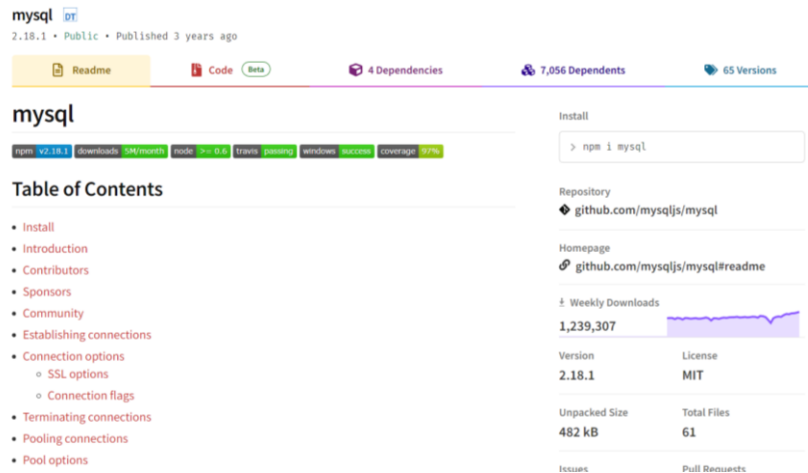




# Node Disadvantages

Node isn't ideal for all web-based applications. For sites whose data is in a traditional relational database such as MySQL, accessing that data in Node was ~~is~~ a complex programming task.

The single-thread nonblocking architecture of Node is also not ideal for computationally heavy tasks, such as video processing or scientific computing



The screenshot shows the npm package page for 'mysql'. At the top, it displays the package name 'mysql' with a 'DT' icon, version '2.18.1', and status 'Public • Published 3 years ago'. Below this are tabs for 'Readme', 'Code' (with a 'Beta' badge), '4 Dependencies', '7,056 Dependents', and '65 Versions'. A progress bar shows the package's status across various metrics: rpm, v2.18.1, downloads (5M/month), node (v=0.6), tests (passing), windows (success), and coverage (97%).

The 'Table of Contents' section lists the following links:

- [Install](#)
- [Introduction](#)
- [Contributors](#)
- [Sponsors](#)
- [Community](#)
- [Establishing connections](#)
- [Connection options](#)
  - [SSL options](#)
  - [Connection flags](#)
- [Terminating connections](#)
- [Pooling connections](#)
- [Pool options](#)

The right sidebar contains the following information:

- Install**: A code block showing `> npm i mysql`.
- Repository**: [github.com/mysqljs/mysql](#)
- Homepage**: [github.com/mysqljs/mysql#readme](#)
- Weekly Downloads**: A line graph showing a peak of 1,239,307 downloads.
- Version**: 2.18.1
- License**: MIT
- Unpacked Size**: 482 kB
- Total Files**: 61
- Issues**: A link to the issues page.
- Pull Requests**: A link to the pull requests page.

# Asynchronous Coding with JavaScript

**asynchronous code** is code that is doing (or seemingly doing) multiple things at once. In multi-tasking operating systems, asynchronous execution is often achieved via **threads**: each thread can do only one task at a time, but the operating system switches between threads

Many contemporary web sites make use of asynchronous JavaScript data requests of Web APIs, thereby allowing a page to be dynamically updated without requiring additional HTTP requests.

(A **web API** is simply a web resource that returns data instead of HTML, CSS, JavaScript, or images).

# Simple Node Application: fs module, async version

File: app.js	first.txt	Tu run the app
<pre>const { readFile, writeFile } = require('fs'); console.log(Starting task A...');  readFile('./content/first.txt', 'utf8', (err, result) =&gt; {   if (err) {     console.log(err);     return;   }    writeFile(     './content/result-async.txt',     `Here is the Async result : \${result}`,     (err, result) =&gt; {       if (err) {         console.log(err);         return;       }       console.log('Task A completed!');     }   ) }) console.log('starting next task...')</pre>	Selem this is the first text file	> node app  Starting task A... starting next task... // notice the order here Task A completed! // notice the order here
		<b>result-async.txt</b>
		Here is the Async result : Selem this is the first text file  <b>Note: readFile and writeFile are built as asynchronous functions.</b>  <b>Source Code Example: 04-files-async</b>

# Simple Node Application: fs module, async version (2)

File: app.js (with two files to read from)		Tu run the app
<pre>const { readFile, writeFile } =     require('fs');  console.log('start');  readFile('./content/first.txt', 'utf8',     (err, result) =&gt; {         if (err) {             console.log(err);             return;         }         const first = result;</pre>	<pre>readFile('./content/second.txt', 'utf8', (err, result) =&gt;     {         if (err) {             console.log(err);             return;         }         const second = result;         writeFile(             './content/result-async.txt',             `Here is the result : \${first}, \${second}`,             (err, result) =&gt; {                 if (err) {                     console.log(err);                     return;                 }                 console.log('done with this task');             }         )     }) console.log('starting next task');</pre>	> node app
		Starting task A... <b>starting next task...</b> Task A completed!
		<b>result-async.txt</b>
		Here is the result : Selem this is the first text file, Selem this is the second text file
		Notice that the second <b>readFile</b> is called by the callback function that is passed as the third argument of the first <b>readFile</b> so that it has access the read result. -> <b>Callback HELL!!!</b>

# So what are Promises?

## Solution to the Callback Hell.

A **Promise** is a placeholder for a value that we don't have now but will arrive later. Eventually, that promise will be completed and we will receive the data, or it won't, and we will get an error instead.

```
// declaration and instantiation
const promiseObj = new Promise( (resolve, reject) => {
  if (someCondition)
    resolve(someValue); // works like as a return
  else
    reject(someMessage); // also works like as a return
});

// call to promise
promiseObj
  .then( someValue => {
    // success, promise was achieved!
  })
  .catch( someMessage => {
    // oh no, promise was not satisfied!!
  });
```

# Creating a Promise

Creating a promise is quite simple: you simply instantiate a Promise object.

For promises to make some sense, we must first understand that the handler function passed to the Promise constructor must take two parameters: a **resolve()** function and a **reject()** function.

File: app.js

```
const { readFile, writeFile } = require('fs');

console.log('start');

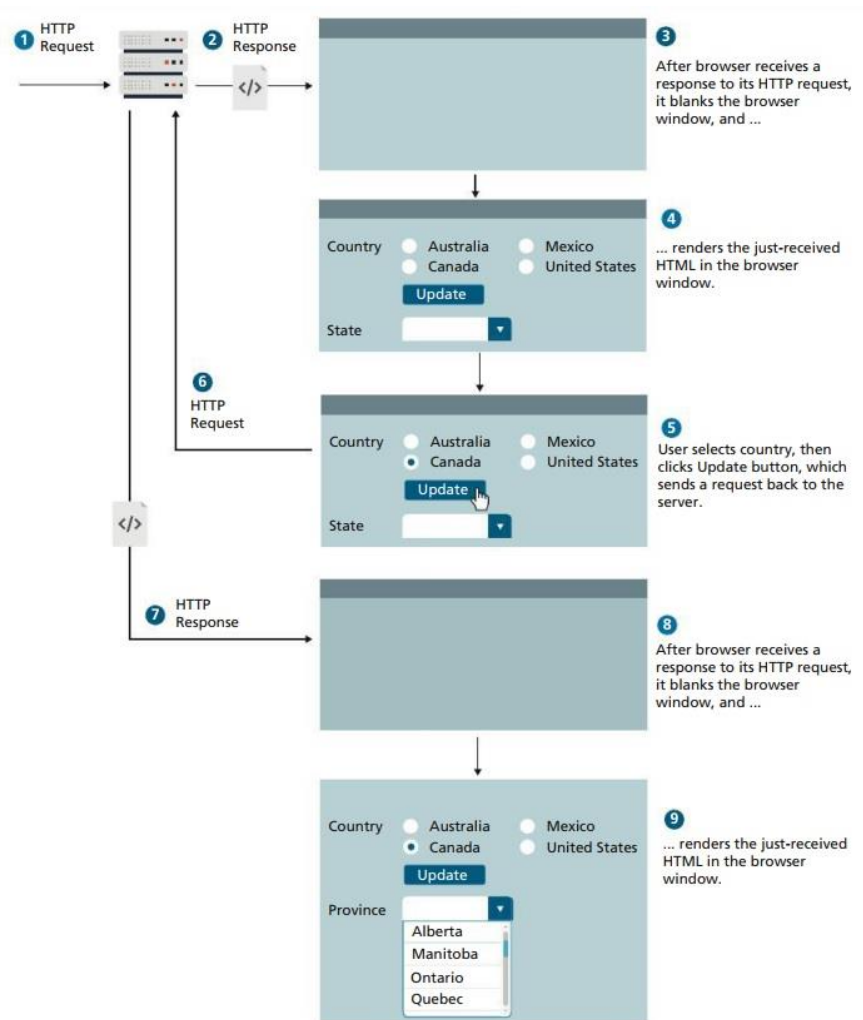
const read = (path) => {
  return new Promise((resolve, reject)=>{
    readFile(path, 'utf8', (err, data) => {
      if (err) {
        reject(err);
      } else {
        resolve(data);
      }
    });
  });
};

read('./content/first.txt')
  .then( (data) => console.log(data) )
  .catch( (err) => console.log(err) );
```

**Source Code Example: 05-fs-with-promise**

# Another use case for promises: (on the client-side)

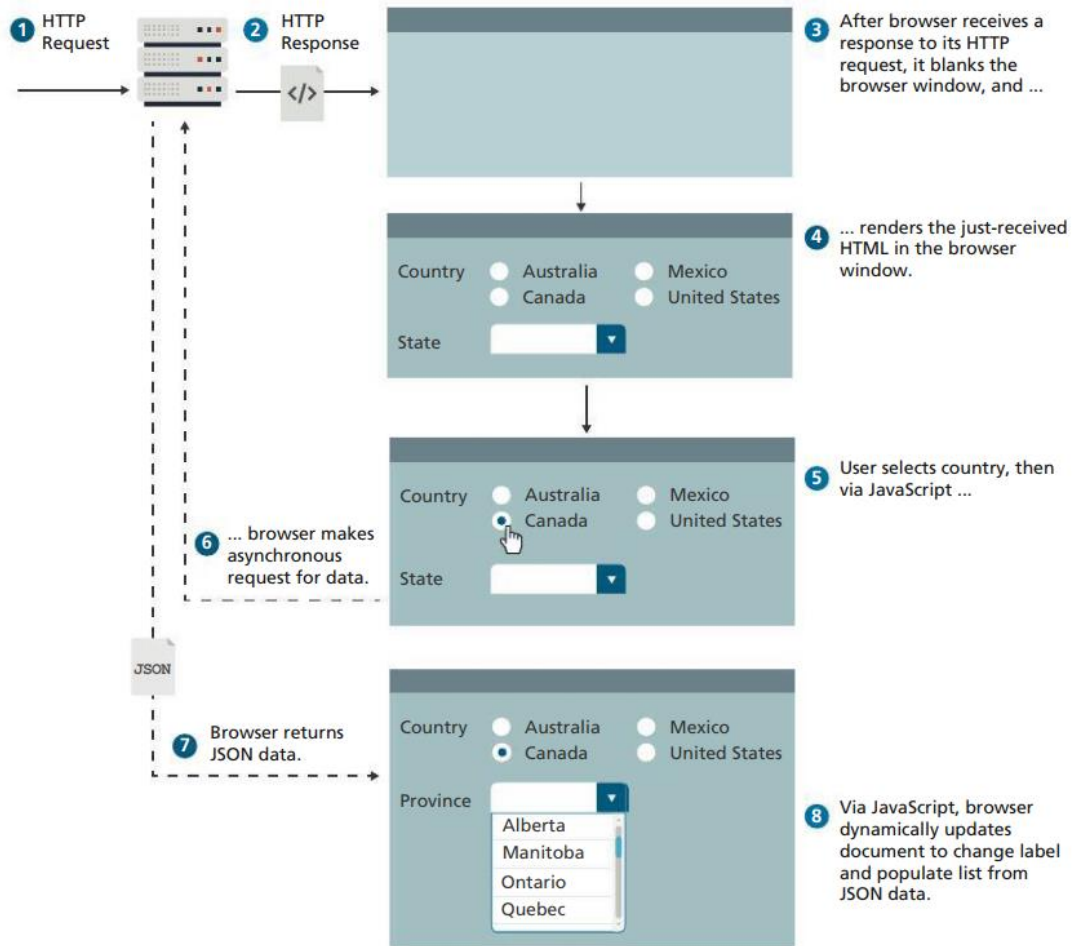
Let's look at the **normal** request-response loop:



# Asynchronous data requests

**Note:** *fetch* is done from the client-side to get data asynchronously. It replaces an older technology (AJAX).

```
let cities = fetch('/api/cities?country=italy');
```





# Fetching Data from a Web API

So what does **cities** contain after this call? You might expect it to contain the requested JSON data. But it doesn't. Why? Because it will take time for this service to execute and respond to our request.

What the above fetch will return instead is a special **Promise** object.

Promises in JavaScript are usually handled by invoking two methods: `then()` for responding to the successful arrival of data, and `catch()` for responding to an unsuccessful completion.

```
fetch('/api/cities?country=italy')  
  .then( (response) => {  
    // do something with this data  
    console.warn('response received!!!');  
  })  
  .catch( (err) => {  
    console.log(err);  
  })  
)
```

# Example of asynchronous request using fetch ... and promises

1 Make the fetch request.

2 Pass the function that will execute when the HTTP response is received.

3 Pass the function that will execute when the JSON data is extracted from that response.

4 Handle any error that might occur with the fetch.

```
<select id="countries">
  <option value=0>Select a country</option>
</select>
<script>
  document.addEventListener("DOMContentLoaded", function() {
    const apiURL = 'api/countries.php';

    const countryList = document.querySelector('#countries');

    fetch(apiURL)
      .then( response => response.json() )
      .then( data => {

        // populate list with this JSON country data
        data.forEach( c => {
          const opt = document.createElement('option');
          opt.setAttribute('value', c.iso);
          opt.textContent = c.name;
          countryList.appendChild(opt);
        });
      })
      .catch( error => { console.error(error) } );
  });
</script>
```

The request returns JSON data in the following format:

```
[
  { "iso": "AT", "name": "Austria", ... },
  { "iso": "CA", "name": "Canada", ... },
  ...
]
```

Create a new <option> element using the fetched JSON data.

Sample generated markup from this code:

```
<select id="countries">
  <option value=0>Select a country</option>
  <option value="AT">Austria</option>
  <option value="CA">Canada</option>
  ...
</select>
```

# Common Mistakes with Fetch

Students often struggle at first with using fetch and often commit some version of the mistake shown below:

Multiple nested fetches can be problematic,

**This doesn't work ... why not?**

```
let fetchedData;  
  
fetch(url)  
  
  .then( (resp) => resp.json() )  
  .then( data => {  
    fetchedData = data;  
  });  
  
displayData(fetchedData);
```

**Solution:** move the call into the second then() handler.

**Execution order**

- 1
- 2
- 3
- 4
- 5

Remember that fetches are asynchronous ... the data will be received in the future.

fetchedData will be undefined when this line is executed.

# Cross-Origin Resource Sharing

Modern browsers prevent cross-origin requests by default, so sharing content legitimately between two domains becomes harder.

**Cross-origin resource sharing (CORS)** is a mechanism that uses new HTTP headers in the HTML5 standard that allows a JavaScript application in one **origin** (i.e., a protocol, domain, and port) to access resources from a different origin. If an API site wants to allow any domain to access its content through JavaScript, it would add the following header to all of its responses:

**Access-Control-Allow-Origin: \***

In node:            > npm install cors

And then in your app.js:

```
app.use(cors()); // cors allows to access api through javascript;
```

# Async and Await (optional)

ES7 introduced the **async...await** keywords that can both simplify the coding and even eliminate the typical nesting structure of typical asynchronous coding.

Recall this sample line from the earlier section on fetch?

```
let obj = fetch(url);
```

The global **fetch()** method starts the process of fetching a resource from the network, returning a **promise** ( here it is the type of the obj variable ) which is fulfilled once the response is available.

The **then()** method of the Promise object needs to be called and passed a callback function that will use the data.

# Async and Await (ii) (optional)

The **await** keyword provides exactly that functionality, namely, the ability to treat asynchronous functions that return Promise objects as if they were synchronous.

```
let obj = await fetch(url);
```

Now, `obj` will contain whatever the `resolve()` function of the `fetch()` returns, which in this case is the response from the fetch. Notice that no callback function is necessary!

There is an important limitation with using the **await** keyword: it *must* occur within a function prefaced with the **async** keyword

# Read two files example with async/await (optional)

## Source Code Example: 06-fs-with-async

```
const { readFile, writeFile } = require('fs')

// create a promise for read
const getText = (path, encoding) => {
  return new Promise((resolve, reject) => {
    readFile(path, encoding, (err, data) => {
      if (err) {
        reject(err)
      } else {
        resolve(data)
      }
    })
  })
}

// create a promise for write
const writeText = (path, text) => {
  return new Promise((resolve, reject) => {
    writeFile(path, text, { flag: 'a' }, (err, data) => {
      if (err) {
        reject(err)
      }
    })
  })
}
```

```
    } else {
      resolve(data)
    }
  })
}

// chain promises
const start = async () => {
  try {
    const first = await getText('./content/first.txt', 'utf8')
    const second = await getText('./content/second.txt', 'utf8')
    await writeText('./content/result.txt', `${first} ${second}`, { flag: 'a' })
  }
  console.log(first, second)
} catch (error) {
  console.log(error)
}

start();
```

# Npm, package.json and dependencies

**Note:** we need **Express**, a node package that can help us with **routing** HTTP requests. To install it in your project we start by creating a package.json to our project, it contains general information and dependencies:

(*npm = Node Package Manager*)

➤ **npm init -y**

// creates a basic package.json (-y to skip questionnaire)

➤ **npm install express**

// installs express in node-modules folder and adds it to the dependencies of the project in package.json

**Source Code Example: 07-npm-demo**

package.json

```
{
  "name": "05-npm-demo",
  "version": "1.0.0",
  "description": "",
  "main": "index.js",
  "scripts": {
    "test": "echo \"Error: no test specified\" && exit 1"
  },
  "keywords": [],
  "author": "",
  "license": "ISC",
  "dependencies": {
    "express": "^4.18.2"
  }
}
```



# Versions: an Industry Standard

Versions of the npm packages in package.json follow a standard: Semantic Versioning (SemVer):

"package": "MAJOR.MINOR.PATCH"

The MAJOR version should increment when you make incompatible API changes.

The MINOR version should increment when you add functionality in a backwards-compatible manner.

The PATCH version should increment when you make backwards-compatible bug fixes.

This means that PATCHes are bug fixes and MINORs add new features but neither of them break what worked before.

Finally, MAJORs add changes that won't work with earlier versions.

Request npm install to automatically update to the latest minor version or patch:

Update to the latest patch versions: "package": "~1.3.8"

Update to latest MINOR version: package": "^1.3.8"

# Dependencies and code sharing (git)

When we need to share code on a platform like GitHub for example, the /node-modules folder do not have to be copied, it can be recreated by your team members from the package.json.

We can remove the node-modules/ folder and restore it by simply using:

**> npm install**

If you are using git for code sharing, you can add a .gitignore file on your project folder then you can add this line to your file:

/node-modules

This folder will be ignored when you want to share your code to your shared git repository (Github).

***Source Code Example: 07-npm-demo***

# Adding a dev-dependency

Source Code Example: 07-npm-demo

**Note:** some tools are needed in development time only. These can be installed as a dev-dependency, the nodemon tool for example is useful when we want to make changes to our code and see the results reflected without manually restarting the server:

```
➤ npm install nodemon -D
// installs nodemon in "dev-dependencies"
// can also install it globally using npm install -g nodemon
// to execute (npm exec nodemon app.js) or....
```

Then we can add scripts to be able to run the app in different configuration:

```
➤ npm run start // will simply run the app
➤ npm run dev   // will launch the app under
                  // the control of nodemon: try
                  // modifying your code and save to see
                  // what happens
```

package.json

```
{
  "name": "05-npm-demo",
  "version": "1.0.0",
  "description": "",
  "main": "index.js",
  "scripts": {
    "start": "node app.js",
    "dev": "nodemon app.js",
  },
  "keywords": [],
  "author": "",
  "license": "ISC",
  "dependencies": {
    "express": "^4.18.2"
  },
  "devDependencies": {
    "nodemon": "^2.0.20"
  }
}
```

# Adding Express

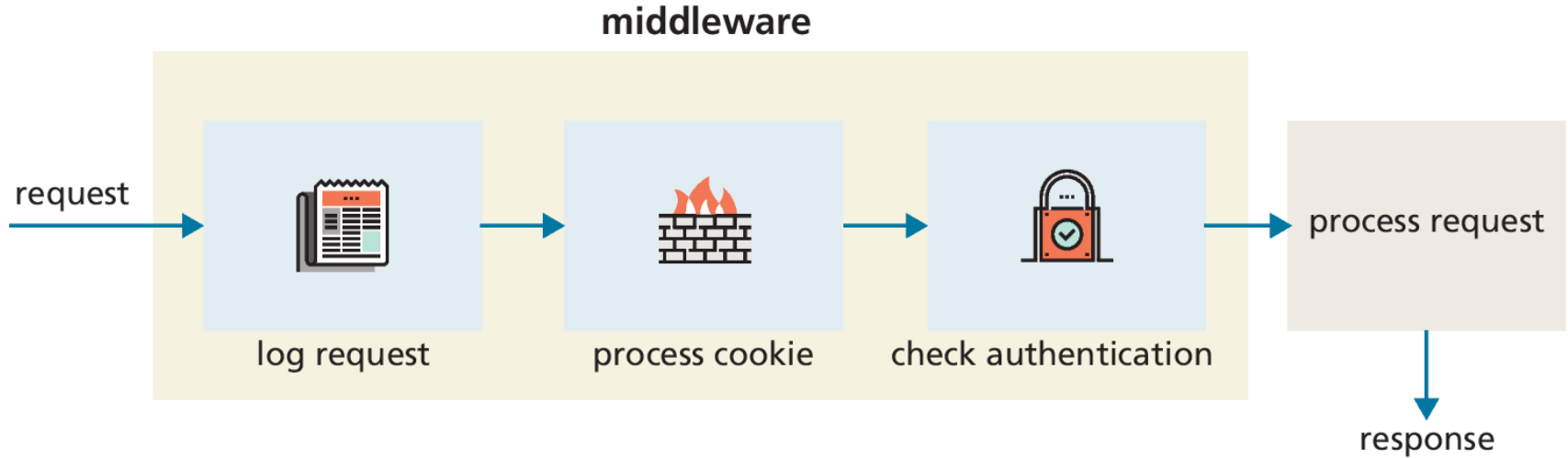
One of the most popular pre-existing modules is **Express**, where you typically write handlers for the different routes in your application. A **route** is a URL, a series of folders or files or parameter data within the URL.

The **request** object contains a params object that holds any parameter data included with the request/route. The **response** object provides methods for setting HTTP headers and cookies, sending files or JSON data, and so on.

A simple file server using the static() function:

```
var express = require("express");  
var app = express();  
app.use( express.static('public') ); // the public folder can contain css, images, etc...  
app.listen(8080, () => { ... });
```

# Middleware functions in Express



# Express: middleware functions

*(Definition) Middleware: software that is a bridge between an application and the data.*

```
var express = require("express");  
var app = express();  
  
app.use(express.static('public'));  
app.listen(8080, () => { ... });           // static files like css files
```

The **app.use()** function executes the provided **middleware** function

# Using express for routing

```
const express = require('express');  
const app = express();
```

*Source Code Example: 08-express-server*

```
// the public folder will be visible by http requests  
// like http://localhost:3000/css/styles.css if the css folder is in the public folder  
app.use(express.static('public'));
```

```
app.get('/', (request, response) => {  
  response.sendFile('./pages/index.html');  
});
```

```
app.get('/about', (request, response) => {  
  response.sendFile('./pages/about.html');  
});
```

```
// any other request will get this 404 response  
app.use( (request, response) => {  
  response.status(404).sendFile('./pages/404.html');  
});
```

```
app.listen(3000, "localhost", () => { console.log("Listening on port 3000...") });
```

# Add middleware (chained operations)

// Middleware that logs all incoming requests (middleware at the root of the route).

```
app.use( (req, res, next) => {  
  console.log( `${req.method} ${req.path} - ${req.ip}` );  
  next();  
});
```

Middleware can be mounted at a specific route using app.METHOD(path, middlewareFunction, callback):

```
app.get('/now', function(req, res, next) {  
  req.time = new Date().toString();  
  next();  
}, function(req, res) {  
  res.json( {time: req.time});  
});
```

This approach is useful to split the server operations into smaller units (perform some validation on the data). That, leads to a better app structure and reuse. You can block the execution of the current chain and pass control to functions that handle errors.



# Environment Variables

**Environment variables** provide a mechanism for configuring your Node application. To see your variables:

```
console.log(process.env);
```

You can set your environment variables using the popular dotenv package. Use a configuration file named **.env** to store any number of key=value pairs, such as:

```
PORT=8080
```

```
BUILD=development
```

```
> npm install dotenv
```

Within your Node applications, you can reference the values in this file

```
// make use of dotenv package
```

```
require('dotenv').config();
```

```
// reference values from the .env file
```

```
console.log("build type=" +  
process.env.BUILD);
```

```
server.listen(process.env.PORT);
```

Then run:

```
➤ node -r dotenv/config app
```

(only the first time, then you can just run node app)

# Simple API

*Source Code Example: 10-simple-api*

Node can be used to create APIs that can be consumed by client applications. Here is a very simple API that reads in a JSON data file and then returns the JSON data when the URL is requested.

<pre>const fs = require('fs'); const path = require('path'); const express = require('express'); require('dotenv').config();  const app = express();  // for now, we will read a json file from the data folder const jsonPath = path.join(__dirname, 'data', 'SE2022.json');  // get data using conventional Node callback approach let curriculum;</pre>	<pre>fs.readFile(jsonPath, (err,data) =&gt; {   if (err)     console.log('Unable to read json data file');   else     curriculum = JSON.parse(data); });  // return the curriculum when a root request arrives app.get('/', (req,res) =&gt; { resp.json(curriculum) } );  app.listen(process.env.PORT, () =&gt; {   console.log("Listening at port... " + process.env.PORT); });</pre>
--	--

# Separating Functionality into Modules

What if we had five or six or more routes? In such case, our single Node file would start becoming too complex. A better approach would be to separate out the routing functionality into separate modules.

You could also place your route handler logic into a separate module.

# Defining a module

```
const fs = require('fs').promises;  
// for now, we will get our data by reading the provided json file  
const jsonPath = path.join(__dirname, '../public', 'companies.json');  
  
let companies;  
getCompanyData(jsonPath);  
async function getCompanyData(jsonPath) {  
  try {  
    const data = await fs.readFile(jsonPath, "utf-8");  
    companies = JSON.parse(data);  
  }  
  catch (err) { console.log('Error reading ' + jsonPath); }  
}  
  
function getData() {  
  return companies;  
}  
// specifies which objects will be available outside of module  
module.exports = { getData };
```

# Send parameters in route: GET

## (route params)

~~With the :param syntax you can send parameters to the api:~~

```
app.get('/echo/:word', (req, res) => {  
  let param = req.params.word;  
  res.json( { echo: param } ); //use the variable as needed  
});
```

By requesting : <https://ip:port/echo/hello>

'hello' will be assigned to the param variable (from req.params.word) then you can use this argument as you need.

# Send parameters using GET (2)

## (query params)

We can also use URL encoded queries then access the query parameters using *req.query.parameter* :

```
app.route('/name')  
  .get( (req, res) => {  
    res.json({ name: `${req.query.first} ${req.query.last}` });  
  }).post( (req, res) => {  
    res.json({ name: `${req.query.first} ${req.query.last}` });  
  });
```

And you can use the URL to encode arguments (get method):

`http://ip:port/name?first=skander&last=turki`

# Send parameters using POST (3)

Using a form on the client side, we can send POST requests:

```
<form action="/name" method="post">  
  <label>First Name :</label><input type="text" name="first"><br>  
  <label>Last Name :</label><input type="text" name="last"><br>  
  <input type="submit" value="Submit">  
</form>
```

We need a middleware to parse parameters from request payload (POST, DELETE..):

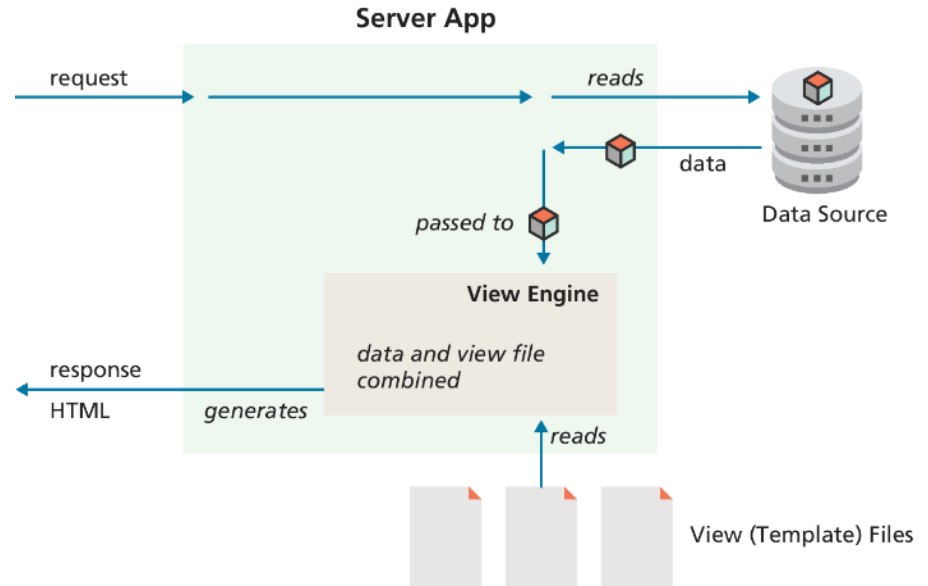
```
var bodyParser = require('body-parser');  
  
app.use(bodyParser.urlencoded({ extended: false })))  
  
.....let p_url = req.body.url; // then access the req.body object
```

# View Engines

It is also possible to use Node in a way similar to PHP: that is, to use JavaScript in Node to generate HTML using a **view engine** like **EJS**

You only need to install the appropriate package using npm, and then tell Express which folder contains the view files and which view engine to use to display those files.

> npm install ejs



<https://ejs.co/#docs>



# Introduction to EJS (Embedded JavaScript Templates)

- Your templates (previously html pages) need to be placed inside the /views folder (by default).

```
// register view engine
app.set('view engine', 'ejs');

// configure views folder if not default (views)
app.set('views', 'otherThanViewsFolder');

// response.render will send the ejs template (index.ejs file)
app.get('/', (request, response) => {
    response.render('index');
})
```

# Injecting data into EJS views

```
const express = require('express');
```

```
// express app
```

```
const app = express();
```

```
// register view engine
```

```
app.set('view engine', 'ejs');
```

```
app.use(express.static('public'));
```

```
app.get('/', (req, res) => {
```

```
  const blogs = [
```

```
    {title: '..', snippet:'...'},
```

```
    {title: '...', snippet:'...'},
```

```
    {title: '...', snippet:'...'},
```

```
  ];
```

```
// second argument is data sent to template
```

```
  res.render('index', { title: 'Home', blogs: blogs });  
});
```

```
app.get('/about', (req, res) => {  
  res.render('about', { title: 'About' });  
});
```

```
app.get('/create', (req, res) => {  
  res.render('create', { title: 'Create a new blog' });  
});
```

```
// any other request goes to 404
```

```
app.use((req, res) => {  
  res.status(404).render('404', { title: '404' });  
});
```

```
// listen for requests
```

```
app.listen(3000);
```

# Example EJS view (Embedded JavaScript Templates) 2

EJS supports “partials” : include an ejs file as part of another, so that parts of documents can be reused by different files.

If the head is common to all our pages, we can create a head.ejs file containing the header then include the header as “partial” of all our pages with:

The partial files can be organized inside a partials folder under the views folder:

/views/partials/head.js

/views/partials/header.js

/views/partials/footer.js

```
<%- include("./partials/head.ejs") %>
```

```
<body>
```

```
  <%- include("./partials/header.ejs") %>
```

```
  ....
```

```
  <%- include("./partials/footer.ejs") %>
```

```
</body>
```

```
</html>
```

# Example EJS view (Embedded JavaScript Templates) 2

```
<html lang="en">
<%- include("../partials/head.ejs") %>
```

```
<body>
  <%- include("../partials/nav.ejs") %>
```

```
  <div class="blogs content">
    <h2><%= title %>: All Blogs</h2>
```

```
    <% if (blogs.length > 0) { %>
      <% blogs.forEach(blog => { %>
```

```
        <h3 class="title"><%= blog.title %></h3>
        <p class="snippet"><%= blog.snippet %></p>
```

```
      <% }) %>
    <% } else { %>
      <p>There are no blogs to display...</p>
    <% } %>
```

```
</div>
```

```
  <%- include("../partials/footer.ejs") %>
</body>
</html>
```

**<% %>** : can include normal javascript that will not be displayed:

```
<% if () { %>
.....
<% } %>
```

**<%= title %>** : Allows to include the value of the title variable.

# Serverless Approaches

**Serverless computing** is a way of deploying and running web applications that make use of third-party services and cloud platforms that replace the need to install, configure, and update back-end environments.

The term serverless is a bit of misnomer in that servers certainly are being used; it is serverless in that you or your team no longer worry.

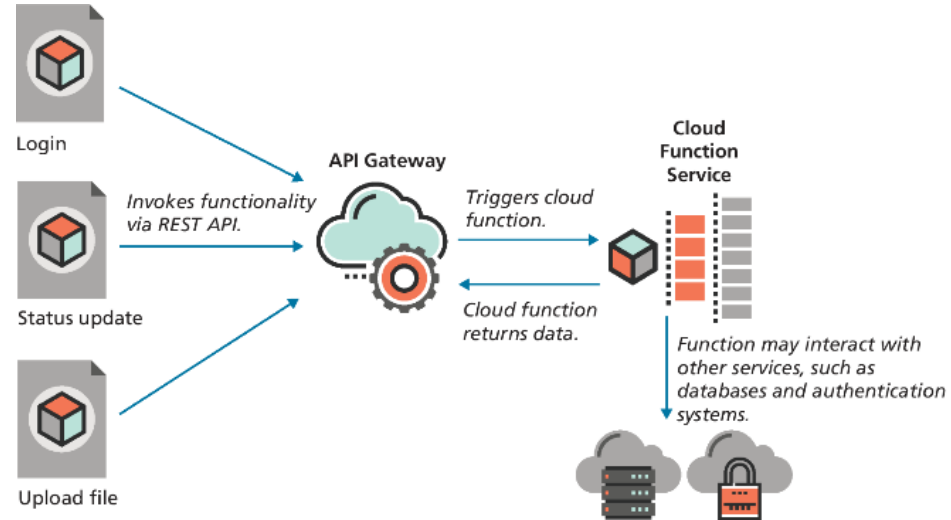
The serverless approach “is not eliminating complexity, it’s making that complexity someone else’s responsibility.”

There is no need to configure and support server software on your own: this generally provides better reliability, scalability, and security.

By eliminating the need to provision servers, the serverless approach often results in lower costs.

# Serverless Technologies

- Databases-as-a-Service
- Platform-as-a-Service (PaaS)
- Functions-as-a-Service (FaaS)



# Annex: State of the practice in the industry:

## Programming, scripting, and markup languages

2022 marks JavaScript's tenth year in a row as the most commonly used programming language.

But, it's a different picture for those learning to code. HTML/CSS, Javascript and Python are almost tied as the most popular languages for people learning to code. People learning to code are more likely than Professional Developers to report using Python (58% vs 44%), C++ (35% vs 20%), and C (32% vs 17%).

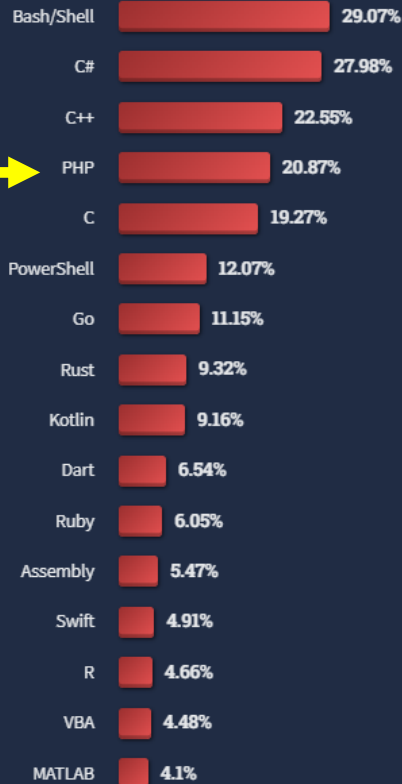
Compared to Professional Developers, those learning to code are less likely to report using SQL (38% vs 53%), TypeScript (15% vs 40%), and Bash/Shell (19% vs 29%).

All Respondents

Professional Developers

Learning to Code

71,547 responses



<https://survey.stackoverflow.co/2022/#most-popular-technologies-language>

# Annex: State of the practice in the industry:

## Web frameworks and technologies

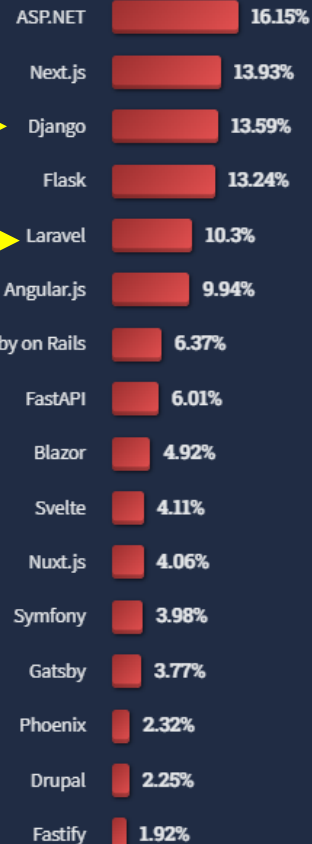
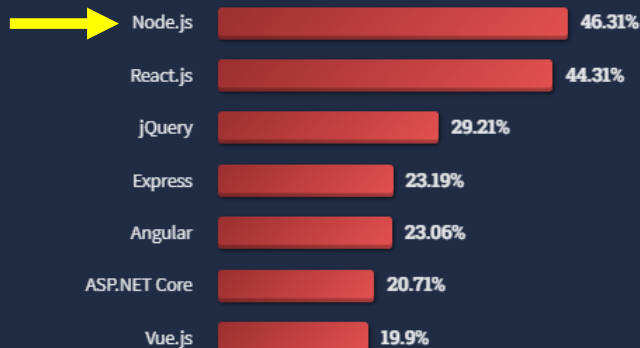
Node.js and React.js are the two most common web technologies used by Professional Developers and those learning to code. Angular is used more by Professional Developers than those learning to code (23% vs 10%), same with ASP.NET (16% vs 10%) and ASP.NET Core (21% vs 10%).

All Respondents

Professional Developers

Learning to Code

45,297 responses



<https://survey.stackoverflow.co/2022/#most-popular-technologies-language>



# Annex: State of the practice in the industry:

