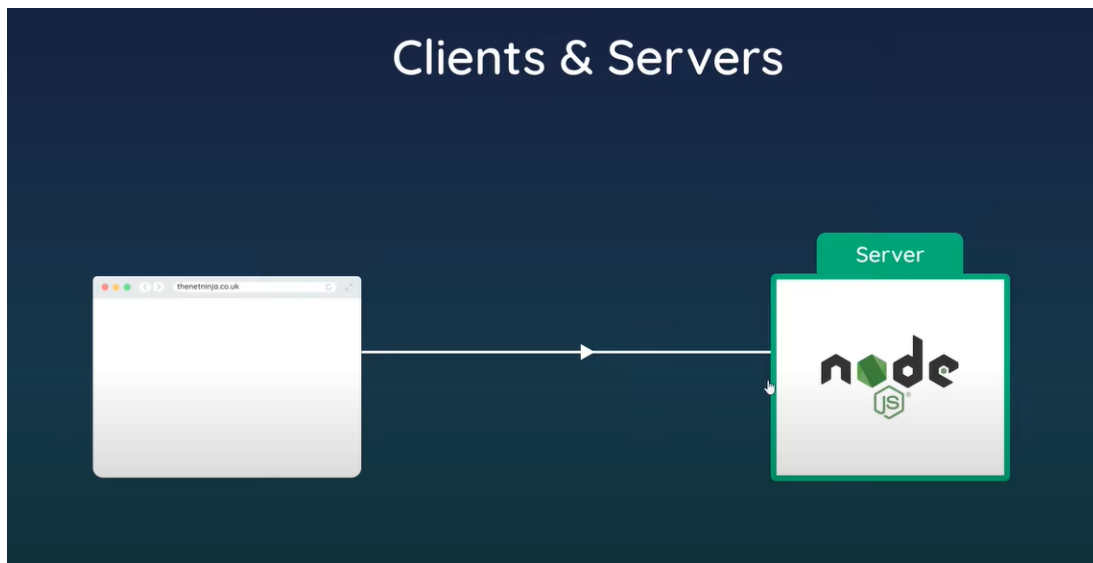
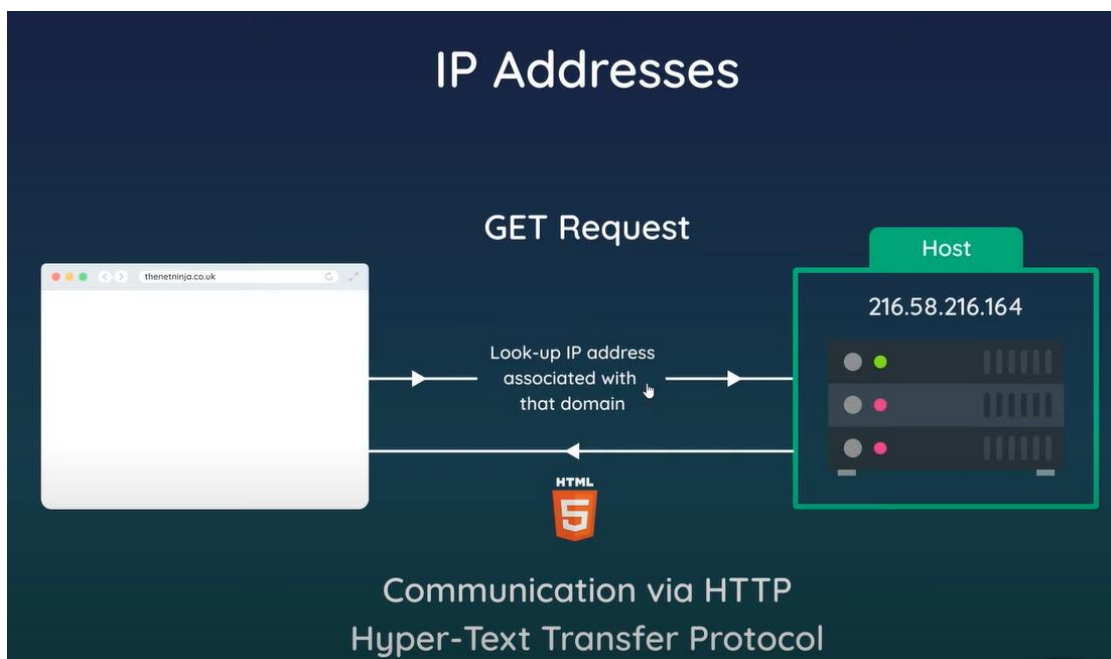


Clients & Servers



IP Addresses



Localhost & Port Number

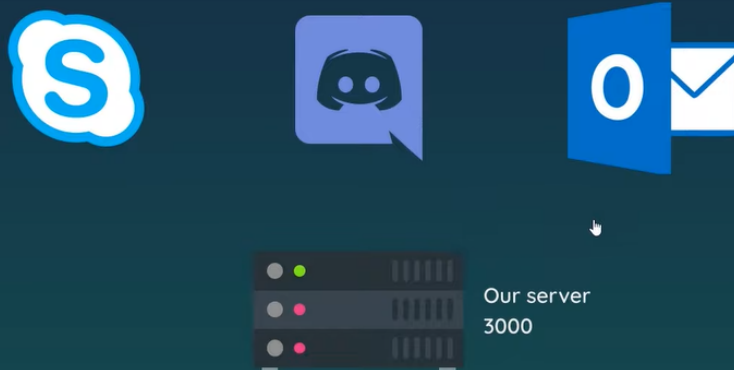
Localhost

- Localhost is like a domain name on the web



Port Numbers

- Port number are like 'doors' into a computer



Port Numbers

- Port numbers are like 'doors' into a computer

localhost:3000

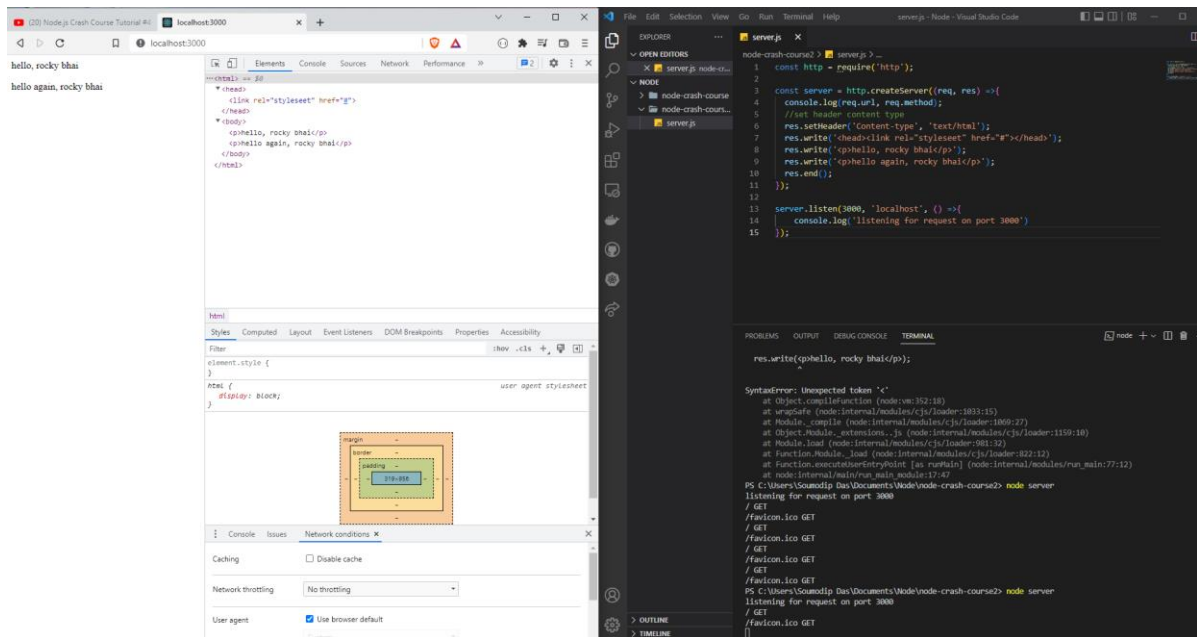
The screenshot shows a Visual Studio Code editor with a file named `server.js` open. The code in the editor is as follows:

```
1 const http = require('http');
2
3 const server = http.createServer((req, res) =>{
4   console.log(req.url, req.method);
5 });
6
7 server.listen(3000, 'localhost', () =>{
8   console.log('listening for request on port 3000')
9 });
```

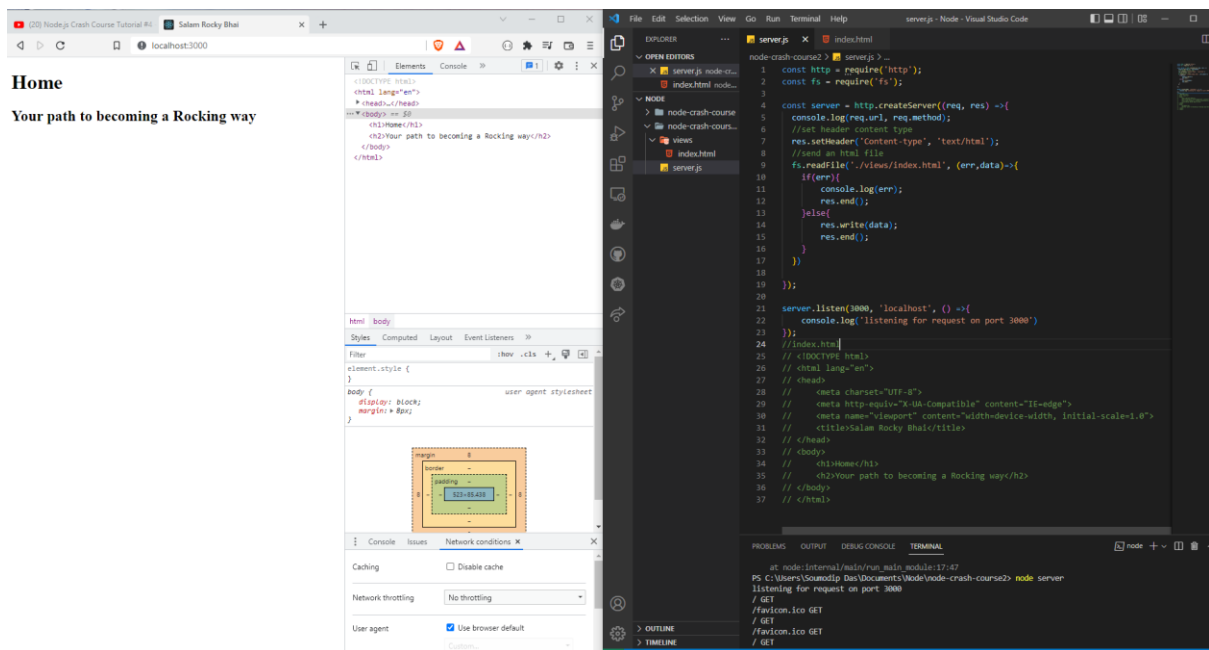
Below the editor, the **TERMINAL** tab is active, showing the output of running `node server` in a PowerShell prompt. The output shows the server listening on port 3000 and receiving a GET request for `/about`. The response object is logged to the console:

```
PS C:\Users\Soumodip Das\Documents\Node\node-crash-course2> node server
listening for request on port 3000
/ GET
/about GET
{
  [Symbol(kBufferCb)]: null,
  [Symbol(kBufferGen)]: null,
  [Symbol(kCapture)]: false,
  [Symbol(kSetNoDelay)]: false,
  [Symbol(kSetKeepAlive)]: false,
  [Symbol(kSetKeepAliveInitialDelay)]: 0,
  [Symbol(kBytesRead)]: 0,
  [Symbol(kBytesWritten)]: 0,
  [Symbol(RequestTimeout)]: undefined
},
  _consuming: false,
  _dumped: false,
  [Symbol(kCapture)]: false,
  [Symbol(kHeaders)]: {
    host: 'localhost:3000',
    connection: 'keep-alive',
    'upgrade-insecure-requests': '1',
    'user-agent': 'Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/103.0.5060.114 Safari/537.36',
    'accept-language': 'en-US',
    accept: 'text/html,application/xhtml+xml,application/xml;q=0.9,image/avif,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.9',
    'sec-gpc': '1',
    'sec-fetch-site': 'none',
    'sec-fetch-mode': 'navigate',
    'sec-fetch-user': '?1',
    'sec-fetch-dest': 'document',
    'accept-encoding': 'gzip, deflate, br'
  },
  [Symbol(kHeadersCount)]: 24,
  [Symbol(kTrailers)]: null,
  [Symbol(kTrailersCount)]: 0,
  [Symbol(RequestTimeout)]: undefined
}
```

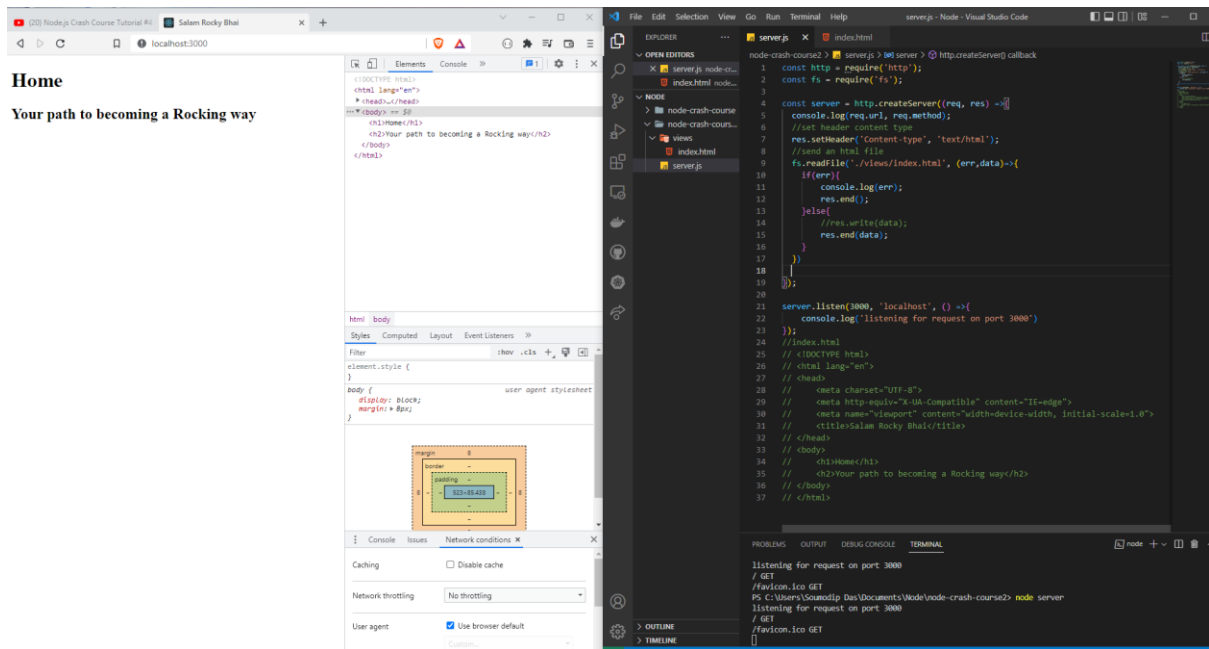
The Response Object



Returning HTML Pages

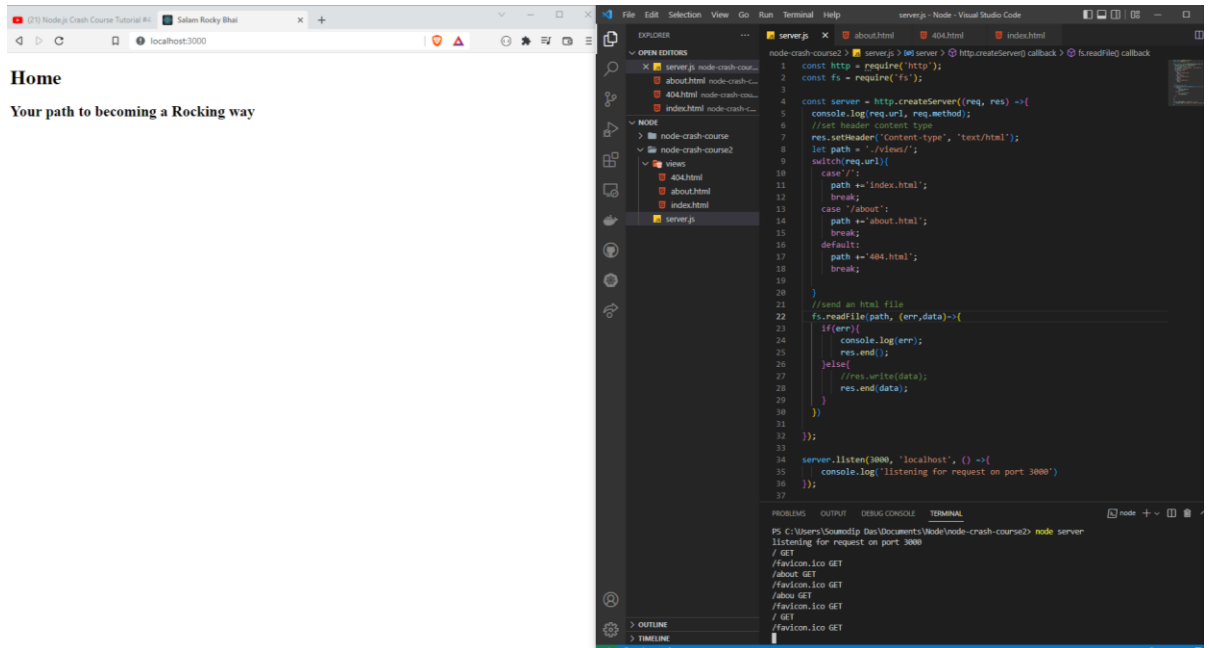


OR

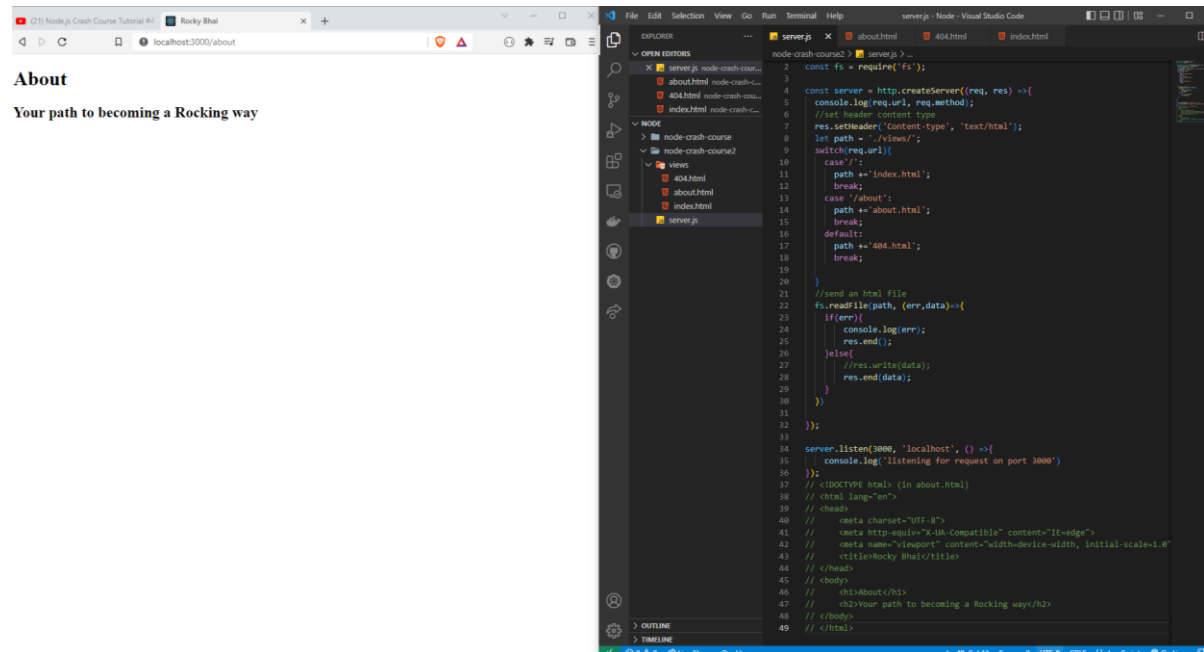


Basic Routing

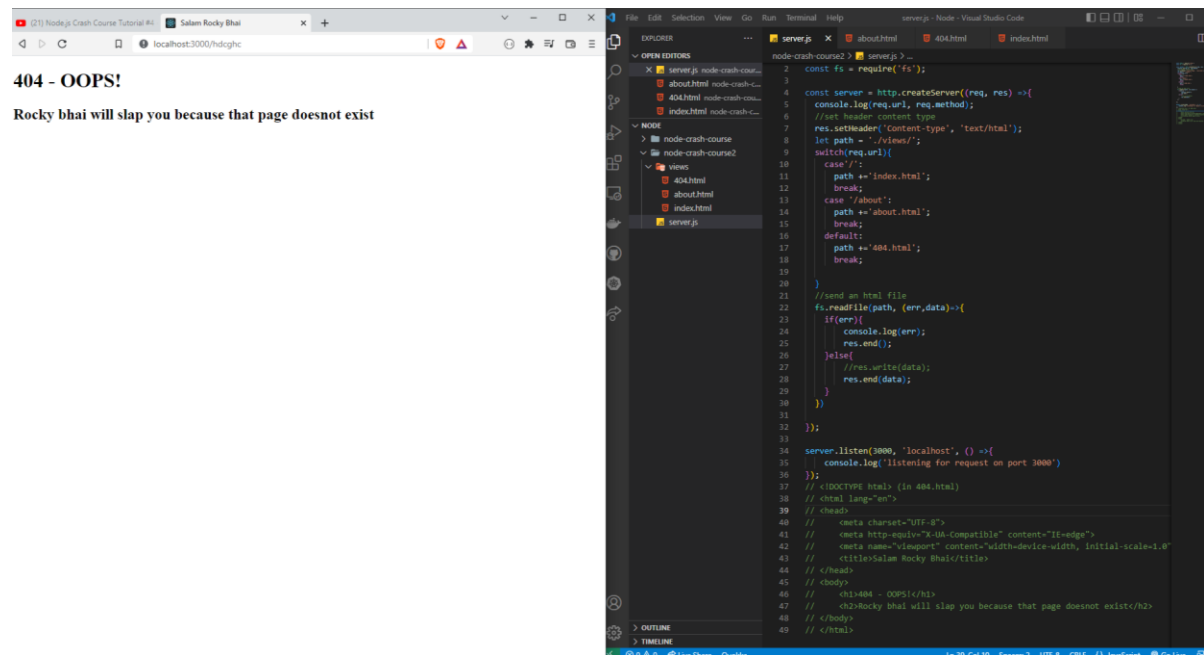
Home.html



About.html



404.html



Status Codes

Status Codes

- Status codes describe the type of response sent to the browser

200 - OK

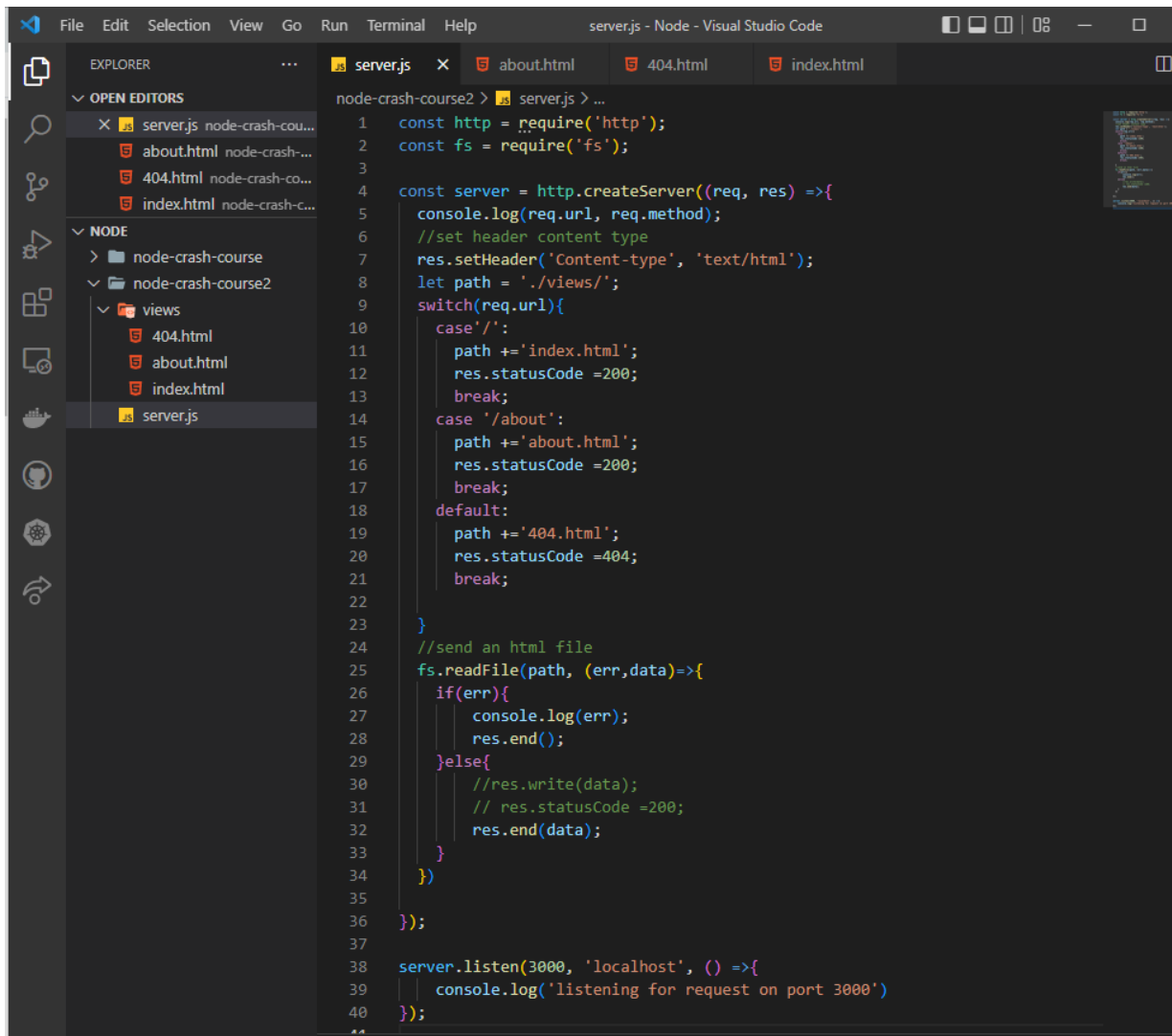
301 - Resource moved

404 - Not found

500 - Internal server error

Status Codes

- 100 Range - informational responses
- 200 Range - success codes
- 300 Range - codes for redirects
- 400 Range - user or client error codes
- 500 Range - server error codes



The screenshot shows the Visual Studio Code interface with a project named 'node-crash-course2'. The Explorer sidebar on the left shows the file structure: 'server.js' is selected in the root, and a 'views' subdirectory contains '404.html', 'about.html', and 'index.html'. The main editor displays the code for 'server.js'.

```
1  const http = require('http');
2  const fs = require('fs');
3
4  const server = http.createServer((req, res) =>{
5    console.log(req.url, req.method);
6    //set header content type
7    res.setHeader('Content-type', 'text/html');
8    let path = './views/';
9    switch(req.url){
10     case '/':
11       path += 'index.html';
12       res.statusCode = 200;
13       break;
14     case '/about':
15       path += 'about.html';
16       res.statusCode = 200;
17       break;
18     default:
19       path += '404.html';
20       res.statusCode = 404;
21       break;
22   }
23   //send an html file
24   fs.readFile(path, (err,data)=>{
25     if(err){
26       console.log(err);
27       res.end();
28     }else{
29       //res.write(data);
30       // res.statusCode = 200;
31       res.end(data);
32     }
33   })
34 }
35
36 });
37
38 server.listen(3000, 'localhost', () =>{
39   console.log('listening for request on port 3000')
40 });
```

Redirects

```
res.setHeader('Content-type', 'text/html')
let path = './views/';
switch(req.url){
  case '/':
    path += 'index.html';
    res.statusCode = 200;
    break;
  case '/about':
    path += 'about.html';
    res.statusCode = 200;
    break;
  case '/about-me':
    res.statusCode = 301;
    res.setHeader('Location', '/about');
    break;
  default:
    path += '404.html';
    res.statusCode = 404;
    break;
}
```

- It redirects on a better way (about-me = about)

NPM = Node Package Manager

- Nodemon

When we are changing anything in code then we need to restart the servers manually, Nodemon helps us to combat that by automatically restarting the server whenever changes are made and saved to our file.

So we have to install Nodemon.

```
PS C:\Users\Soumodip Das\Documents\Node\node-crash-course2> npm install -g nodemon
```

For install Nodemon in our system globally

```
PS C:\Users\Soumodip Das\Documents\Node\node-crash-course2> nodemon server
[nodemon] 2.0.19
[nodemon] to restart at any time, enter `rs`
[nodemon] watching path(s): *.*
[nodemon] watching extensions: js,mjs,json
[nodemon] starting `node server.js`
listening for request on port 3000
[nodemon] restarting due to changes...
[nodemon] starting `node server.js`
listening for request on port 3000
[nodemon] restarting due to changes...
[nodemon] starting `node server.js`
listening for request on port 3000
□
```

It manually restart the server when we change the code.

Package.json File

- npm init for installing package.json file

Installing package locally

```
PS C:\Users\Soumodip Das\Documents\Node\node-crash-course2> npm install lodash
```

- Installing lodash on system

The screenshot shows the Visual Studio Code interface with a file explorer on the left and a code editor in the center. The file explorer shows a project structure with a `node_modules` directory. The code editor displays the `server.js` file, which uses `lodash` for random number generation and a greeting function. A white rounded rectangle highlights the `const _ = require('lodash');` line and the `//lodash` comment. The terminal at the bottom shows the output of the server, including the random number and the greeting 'hello'.

```
1 const http = require('http');
2 const fs = require('fs');
3 const _ = require('lodash');//calling lodash 71k (gzipped: 25k)
4
5
6 const server = http.createServer((req, res) =>{
7
8   //lodash
9   const num = _.random(0, 20);
10  console.log(num);
11
12  const greet = _.once(() =>{
13    console.log('hello');
14  });
15  greet();
16  greet();
17
18  //set header content type
19  res.setHeader('Content-type', 'text/html');
20  let path = './views/';
21  switch(req.url){
22    case '/':
23      path += 'index.html';
24      res.statusCode = 200;
25      break;
26    case '/about':
27      path += 'about.html';
28      res.statusCode = 200;
29      break;
30    case '/about-blah':
31      res.statusCode = 301;
32      res.setHeader('Location', '/about');
33      break;
34    default:
35      path += '404.html';
36      res.statusCode = 404;
37      break;
38  }
39 }
```

hello
15
hello
16
hello
12
hello
[]

Dependencies

- `npm install` – for installing node modules
- `npm install -g nodemon` – for installing nodemon
- `npm init` – for installing package.json file