Practical No. 9 Study and implementation of node.js

Problem Statement 1: Database Connectivity using SQL or Oracle

Write a Node.js program that connects to an Oracle/SQL database, retrieves data from a table, and displays the results

Install the Oracle driver (you'll need Oracle Instant Client installed on your machine):

```
npm install oracledb
Script (oracle-query.js):
// oracle-query.js
const oracledb = require('oracledb');
// Adjust these to your DB credentials and host
const dbConfig = {
  user: 'YOUR_DB_USER',
  password: 'YOUR_DB_PASSWORD',
  connectString: 'HOSTNAME:PORT/SERVICE_NAME'
  // e.g. 'localhost:1521/XEPDB1'
};
async function run() {
  let connection;
  try {
    // 1) Establish connection
    connection = await oracledb.getConnection(dbConfig);
    console.log('Connected to Oracle!');
    // 2) Execute a simple query
```

```
const result = await connection.execute(
      `SELECT id, name, created_at
         FROM your_table
        WHERE ROWNUM <= 10`
    );
    // 3) Display results
    console.log('Query Results:');
    console.table(result.rows);
  } catch (err) {
    console.error('Error:', err);
  } finally {
    if (connection) {
      try {
        await connection.close();
        console.log('Connection closed');
      } catch (closeErr) {
        console.error('Error closing connection:', closeErr);
     }
    }
 }
}
run();
Run it:
node oracle-query.js
```

Problem Statement 2: Middleware (Express.js)

Q1: What is middleware in Node.js, particularly in the context of Express.js?
A1: In Express.js, middleware refers to functions that sit "in the middle" of the HTTP request-response cycle. Each middleware function receives the Request and Response objects (and a next callback), and can:

- 1. Inspect or modify the request (req) or response (res) objects.
- 2. Terminate the request by sending a response (e.g., res.send()), or
- 3. Pass control to the next middleware in the stack by calling next().

Middleware is used for cross-cutting concerns like logging, authentication, parsing request bodies, error handling, and more.

```
Q2: How do you create custom middleware in Express.js?
A2: To create custom middleware, you write a function with the signature
(req, res, next). For example:
// logger.js
function logger(req, res, next) {
  console.log(`[${new Date().toISOString()}] ${req.method}
${req.url}`);
  next(); // Pass control to the next middleware
}
module.exports = logger;
Then you register it in your app:
const express = require('express');
const logger = require('./logger');
const app = express();
// Apply to all routes
app.use(logger);
```

```
// Or apply to a specific route
// app.get('/users', logger, (req, res) => { ... });
app.get('/', (req, res) => {
   res.send('Hello, world!');
});
app.listen(3000);
```

Q3: Explain how middleware is executed in order in an Express.js application. A3:

- 1. Registration order matters. Express processes middleware in the exact sequence you call app.use() or attach middleware to routes.
- Linear flow: When a request comes in, Express starts with the first middleware. Each one runs in turn—if it calls next(), the next middleware executes; if it sends a response (or calls next(err)), it may short-circuit or jump to error-handling middleware.
- 3. Route handlers as middleware: Route handlers (e.g., app.get('/path', handler)) are just middleware that match specific HTTP methods and paths. They fit into the same chain.
- 4. Error middleware: Functions defined with four arguments (err, req, res, next) only run if an earlier middleware passes an error to next(err). They too run in registration order.

Example sequence:

```
app.use(mw1);
app.use(mw2);
app.get('/data', mw3, (req, res) => {
  res.send('Done');
});
app.use(errorHandler);
```

- 1. mw1 runs
- 2. mw2 runs
- 3. Path matches /data, so mw3 runs
- 4. Handler runs and sends response
- 5. errorHandler is skipped (no error)

Problem Statement 3: File System (fs) Module

Q1: How do you read and write files using the fs module in Node.js? A1:

Reading a file (asynchronously):

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

fs.readFile('input.txt', 'utf8', (err, data) => {
   if (err) {
      console.error('Error reading file:', err);
      return;
   }
   console.log('File contents:', data);
});
```

Writing a file (asynchronously):

```
const fs = require('fs');
const content = 'Hello, Node.js!';
fs.writeFile('output.txt', content, 'utf8', (err) => {
  if (err) {
    console.error('Error writing file:', err);
    return;
  }
  console.log('File written successfully');
});
You can also use the Promise-based API under fs.promises for
async/await style:
const { promises: fsp } = require('fs');
async function demo() {
  const data = await fsp.readFile('input.txt', 'utf8');
  console.log(data);
  await fsp.writeFile('output.txt', 'Some new content',
'utf8');
  console.log('Done');
}
```

```
demo().catch(console.error);
```

Q2: What is the difference between fs.readFile() and fs.readFileSync()?
A2:

- fs.readFile(path, [options], callback)
 - Asynchronous: Non-blocking; Node can handle other tasks while reading.
 - You supply a callback (err, data) that fires when the read completes.
- fs.readFileSync(path, [options])
 - Synchronous: Blocking; the thread waits until the file is fully read.
 - Returns the file contents directly (or throws on error).
 - Use only for small files or scripts where blocking is acceptable.

Q3: How can you check if a file or directory exists in Node.js? A3:

 Deprecated: fs.exists(path, callback) is deprecated because it can lead to race conditions.

Recommended (callback):

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

```
fs.access('some/path', fs.constants.F_OK, (err) => {
 if (err) {
   console.log('Does not exist');
 } else {
   console.log('Exists');
 }
});
Recommended (Promise):
const { promises: fsp, constants } = require('fs');
async function check(path) {
 try {
   await fsp.access(path, constants.F_OK);
   console.log('Exists');
  } catch {
   console.log('Does not exist');
  }
}
check('some/path');
```

Synchronous check:

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

if (fs.existsSync('some/path')) {
  console.log('Exists');
} else {
  console.log('Does not exist');
}
```

Q4: How do you handle file operations in an asynchronous manner? A4:

1. Callbacks (Node style): Use fs.readFile, fs.writeFile, etc., passing a callback to handle the result or error.

```
Promises / async-await: Use fs.promises (or wrap callbacks with util.promisify):
```

```
const { promises: fsp } = require('fs');

async function processFiles() {
  try {
    const data = await fsp.readFile('input.txt', 'utf8');
    const transformed = data.toUpperCase();
    await fsp.writeFile('output.txt', transformed, 'utf8');
```

```
console.log('All done');
} catch (err) {
  console.error('File operation failed:', err);
}

processFiles();
```

Streams: For large files, use fs.createReadStream and fs.createWriteStream to process data in chunks without loading the entire file into memory:

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

const reader = fs.createReadStream('large.txt', 'utf8');

const writer = fs.createWriteStream('out.txt');

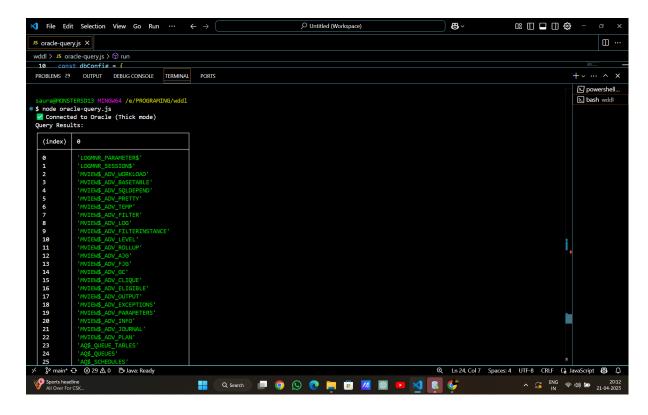
reader.on('data', chunk => {
    // transform chunk if needed
    writer.write(chunk);

});

reader.on('end', () => {
    writer.end();
    console.log('Streamed copy complete');

});
```

Problem Statement 4: File Upload and Download API



Problem Statement 5: Real-time Chat Application with Socket.io

SourceCode:

https://github.com/themonstersd13/WddlExp9https://github.com/themonstersd13/WddlExp9

