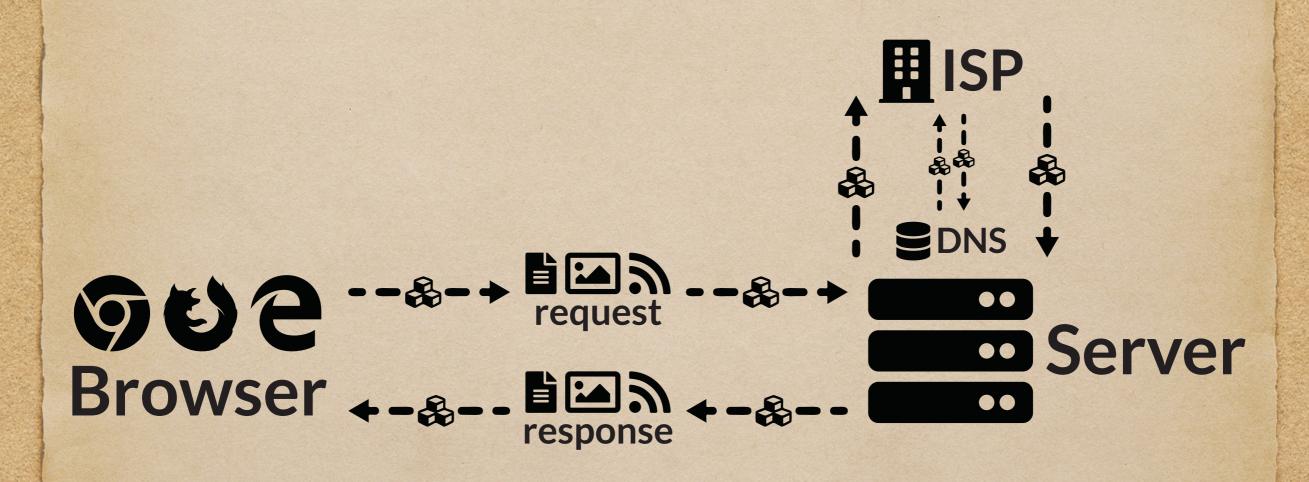
The Internet, MEAN, and NODE.js

A review and an introduction

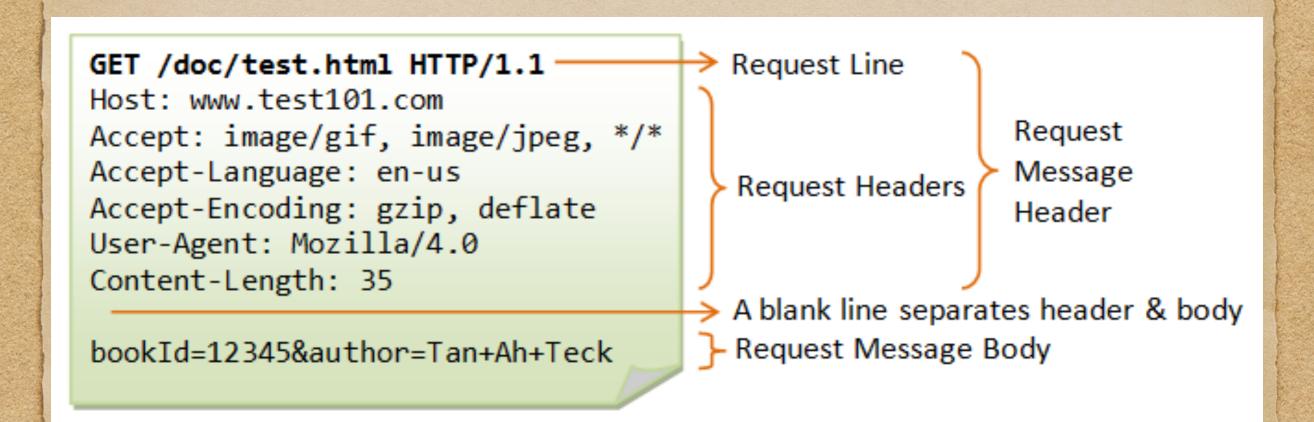
Review

Review: How the Internet Works

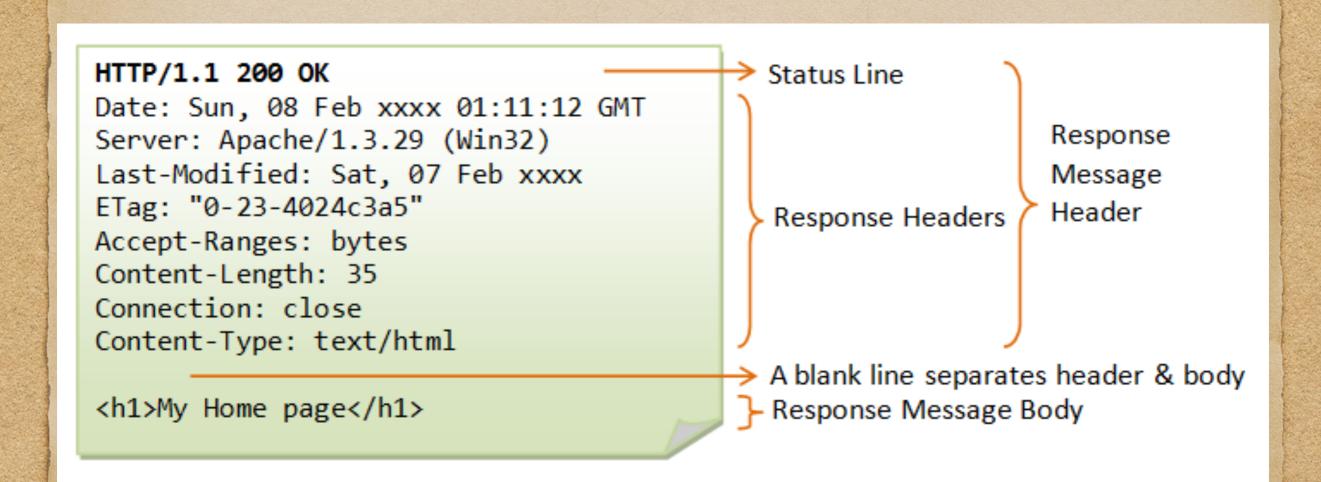
Reflect: How the Internet Works



Reflect: How the Internet Works



Reflect: How the Internet Works



Clients and Servers

- A client is generally stateless
- Servers maintain state
- Clients capability is unreliable
- Servers can be as powerful as you choose
- Clients are an unknown beast
- Servers are controlled environments
- Clients should always be considered insecure
- · Servers is responsible for security

Server Environments

Server Env: Simple

mysite.com/
mysite.com/logo.png
mysite.com/post/l.php

Server Env: RESTful

```
mysite.com/
/controller
/method
/params
```

Server Env: API

mysite.com/ /controller /method /params /.json

Client Side VS Server Side Programming

Client Side Programming

- Client side programming is programming for the browser
- HTML, CSS, JavaScript, Images, Text, PDFs, anything the browser can render
- Client side programming is not secure or trustworthy

Server Side Programming

- Server side programming is programming for the server
- Node, PHP, Ruby, Python, C++, C#, ASP, JSP,
 Java
- Server side programming is more secure, but you must <u>NEVER</u> trust information coming from the client - also, Hackers are dicks

ReSTful Architecture

What is ReST

- RESTful (Representational State Transfer)
- Enforces applications to use standard HTTP verbs (GET, PUT, POST, and DELETE)
- GET is strictly for retrieving data and should NEVER be used to permanently modify data
- PUT, POST, and DELETE are used to mutate, create, and destroy data
- Separates data from the presentation of data

Architectural Constraints

- Client-server architecture
- Statelessness
- Cacheability
- Layered system
- Code on demand
- Uniform interface

MVC Design Pattern

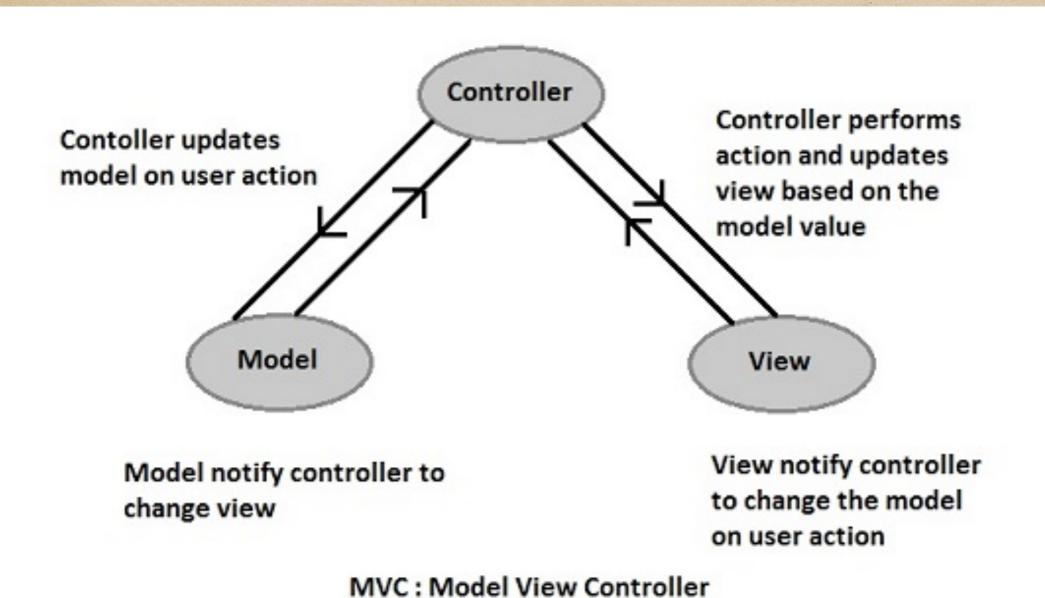
Three Tier Architecture

- Data
- Presentation
- Logic

Three Tier Architecture

- Data (model)
- Presentation (view)
- Logic (controller)

MVC



MVC Request Flow

- 1. The URI/controller/method/params
- 2. The Request (containing the URI) is sent to the Router
- 3. The Router calls and passes the params to the controller method defined in the URI
- 4. The response is then returned to the router
- 5. The router then returns the response to the client

ORMs

ORMs

- 1. Object Relational Mapper
- 2. Allows the application to treat data as an object
- 3. The database table becomes a class known as a Model
- 4. The class properties (or attributes) are the columns you will find in a table
- 5. The class methods are common CRUD operations that are performed on a database table

What exactly is a stack?

What is the MEAN stack?

Advantages of MEAN

- A single language is used throughout the application
- All the parts of the application can support and often enforce the use of the MVC architecture
- Serialization and deserialization of data structures is no longer needed because data marshalling is done using JSON objects

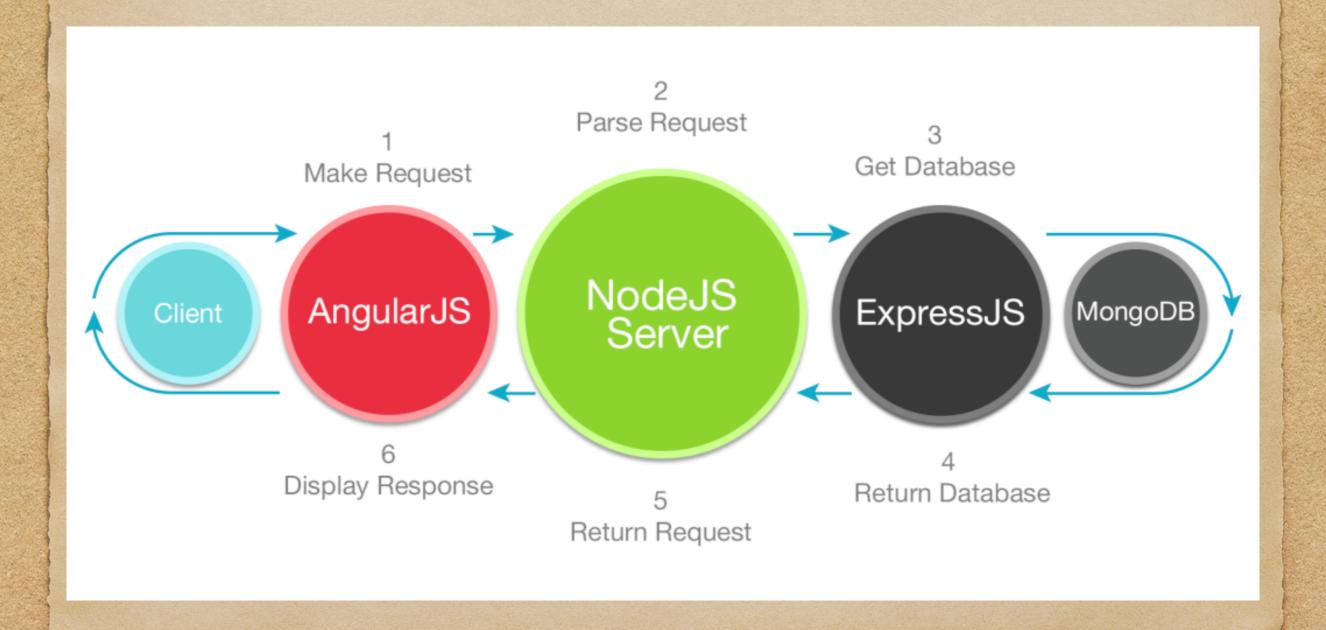
JSON Objects

- JSON stands for JavaScript Object Notation
- JSON represents data in JavaScript arrays
- The modern standard for API development

Example JSON Object

```
"username":
              "youruser1",
 "name":
              "Your User 1",
 "phone":
              "(555)5557897",
 "email": "user@example.com",
 "joined": "2011-04-14 20:55:52",
 "lastactive": "2011-04-15 21:57:21",
 "avatar": "http://url.to/image.jpg"
},{
 "username": "youruser2",
 "name":
              "Your User 2",
 "phone":
              "(123)5557897",
              "user2@example.com",
 "email":
 "joined": "2012-02-14 20:55:52",
 "lastactive": "2012-03-20 21:57:21",
 "avatar": "http://example.com/user.jpg"
}]
```

How the MEAN stack fits



Let's start with Node:)