

EVERYTHING  
YOU NEED TO  
NODE

WHAT  
ARE WE  
DOING  
HERE

- the usual suspects
- the unusual suspect
- what you might suspect

# TARA Z MANICSIC

**Developer Advocate – Progress**  
**Google Developer Expert**

**Cincy Women Who Code**  
**Cincy NodeSchool**  
**Always Forward w dshaw**  
**@tzmanics**



THE

USUAL

SUSPECTS

- **microservices**

- **backend**

- **backend microservices**

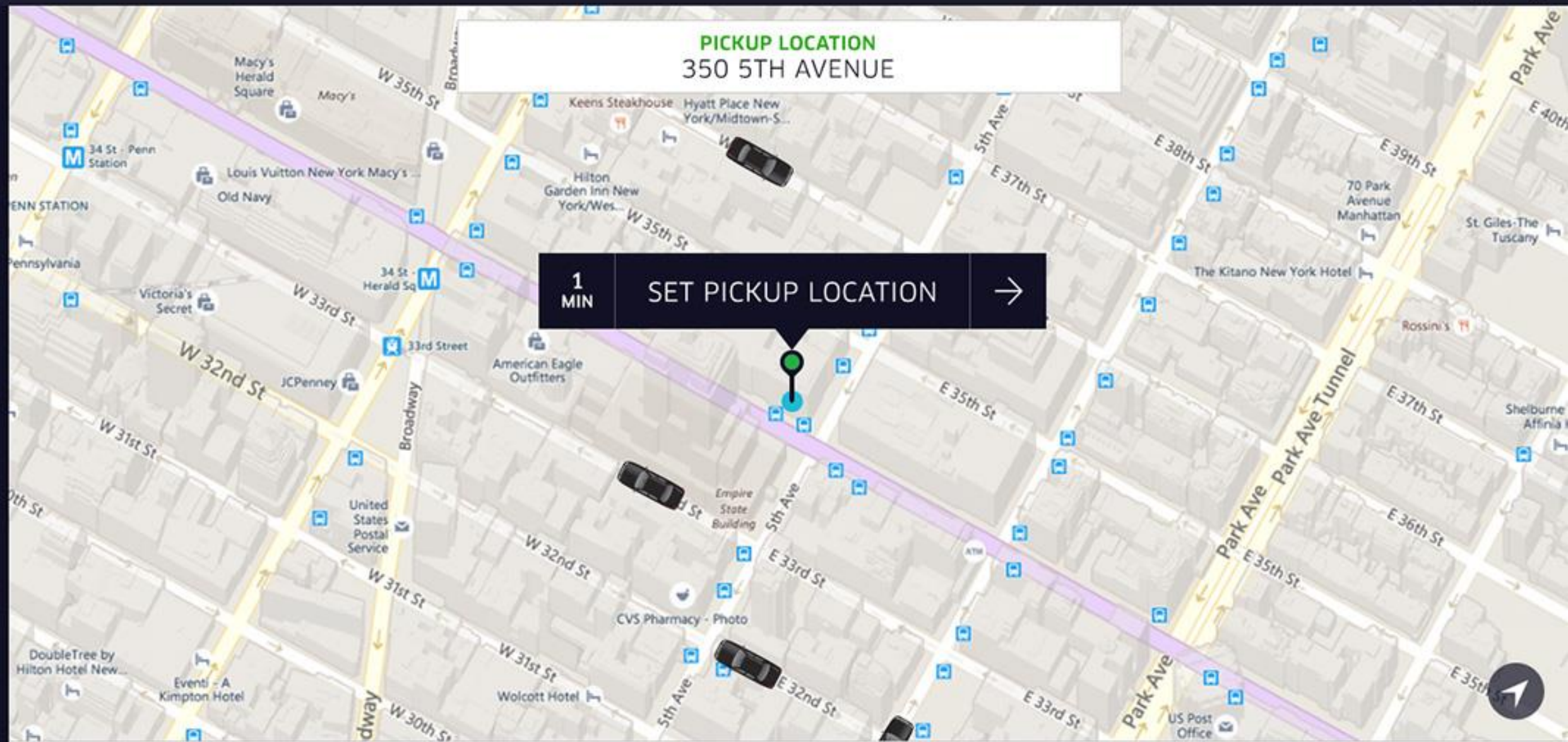
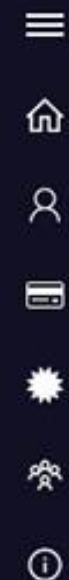
- realtime apps
- games
- machine learning
- universal rendering
- file reading/parsing
- iot

THE  
UNUSUAL  
SUSPECTS

FOR

REALTIME





PICKUP LOCATION  
350 5TH AVENUE

1  
MIN

SET PICKUP LOCATION



BLACK CAR

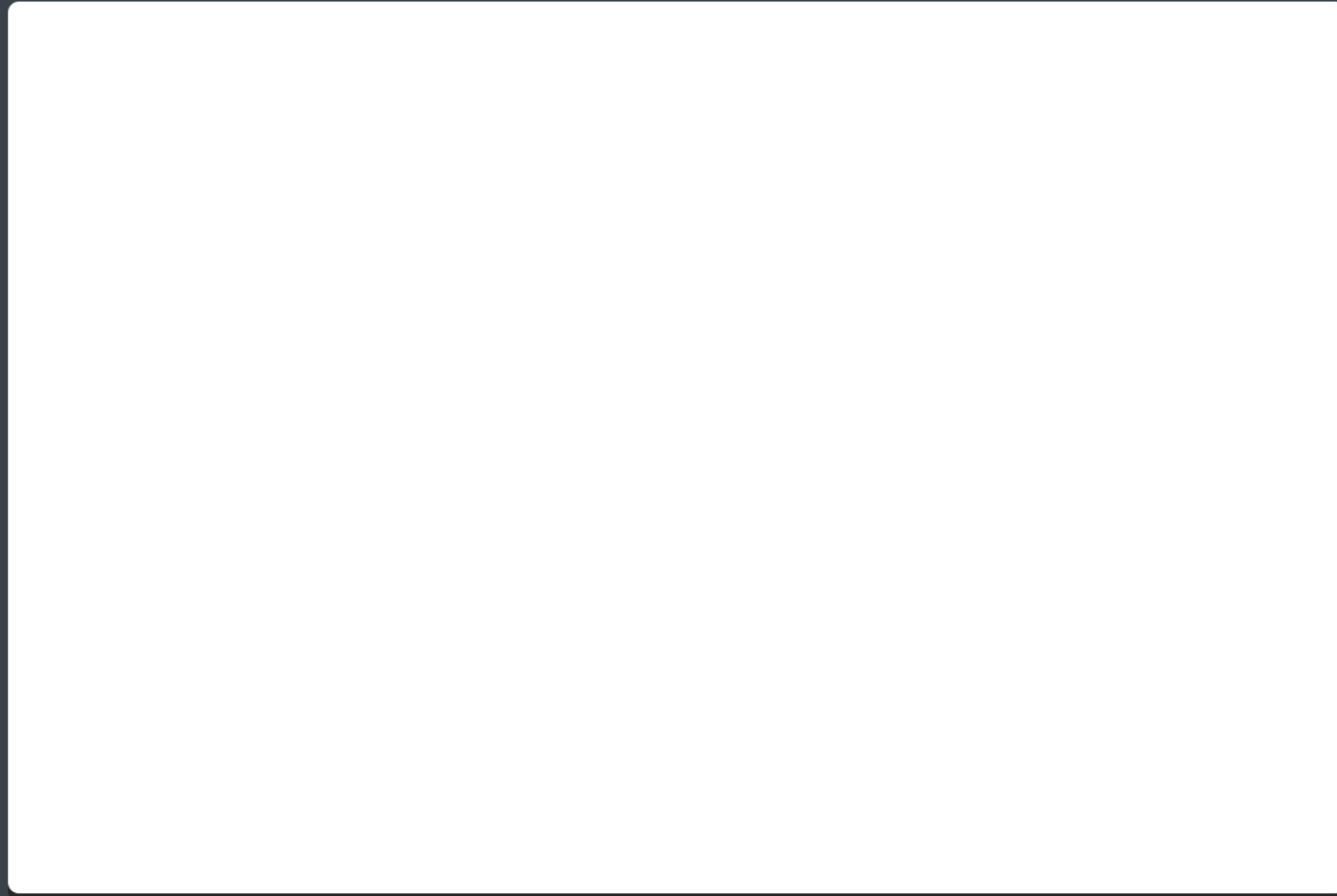
uberT

uberX

SUV



<http://drawwithme.herokuappap>



New Color



ITS ALL

FUN AND

GAMES



Fernando García Álvarez

[Follow](#)

Software Engineering student. Android / Web enthusiast

Jan 4 · 6 min read

# How to code Chrome's T-Rex as a Telegram game using Node.js



T-Rex Jump

15:30:09

T-Rex Jump

**Top Players**

1. Fer – **1142**



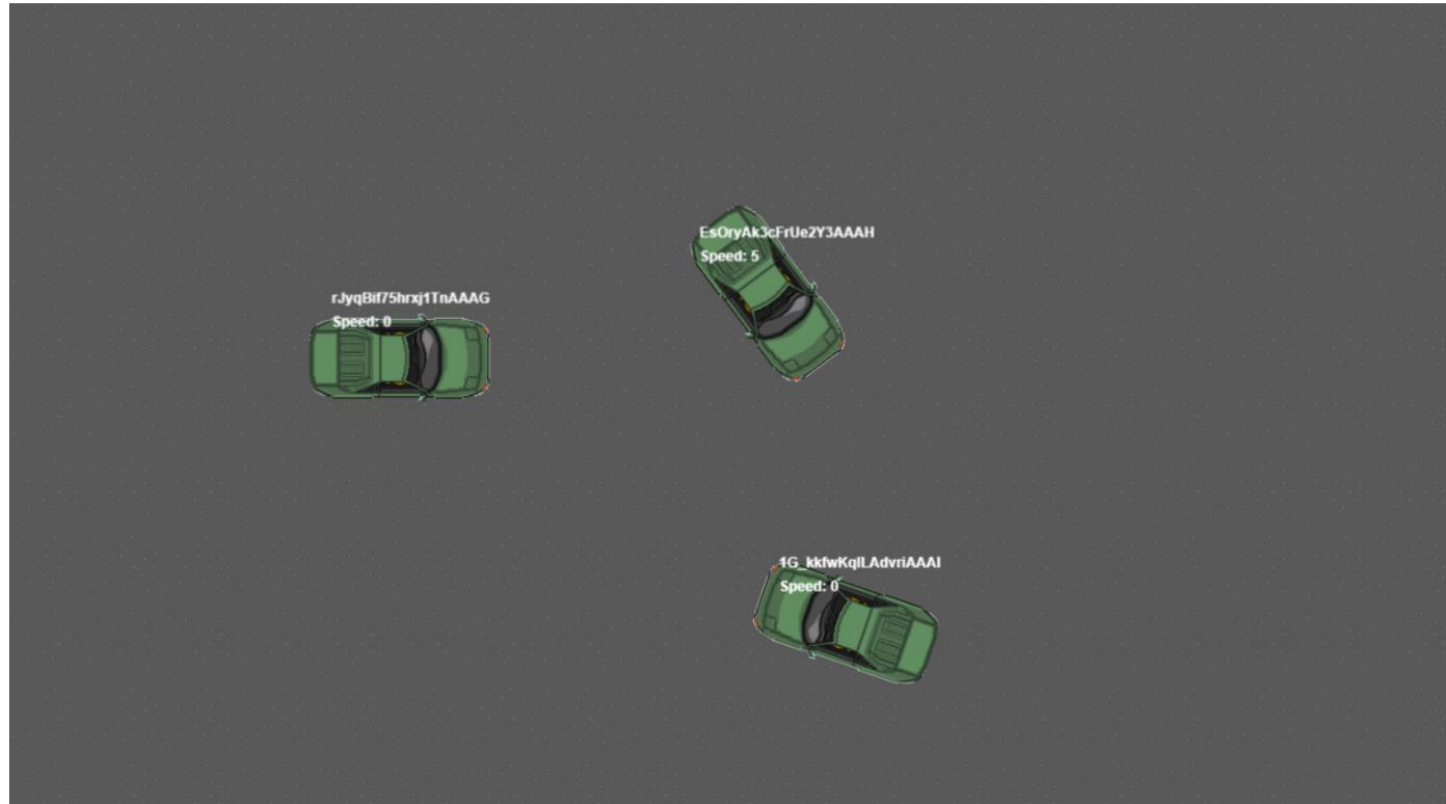
[Play T-Rex Jump](#)



Gustavo Domaradzki [Follow](#)

JavaScript Developer from Brazil. Dreams about moving abroad for work. Loves to code, make friends and eat fish & chips.

Jan 10 · 4 min read



# How To Make a Simple Multiplayer Online Car Game with JavaScript

Hello everyone, today I'll be writing about how to make a simple multiplayer

LEARNING

MACHINE

LEARNING



A JavaScript library for training and deploying ML models in  
the browser and on Node.js

### Develop ML with JavaScript

Use flexible and intuitive APIs to build and train models from scratch using the low-level JavaScript linear algebra library or the high-level layers API

### Run Existing Models

Use TensorFlow.js model converters to run pre-existing TensorFlow models right in the browser or under Node.js.

### Retrain Existing Models

Retrain pre-existing ML models using sensor data connected to the browser, or other client-side data.

## Demos

[EMOJI SCAVENGER HUNT](#)



# Playing Mortal Kombat with TensorFlow.js. Transfer learning and data augmentation

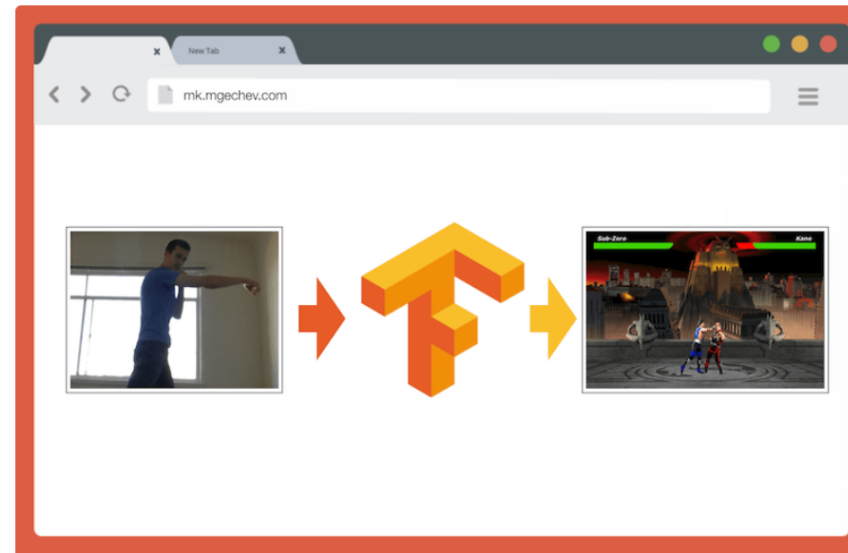
[Edit](#) · Oct 20, 2018 · 25 minutes read ·

[Follow @mgechev](#)

9,933 followers

MACHINE LEARNING TENSORFLOW CNN TRANSFER LEARNING DATA AUGMENTATION ML

While experimenting with enhancements of the prediction model of [Guess.js](#), I started looking at deep learning. I've focused mainly on recurrent neural networks (RNNs) over the last 5-6 months, but I've also noticed their "unreasonable effectiveness" in the domain of [Guess.js](#). In the same time, I started playing with convolutional neural networks (CNNs), which although less traditionally, are also often used for time series. CNNs are usually used for image classification, recognition, and detection.



Controlling [MK](#) is with TensorFlow.js



localhost:55555



Although I had success with controlling my tiny MK clone, the algorithm was far from perfect. It

TAKING OVER  
THE UNIVERSE AL  
RENDERING



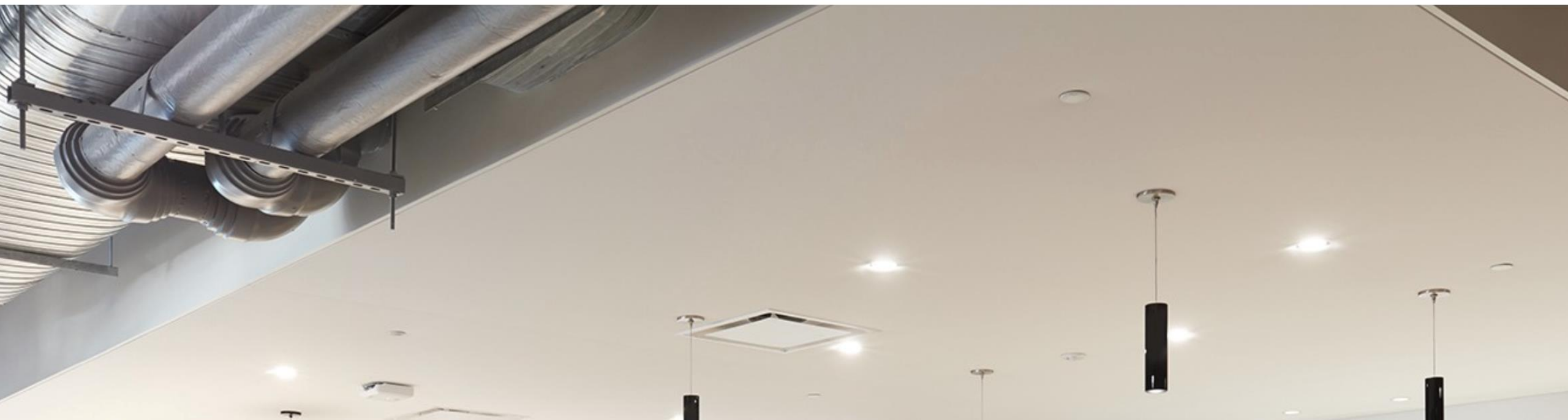
Ben Hughes

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Jul 18 · 17 min read

# Operationalizing Node.js for Server Side Rendering

As Airbnb builds more of its Frontend around Server Side Rendering, we took a look at how to optimize our server configurations to support it.



[Unit Testing](#)[TypeScript Support](#)

## Scaling Up

[Routing](#)[State Management](#)

## Server-Side Rendering

[The Complete SSR Guide](#)[Nuxt.js](#)

## Internals

[Reactivity in Depth](#)

## Migrating

[Migration from Vue 1.x](#)[Migration from Vue Router 0.7.x](#)[Migration from Vuex 0.6.x to 1.0](#)

## Meta

[Comparison with Other Frameworks](#)

# Server-Side Rendering

## The Complete SSR Guide

---

We have created a standalone guide for creating server-rendered Vue applications. This is a very in-depth guide for those who are already familiar with client-side Vue development, server-side Node.js development and webpack. Check it out at [ssr.vuejs.org](https://ssr.vuejs.org).

## Nuxt.js

---

Properly configuring all the discussed aspects of a production-ready server-rendered app can be a daunting task. Luckily, there is an excellent community project that aims to make all of this easier: [Nuxt.js](#). Nuxt.js is a higher-level framework built on top of the Vue ecosystem which provides an extremely streamlined development experience for writing universal Vue applications. Better yet, you can even use it as a static site generator (with pages authored as single-file Vue components)! We highly recommend giving it a try.





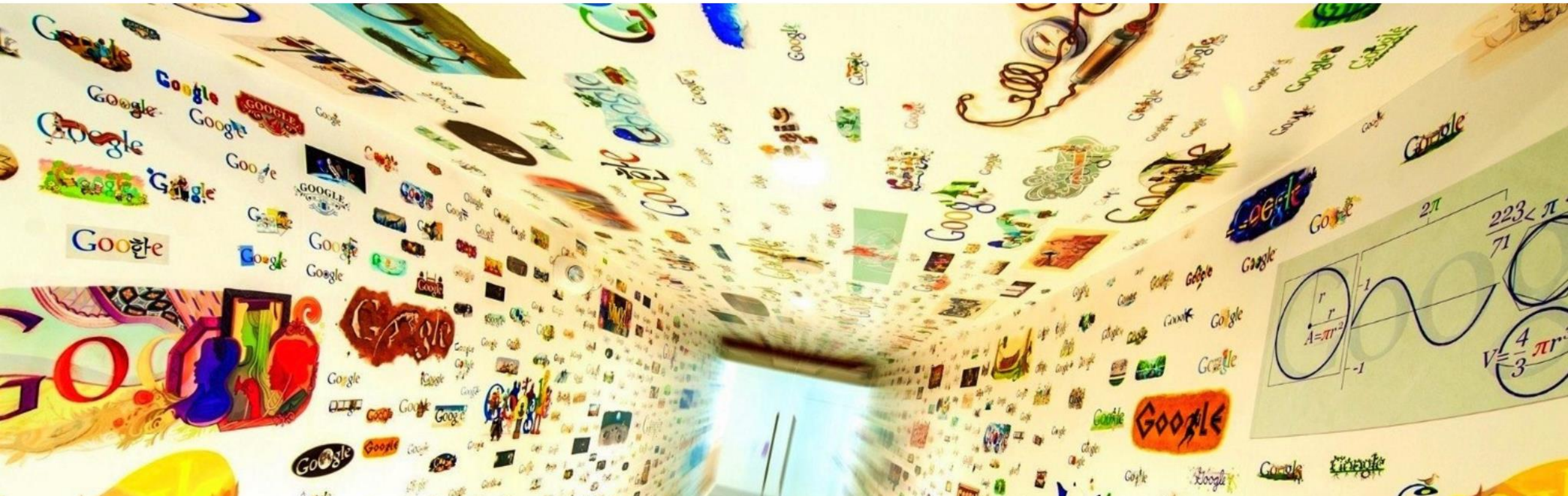
Uday Hiwarale

[Follow](#)

[github.com/thatisuday](https://github.com/thatisuday) / Works at [avizva.com](https://avizva.com) / Full stack web developer, designer and tech blogger.

Apr 17 · 11 min read

# Server Side Rendering (SSR) in Angular 5+ | The simplest and quickest SSR approach



FILE

READING N

PARSING



# Parsing JSON with Node.js



flavio



Aug 8 Originally published at [flaviocopes.com](https://flaviocopes.com) on Aug 07, 2018

#javascript

#node

If you have JSON data as part of a string, the best way to parse it is by using the `JSON.parse` method that's part of the JavaScript standard since ECMAScript 5, and it's provided by [V8](#), the JavaScript engine that powers [Node.js](#).

Example:

```
const data = '{ "name": "Flavio", "age": 35 }'  
try {  
  const user = JSON.parse(data)  
} catch(err) {  
  console.error(err)  
}
```

# https://nodejs.org

## Node.js

About these Docs

Usage & Example

Assertion Testing

Buffer

C++ Addons

C/C++ Addons - N-API

Child Processes

Cluster

Command Line Options

Console

Crypto

Debugger

DNS

Domain

Errors

Events

File System

Global

## File System

#

Stability: 2 - Stable

File I/O is provided by simple wrappers around standard POSIX functions. To use this module do `require('fs')`. All the methods have asynchronous and synchronous forms.

The asynchronous form always takes a completion callback as its last argument. The arguments passed to the completion callback depend on the method, but the first argument is always reserved for an exception. If the operation was completed successfully, then the first argument will be `null` or `undefined`.

When using the synchronous form any exceptions are immediately thrown. You can use try/catch to handle exceptions or allow them to bubble up.

Here is an example of the asynchronous version:

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

fs.unlink('/tmp/hello', (err) => {
  if (err) throw err;
  console.log('successfully deleted /tmp/hello');
```

# https://www.crowdcast.io/e/dshawaf8

Always Forward with dshaw: Dev Related o...

Dan Shaw Invite Edit



## Always Forward with dshaw Dev Related on HTTP/2



Nikolay Matvienko

Will you add record?

Dan Shaw

yes, you can come back to this link to watch again 😊

Nikolay Matvienko

Awesome! Thanks again!

Dan Shaw

Thanks for joining, Nikolay!

Always Forward with d...

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<https://operationcode.org>

Woebot - Mental health impacts us all.  
<https://woebot.io/jobs>.

Join us next month for a discussion on Node.js 10 LTS.  
Show prep here:

LOT FOR  
YOU AND  
ME



# https://tessel.io/

[Start](#)[Docs](#)[Modules](#)[Community](#)[Blog](#)

BUILD YOUR IDEA FASTER.

Tessel 2 is a robust IoT and robotics development platform. Leverage all the libraries of Node.JS to create useful devices in minutes with Tessel.

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## OSCON 2018 - Portland, Oregon by O'Reilly Media, Inc.

For the love of plants, starring Tessel and React - Tara Z. Manicsic (Progress)

The screenshot shows a Twitter profile for Tara Z. Manicsic (@Tzmanics), a developer, electronics & clay & textile tinkerer, all-around good time...er. The profile includes statistics: 2,483 Tweets, 663 Following, 2,012 Followers, 5,313 Likes, 1 List, and 0 Moments. A video player is overlaid on the profile, showing a presentation slide with the text "For the love of plants, starring Tessel and React". The slide also features a photo of a potted plant. The video player has a progress bar at the bottom showing 0:29 / 1:00.

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JULY 16-19, 2018  
PORTLAND, OR

oscon.com  
#oscon



# http://johnny-five.io

## Hello World!

Microcontrollers and SoC platforms like to say "Hello World" with a simple blinking LED; the following demonstrates how to do this with the Johnny-Five framework.

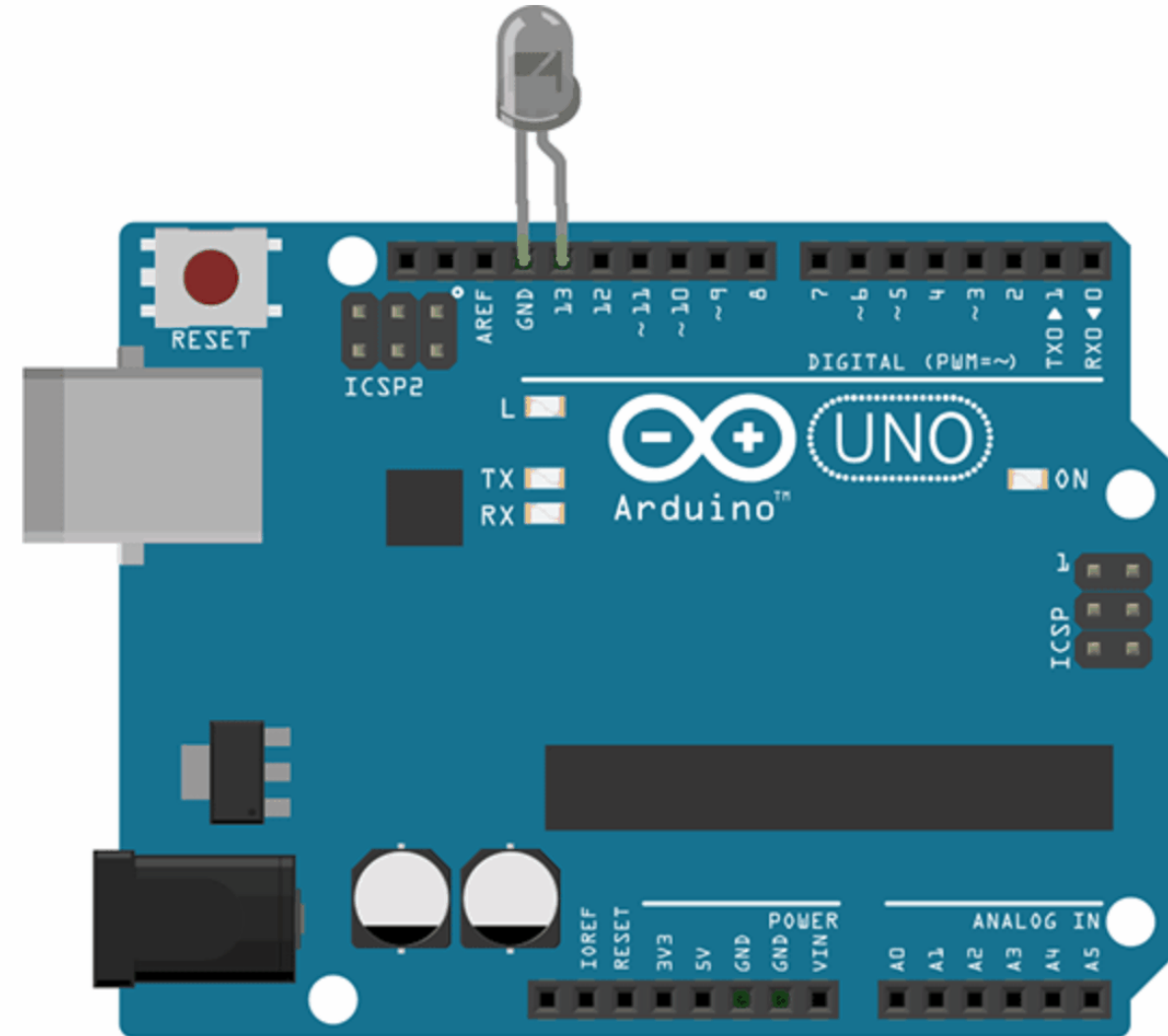
1. Install [Node.js](#) (Prefer 4.2.1 LTS).
2. [Setup your board.](#)
3. Run: `npm install johnny-five`

[Arduino](#) | [Tessel 2](#) | [BeagleBone](#) | [Intel Edison](#) | [Particle Photon](#) | [See All...](#)

```
var five = require("johnny-five");
var board = new five.Board();

board.on("ready", function() {
  var led = new five.Led(13);
  led.blink(500);
});
```

[Browse more examples](#)



CODING

TIME

REALTIME

VUE N NODE

CHAT PWA



tzmanics@DESKTOP-RE9UMNK: /mnt/c/Users/tzmanics/Documents/CODE/P...



```
tzmanics@DESKTOP-RE9UMNK:/mnt/c/Users/tzmanics/Documents/CODE/PRO  
JECTS/sandbox$
```

**<https://bit.ly/2z4xDbD>**

**<https://github.com/tzmanics/tosh-my-gosh/>**



THANK  
YOU?  
OH YOU'RE  
WELCOME!  
SLIDES @TZMANICS