

MERN-15

Websockets → ??

Agenda → Revision of existing topics + Node.js
Architecture + problems

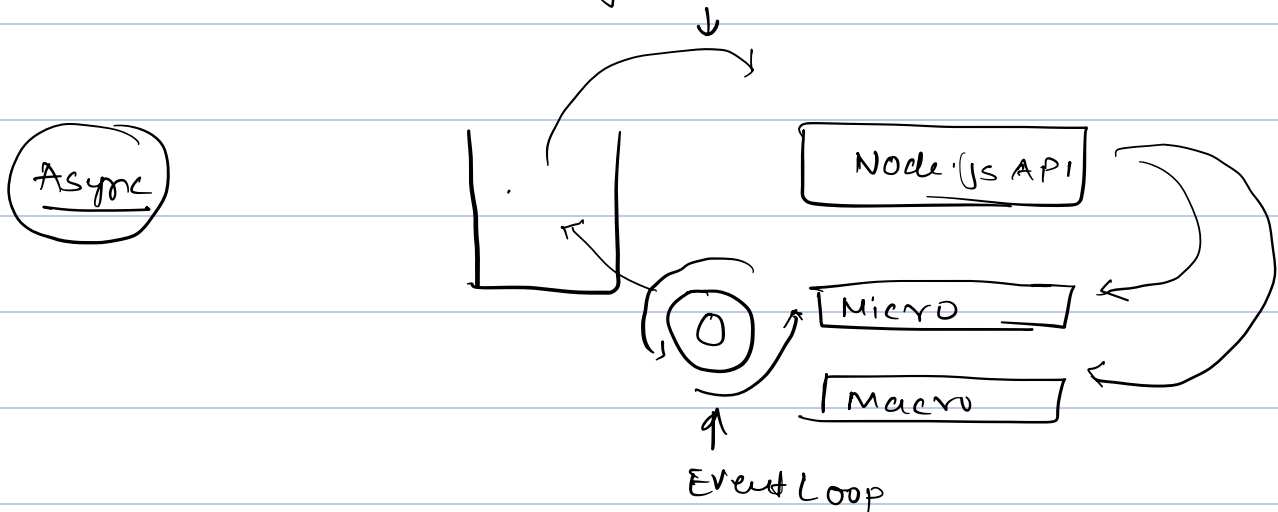
if you have any doubt → solve them

Node.js → Javascript on server / Runtime Env
X programming language
framework

Features →

- 1) non-blocking ✓✓
- 2) Event driven ✓✓
- 3) Single threaded

LibUV + Js Engine Architecture



Event Driven → Websocket (Node.js) ✓✓



API's Express

Socket.io



Event
Driven

{ Event's on ()
[Emitting Event emit ()

Node.js → CommonJS



↳ Module

Module.exports = {

}



x require ()



ES6

exports = {

}



import / Export

✓✓

Modules



In-built
Modules



http

fs

Path

Local
Module



code

server.js

controllers

Third Party
Module



NPM / Yarn



Axios

Mongoose

Model

١٢

Cricket

h otstuzh

j'io Cirenne

Pubg

Stream

→ video stream

→ you have huge data (file)

→ small chunks

1.

Process

→ OS

OS

→

CPU intensive task

It cannot

handle it)

→
loop Test

Rea

5

Asym

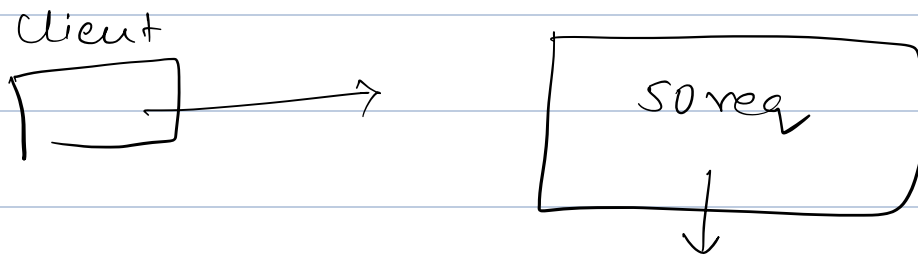
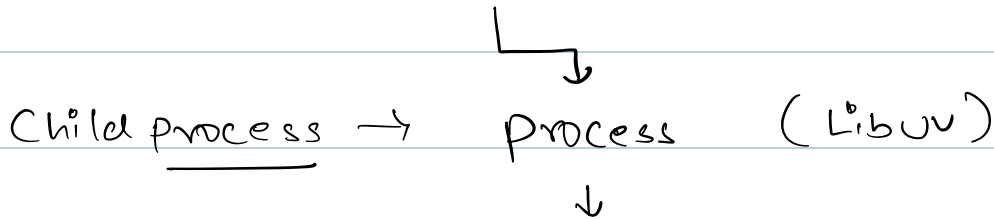
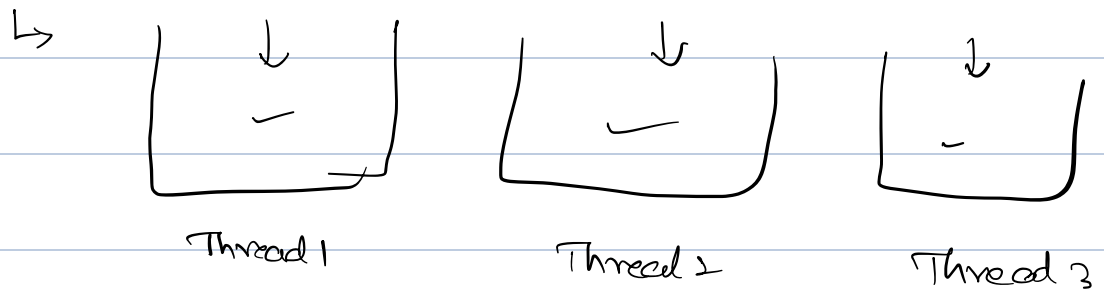
① ② ③

backend has

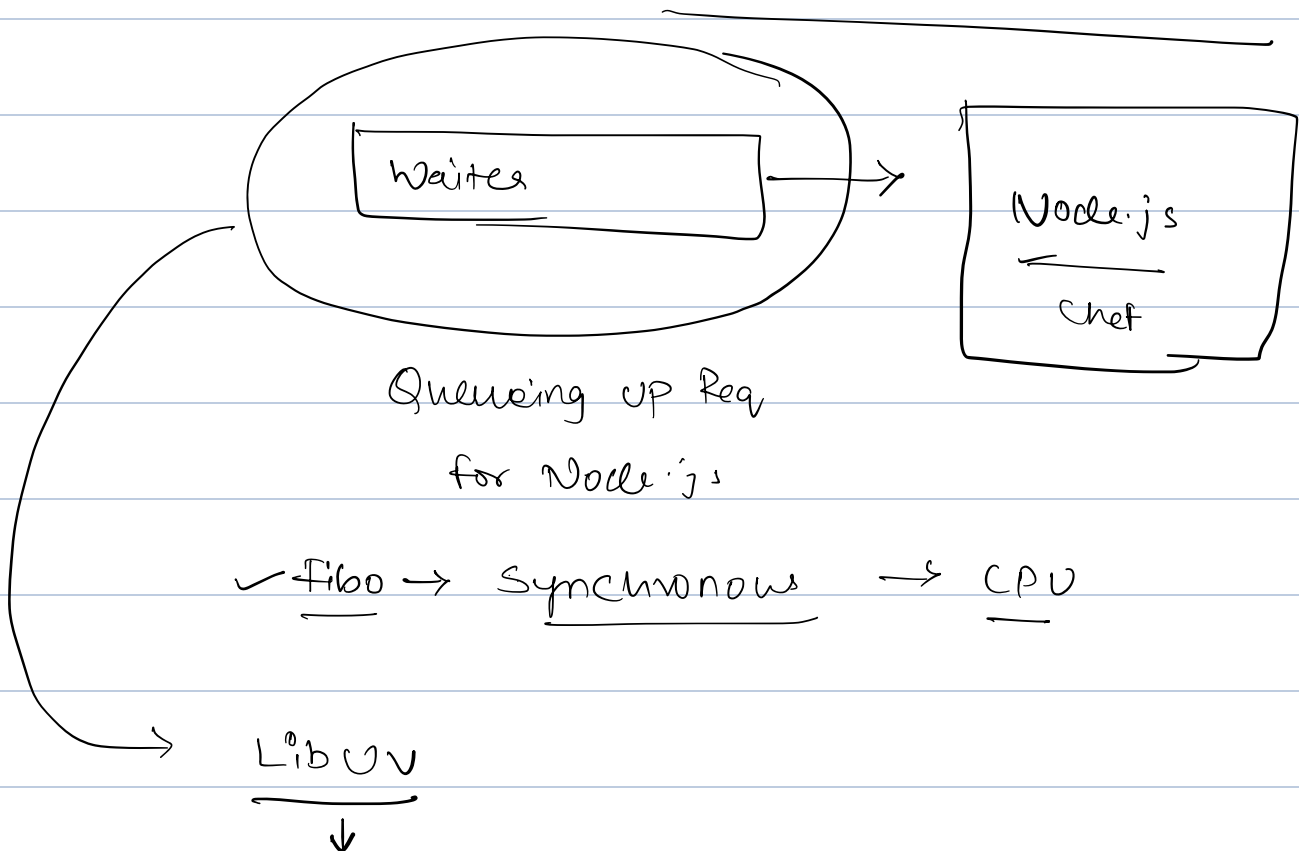
an algorithm

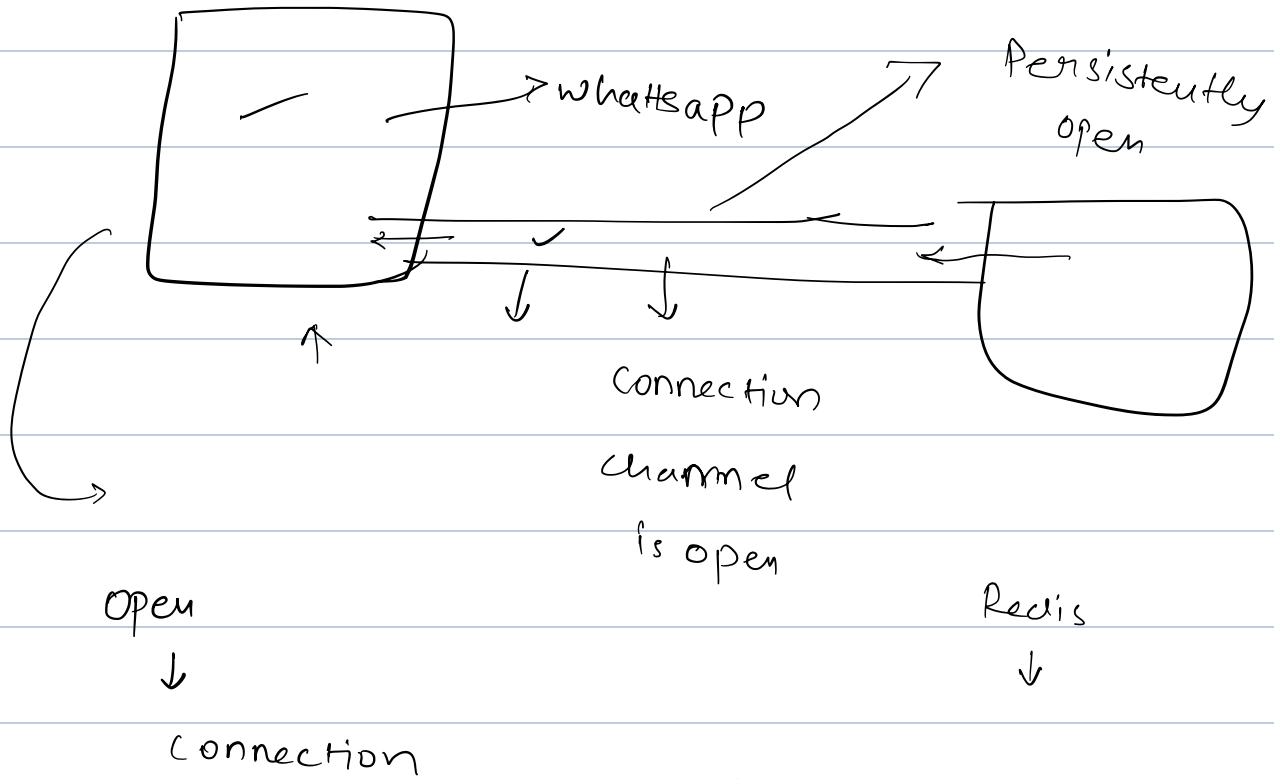
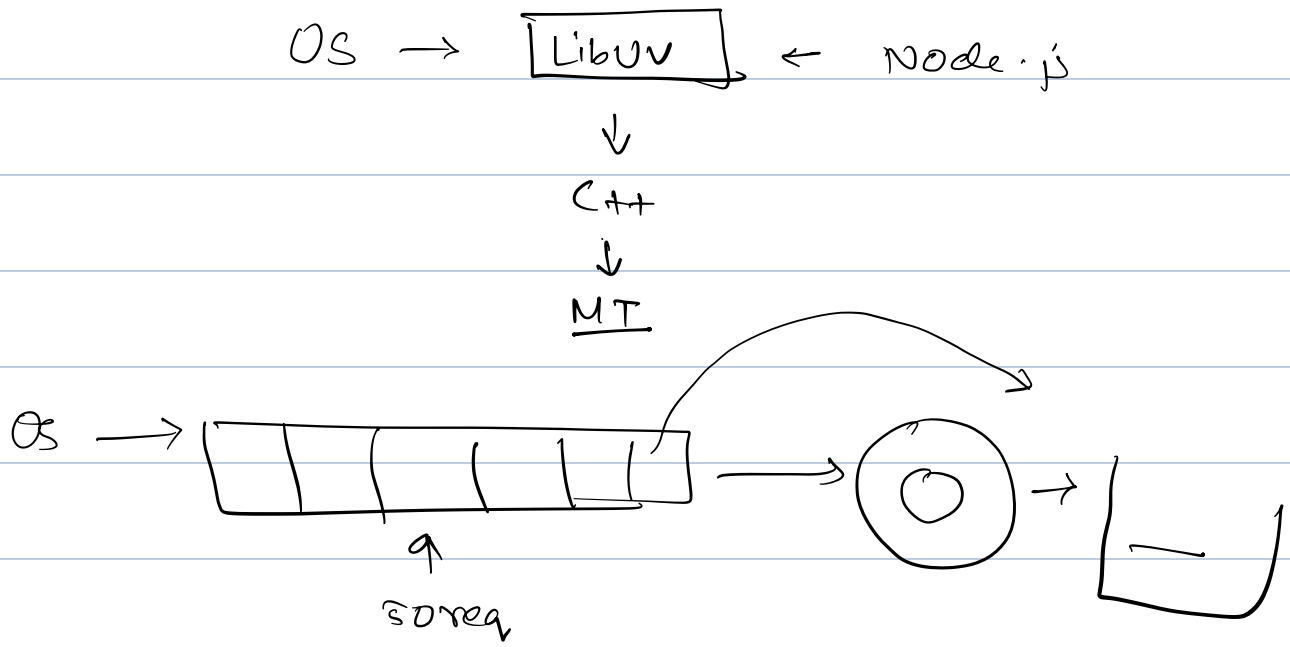
to run (complex Algo)

Multi threaded



Not processing at a time





HLD
↓
WhatsApp
↓
Websocket
↓
internet

