

### Agenda

- what is nodejs
- coffeescript introduction
- some httpserver demos
- more nodejs details
- npm package management
- build a website tracking demo

- some history. ryan
- (was) most watched repo on github <a href="https://github.com/popular/watched">https://github.com/popular/watched</a>

### Node is:

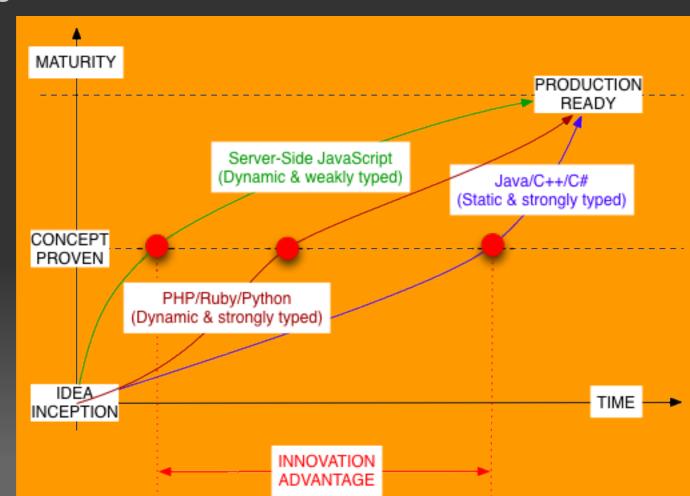
- a set of bindings to V8 for non-browser work: http, sockets, files, etc.
- only exposes non-blocking, async interfaces



- only one thread, one call stack (like the browser)
- has killer http support
- not a webframework (like rails/django...)
  - but it could be (express/geddy etc)
- runs natively on windows

# Node is also: great for innovation

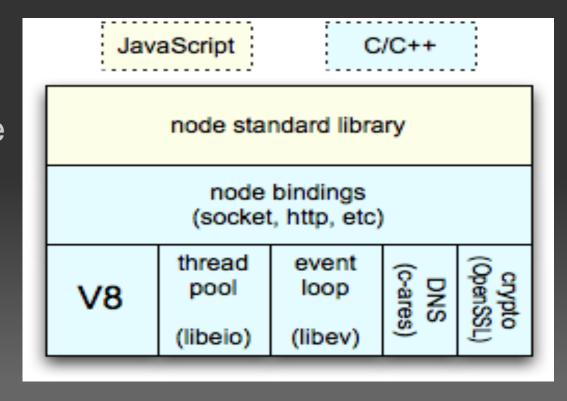
- trying more ideas in less time
- time to production identical
- after concept more time is needed for checks and tests





### Overall architecture:

- V8 compiles the source JavaScript directly to machine code the first time it is executed. There is no intermediate bytecode format and no JS interpreter.
- node.js relies on libev for the event loop, libeio for asynchronous I/O
- A standard library in JavaScript is supplied.
   This provides access to the underlying C++ implementation





### CoffeeScript

#### is:

- a javascript replacement
- compiles coffeescript > > javascript
- ruby/phyton inspired

#### why:

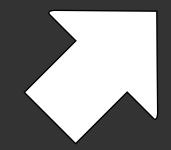
- less code
- readable
- runs great with node
- js good parts only (subset)

#### highlights:

- indenting/ curly braces
- functions ->
- variable scoping (this?)



### Hello world demo:



coffee .\01\_web\_hello\_world.coffee

```
http = require "http"

server = http.createServer (req, res) ->
res.writeHead 200, "Content-Type": "text/plain"
res.write "Hello\n"
setTimeout ->
res.end "World\n"
, 3000
server.listen 1337, "127.0.0.1"
```

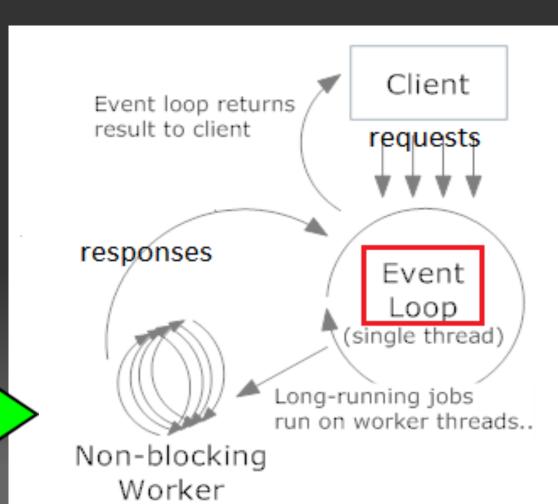
### The eventloop

- I/O is expensive, so waiting happens. (cache/ram/disk/network)
- Application runs a main event loop
- Nothing new: EventMachine (ruby), Twisted (python)
- Pattern used already by JavaScript in Web Browsers

#### request handling solutions:

- synchronous
  - wait for next request
- fork a new process
  - o too many processes
- start a new thread
  - thread per request costlots of memory

node processing model





# Eventloop demo:

coffee .\02\_pulser\_shows\_events.coffee



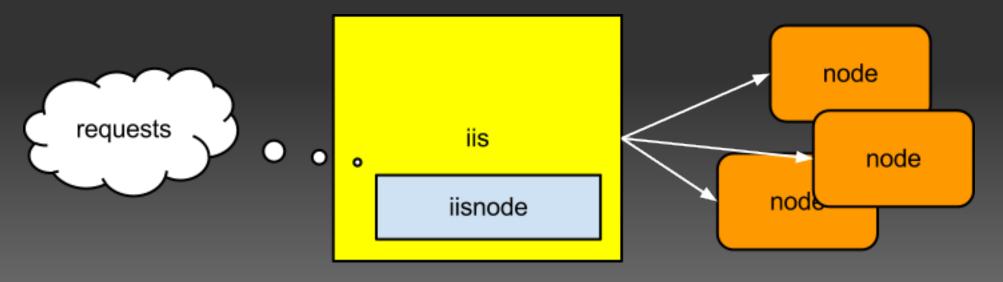
# Node never sleeps demo:

coffee .\03\_node\_never\_sleeps.coffee

• Time taken for tests: 2.053 seconds

### Scalibility

- node is single threaded, a single process
- to scale over multi-core, multi-machine > start more node instances.
- prefork instances with node-webworker or iisnode, like a load-balancer (not built-in)
  - ^^ future node versions will provide this in the core
- memory isolation enforced by process boundary



## Package Management



- repository : <u>search.npmjs.org</u> or <u>toolbox.no.de</u>
- scope: global (-g) and application
- usefull packages
  - o [web] connect, express
  - [testing] jasmine-node
  - o coffeescript, socket.io
- npm commands
  - npm install coffee-script
  - package.json
  - onpm install.
  - o npm Is
  - npm search coffee

```
{
   "name": "dashboard",
   "version": "0.0.1",
   "dependencies": {
     "coffee-script": "1.2.0",
     "mongodb": "0.9.7",
     "socket.io": "latest",
   }
}
```

### Modules



- CommonJS provides namespaces and scoping to nodejs
  - o require '...' (like using or import)
  - exports

http://www.commonjs.org/

```
http.js

server = function(){
.....
}
....
exports.server = server
```



index.js

var http = require('http')

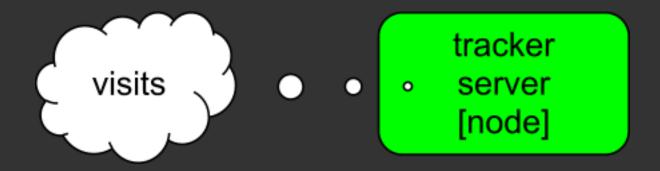
http.server.....

# Hosting??????????

- local
- web

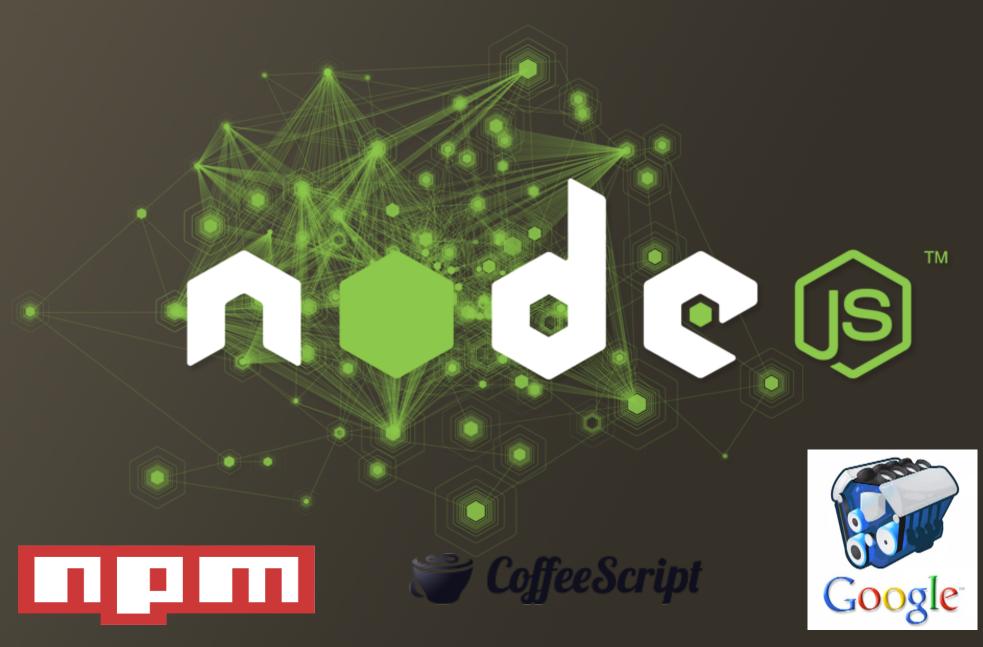
# website tracking demo:





a test client and a tracking server

### **Questions** ?!



http://github.com/vip32/bit\_et2012\_1

