

Welcome To Advanced NodeJS

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Advanced
Node JS

Assignment01

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- Create a function to find and return all primes in a given min and max range
 - Example find primes between 2 and 200
- Psudo code of isPrime

```
bool isPrime(int x){  
    if(x<2)  
        return false;  
  
    for(int i=2;i<x;i++)  
        if(x%i==0)  
            return false;  
  
    return true;  
}
```

The common problems

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```
15 function findPrimes(min,max){
16   //what to do with invalid argument
17   if(max<min)
18     return false;
19   let result=[];
20   for(let i=min;i<=max;i++){
21     if(isPrime(i))
22       continue;
23     for(var j=2;j<=i;j++){
24       if(i%j==0)
25         break;
26       if(j==i) //its a prime number
27         result.push(i);
28     }
29   }
30   return result;
31 }
```

Returning completely different type of values

- Client is forced to check the types

Recommendation!

- If you function returns an array, always return an array, may be an empty array when you have not value to return instead of returning false or null.

Don't return a value to indicate an error. If possible **throw exception or any standard Mechanism to indicate error.**

Loose types?

- Javascript as loose (dynamic) types.
- But to create a consistent API we must adhere to some common denominators

- Example a method may return

```
{
  status: 'success',
  data:[1,2,3,4]
}
```

Or

```
{
  Status:'failed',
  reason:'invalid range'
}
```

Different data

Common denominator

Nodejs is Single threaded Asynchronous Programming model

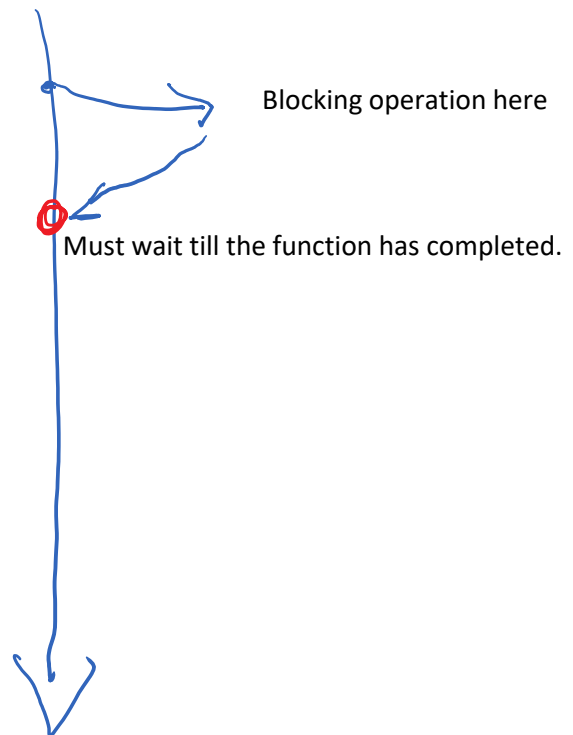
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NodeJS expects your functions to be async by default

- If your function is synchronous for whatever reason, it must be suffixed with the word sync

Note

- Languages like java and C# using async suffix to mark an asynchronous function.
- By default functions are synchronous
- NodeJS expects functions to be async by default.



Javascript Asynchrnous Programming

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- A general paradigm of programming, where we don't need to wait for a function to finish
 - Function returns immediately
 - Continues to work in backgournd
 - Updates the client once it finishes with the help of some kind of call back

Different Types of Asynchrnous Programming Model

1. NodeJS Callback pattern
 - a. Callback is not a new concept
 - b. NodeJS has a special callback syntax for function : `function callback(err,result);`
 - i. **We can use this model anywhere as this is just a pattern and now a NODE JS feature**
 - ii. **Most of the NodeJS API follow the same syntax.**
2. **ES2015 Promises**

Assignment 02

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1. Continue with Assignment01 and make the API asynchronous
2. Use Modular approach by separating business and presentation tier

NodeJS Callback Pattern

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1. NodeJS callback architecture

- Nodejs expects your functions not to return using return keyword
- You pass a callback as the last parameter to your function
- Once function finishes it calls the call back
- The callback should take two parameter in order
 - Err
 - Should specify in case of error
 - Second parameter should be null/undefined
 - Result
 - Err should be null
 - Result should contain the result

```
function findPrimesSync(min,max){  
  
    let result=[];  
  
    return result;  
}
```

Should change to

```
function findPrimes(min,max, cb){  
  
    let result=[];  
    if(success)  
        cb(null, result); //success  
    else  
        cb('invalid input'); //error  
}
```

```
function findPrimes(min, max, cb) {  
    setTimeout(() => {  
        if (min >= max)  
            cb(new Error(`Invalid Range(${min}-${max})`)); //result is undefined  
        else {  
            let primes = [];  
            for (let i = min; i < max; i++)  
                isPrime(i, (err, result) => {  
                    if (result)  
                        primes.push(i);  
                });  
            cb(null, primes); //first parameter null indicates success  
        }  
    }, 2); //just to simulate that job may take long time.  
}
```

Simulates a long running process

- Is running synchronously as one big chunk of code.
- Once you start, you end only after searching everything
- Not giving any other job time to work
- This is called **selfish** programming

Cooperative Worker Pattern

- A code should allow other codes to work by taking a break
- This should allow vital UI updates and other short worker to complete

How to implement co-operative worker in our code

- Say we are finding all primes between 2 and 500000
- We may take a short break of say 10ms after every 1000 iteration.

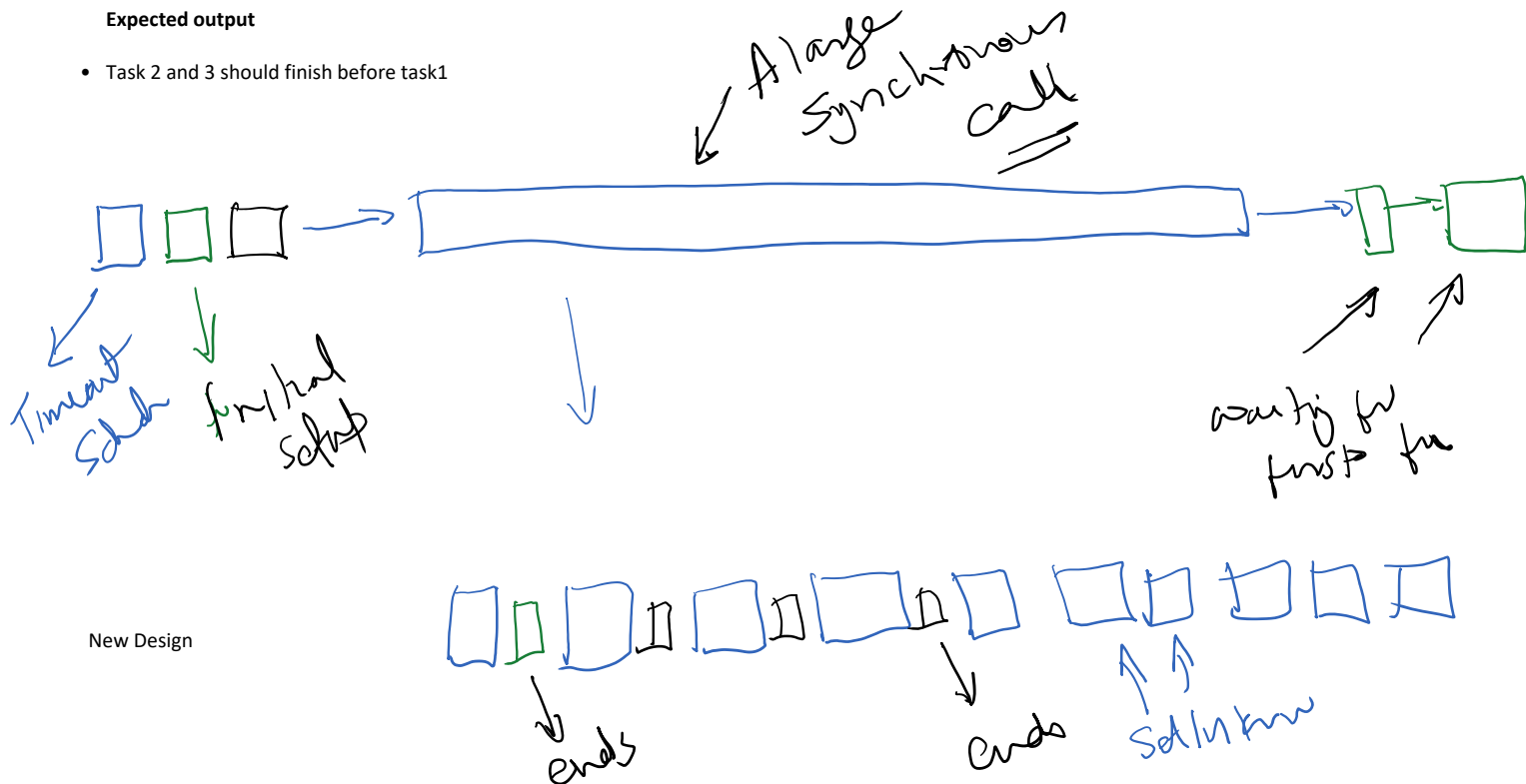
Assignment 03

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1. Implement co-operative worker pattern in the findPrimes function shared with you.
 - Take short break of say 2ms after every 1000 number iteration.
2. The client shouldn't change

Expected output

- Task 2 and 3 should finish before task1



ES2015 Promises

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- It is not a NodeJS feature but available in general in all javascript programming
- **Evolved much later**
- **NodeJS was already using its own model of programming**
- Many Nodejs libraries are now slowly moving to Promise rather than node callbacks

A Promise

- It's a built in ES2015 (Javascript feature)
- **Promise is an object that promises to get some result in future**
 - Promise also take a callback with two parameters
 - These two parameters are again call backs
 1. To call when success
 2. To call when failed
- Promise to get a result asynchronously by calling another function

Promise says let me run this code and I will let you know when we are ready

```
let promise= new Promise( function_that_will_give_you_a_result );
```

```
function function_that_will_give_you_a_result( fnResolve, fnReject ){  
  ...  
  if(success)  
    fnResolve( result); //call when you completed successfully  
  else  
    fnReject(err_details); //call this function when you fail  
}
```

This is your business logic

Creating an api — callback vs Promise

```
function findPrimes( min, max, cb ){  
  //business logic  
  ...  
  if(success)  
    cb( null, result);  
  else  
    cb(err_details);  
  
  //This function returns nothing  
}
```

```
function findPrimes( min, max ){  
  let promise=new Promise( ( resolve,reject )=>{  
    //business logic here  
    if(success)  
      resolve( result);  
    else  
      reject(err_details);  
  }  
  return promise;  
}
```

No callback passed.

We handle promise once returned

Consuming The Asynchronous operations

```
//callback example  
findPrimes( 2, 100 , (err,primes) =>{
```

```
//promise based design
```

```
//function doesn't return result. It returns a future promise
```

```
//callback example
findPrimes( 2, 100 , (err,primes) =>{
```

```
  if(err){
    console.log('err',err); //on failure
  } else{
    Console.log('primes', primes.length); //on success
  }
}
```

```
});
```

```
//we are free to do whatever we want
//the callback will be called sometimes in future
//same callback will get both err and result
```

```
//promise based design
```

```
//function doesn't return result. It returns a future promise
let promise= findPrimes(2,100);
```

```
//we can set for future when it completes
//if promise is resolved successfully
promise. then( primes=> console.log('primes', promes.length);
```

```
//if promise is rejected because of error
promise.catch( err => console.log( 'err', err);
```

```
//we can do whatever we want to do. then() and catch() will
execute asynchronously when promise is resolved/rejected in
future.
```

```
//this code will execute immediately.
```

Promises can
Be chained

```
findPrimes(2,100)
  .then(primes=> console.log(primes))
  .catch(err=>console.log(err);
```

Assignment 04

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- Convert findPrimes from callback to Promise model
- Write the test application