

Welcome To Advanced NodeJS

Monday, October 12, 2020 10:38 AM

Advanced
Node JS

Assignment01

Monday, October 12, 2020 10:41 AM

- 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

Monday, October 12, 2020 12:15 PM

```
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       result.push(i);
23     }
24   }
25   return result;
26 }
```

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

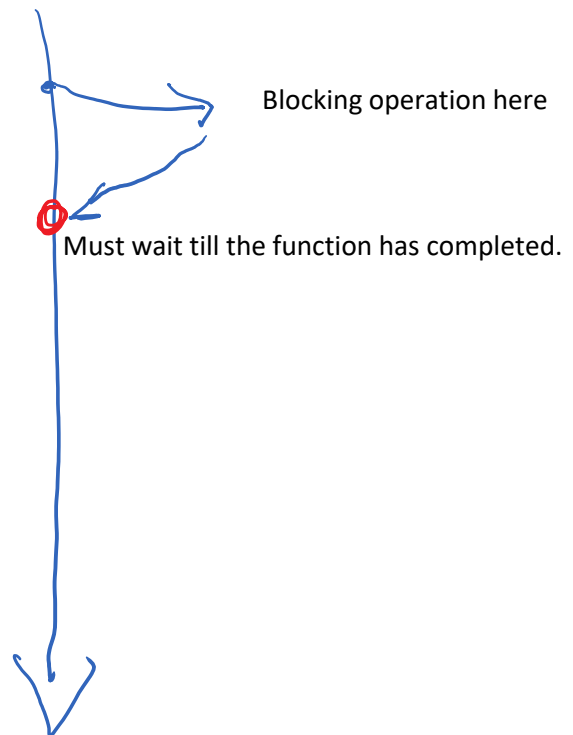
Monday, October 12, 2020 12:30 PM

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

Monday, October 12, 2020 3:16 PM

- 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

Monday, October 12, 2020 12:52 PM

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

NodeJS Callback Pattern

Monday, October 12, 2020 1:03 PM

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

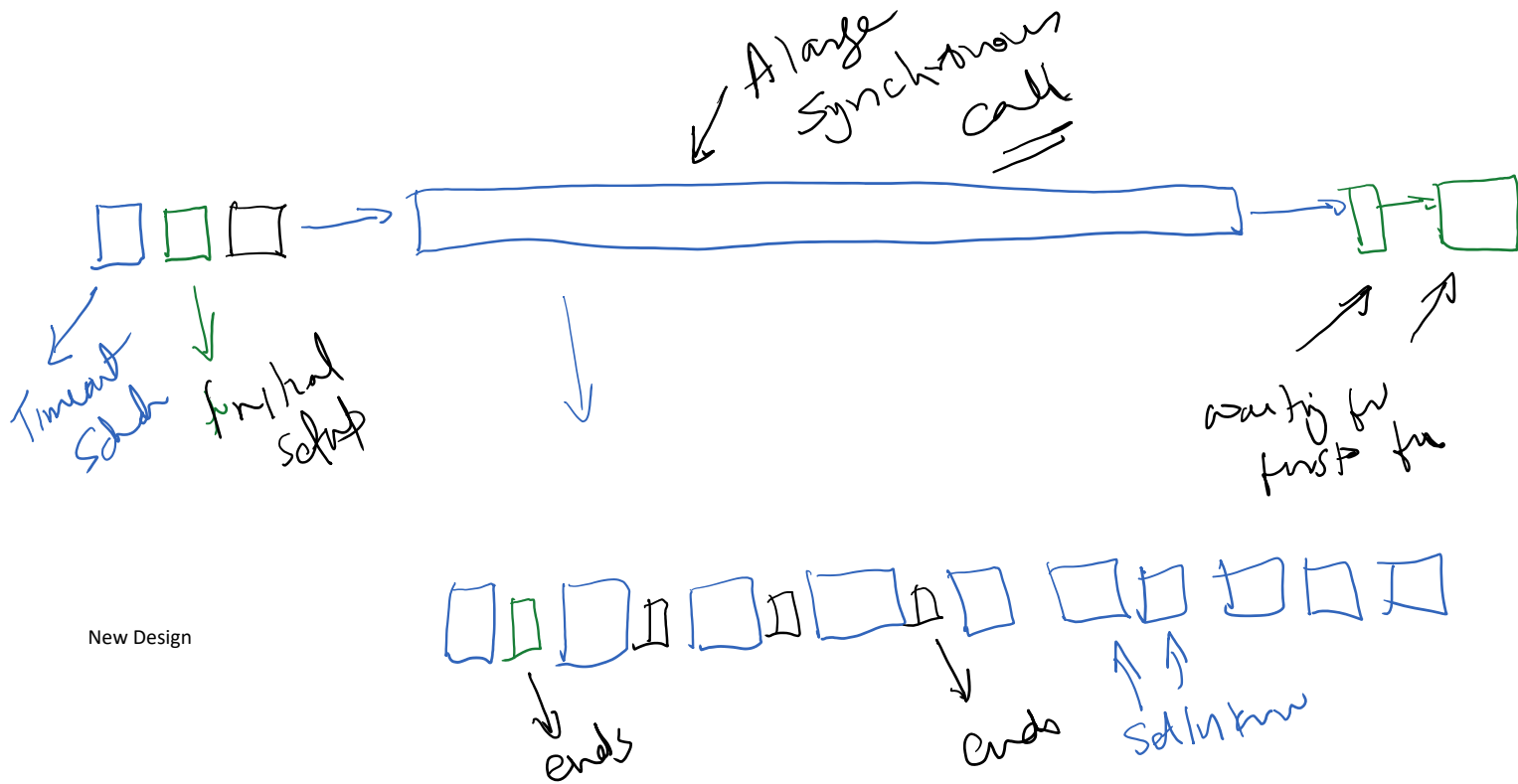
- Say we are finding all primes between 2 and 500000
- We may take a short break of say 10ms after every 1000 iteration.

Assignment03

Tuesday, October 13, 2020 10:43 AM

Cooperative Async Pattern

Monday, October 12, 2020 12:52 PM



ES2015 Promises

Monday, October 12, 2020 3:19 PM

- 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 ){
```

→ This is your business logic

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

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
}
```

No callback passed.

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

↓
We handle promise once returned

Consuming The Asynchronous operations

```
//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', primes.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);
```

Nested Promise Problem

```
return new Promise((resolve, reject) => {
  factorial(n)
    .then(fn => {
      factorial(n-r)
        .then(fn_r => {
          factorial(r)
            .then(fr => {
              let result = fn / fn_r / fr;
              resolve(result);
            }).catch(reject);
        }).catch(reject);
      })
    ).catch(reject);
});
```

Nested calls

1. Calculate factorial n
2. Calculate factorial of n-r
3. Calculate factorial of r
4. Use the first 3 calculation to calculate combination

- Can you see the sequence in nested promise?

This calculation depends on all the three

Async - Await Keywords

- Since Promise is a javascript feature, javascript has defined a set of keywords that makes working with Promise easy and straight forward.
- **await** is a javascript keyword that automatically resolves the promise and give you resolved result rather than promise
 - Remember this result will not come immediately but sometimes in future
- When you use **await**, the rejection is thrown as an exception that can be handled using standard **catch** keyword
- The function is actually waiting for resolved/rejected, but will finish immediately asynchronously
 - It will execute the code later.

Manual Promise Resolution

```
function testFactorial(n){
  let p = factorial(n); //it returns a promise

  //wait for promise to complete and get resolved result
  p.then( fn => console.log(fn));

  //if promise is rejected you get rejection message
  p.catch( err=> console.log('err',err) );
}
```

Using await

```
async function testFactorial(n){
```

```
  try{
    //await will wait for promise resolution.
    let fn = await factorial(n); //taking n*100ms

    //next piece of code is what you would write in then, to be executed in future
    console.log('result is ',fn); //typically what you write in then
  }
  catch(err){ //rejection is handled in catch
    console.log('err',err); //what you write in .catch()
  }
}
```

1. Looks like this code is synchronous. But actually there may be long gap between these two lines
2. This code may run in future but the function will return immediately

- Function having await must be marked **async**
- An async function always returns a **Promise implicitly**

Anything that follows await will be executed later and therefore this function creates a Promise and returns immediately

```

let combination=(n,r)=>{
  //factorial(n)/factorial(n-r)/factorial(r)
  return new Promise((resolve,reject)=>{
    factorial(n)
    .then(fn=>{
      factorial(n-r)
      .then(fn_r=>{
        factorial(r)
        .then(fr=>{
          let result= fn/fn_r/fr;
          resolve(result);
        }).catch(reject);
      }).catch(reject);
    }).catch(reject);
  });
};

```

```

async function comibnation(n,r){
  let fn= await factorial(n);
  let fn_r=await factorial(n-r);
  let fr=await factorial(r);
  let c= fn/fn_r/fr;
  return c;
}

```

1. Awaits (resolves then) and gets you resolved result fn
 - a. But this will happen in future. So it is just a promise
2. Second will execute once the first promise is resolved.
 - a. It is a promise against a promise.
 - b. It is also future tense
- 3.

What is this returning

- Since an async function always returns a promise
 - We can always use it with then() and catch() if we need

await must always be written inside an async function

- You can't write await in global
- Constructor of a class can't be marked async
 - You can't await inside a constructor
 - You can use standard then(),catch()

- It appears that this function is returning a number
- But this number depends on other calculation which are based on promises
- **Here we are telling that we will return this value to you in future**
- This function is returning a **Promise** that will have this value

Understanding Promises

Tuesday, October 13, 2020 9:59 AM

```
function combination(n,r){
  let fn = factorial(n);
  let fn_r = factorial(n - r);
  let fr = factorial(r);
  var comb='waiting for the result...';

  Promise.all([fn,fn_r,fr]) //when all promises are fulfilled (resolved/rejected)
    .then((result) => {
      //result[0] is output of promise fn
      console.log(result[0], result[1], result[2]);

      //we will reach here in apporx 1400ms for comibination(7,2):
      comb = (result[0] / result[1] / result[2]);
    })
    .catch(function(err){
      reject("combination Error: " + err);
    });

  //we reach here immediately without waiting for promise to be fulfilled.
  console.log("Calculate Factorial: " + comb);
}

combination(7, 2);
```

Will be evaluated sometimes in future

We reach here in present, immediately long before the calculations are done.

To calculate the comination we need another calcuation.

```
//let us make a mega promise which is a promise of all promises
let megaCombProm = new Promise(function(resolve,reject){

  return Promise.all([fn,fn_r,fr]) //when all promises are fulfilled (resolved/rejected)
    .then((result) => {
      //result[0] is output of promise fn
      console.log(result[0], result[1], result[2]);

      //we will reach here in apporx 1400ms for comibination(7,2);
      comb = (result[0] / result[1] / result[2]);
      //we must mark the promise resolved.

      resolve(comb); //which promise are we resolving?
    })
    .catch(function(err){
      reject("combination Error: " + err);
    });

});

megaCombProm.then(function (comb){
  console.log("Calculate Factorial: " + comb);
}).catch(function (err) {
  console.log("Calculate Factorial Error: " + err);
});
```

Promise to calculate the combination when other promises are fulfilled

We don't need another promise to wrap this promise!

```
14 async function combination(n,r){
15   // try{
16   let fn = factorial(n);
17   let fn_r = factorial(n - r);
18   let fr = factorial(r);
19   var comb='waiting for the result...';
20   let result=await Promise.all([fn,fn_r,fr]);
21   //any exception is automatically wrapped in reject()
22   comb = (result[0] / result[1] / result[2]);
23   return comb; // internally resolve(comb)
24   // } catch(err){
25   //   console.log('err',err);
26   // }
27 }
28
29 combination(7, 2).then(console.log).catch(console.log);
30
31
32
33
34
35
36
37
38
```

```
14 function combination(n,r){
15   let fn = factorial(n);
16   let fn_r = factorial(n - r);
17   let fr = factorial(r);
18   var comb='waiting for the result...';
19   //This promise is a promise to calculate combination
20   //when factorial promises are fulfilled.
21   return new Promise((resolve,reject)=>{
22     return Promise.all([fn,fn_r,fr]) //when all promises a
23     .then((result) => {
24       //we will reach here in apporx 1400ms for comb
25       comb = (result[0] / result[1] / result[2]);
26       resolve(comb);
27     })
28     .catch(function(err){ //you must manually catch
29       reject(err); //and re-reject it
30     });
31   });
32 }
33
34 combination(7, 2).then(console.log).catch(console.log);
35 console.log('waiting for the combination...');
36
37 //combination(7, -2).then(console.log).catch(console.log);
38
```

If an inner promise is rejected

- You must write catch()
- If you don't want to handle rejection you still must
 - Write a catch
 - Re-reject it

```
36 combination(-7, 2).then(console.log).catch(console.log);
37
38
36 console.log('waiting for the combination...');
37
38 //combination(7, -2).then(console.log).catch(console.log);
```

Async await benefits

1. Code looks sequential.
2. Return is automatically translated to resolve
 - a. If no return is specified end of function is resolve
3. Any rejection is an exception thrown.
 - a. You don't have to handle the exception if you don't need
 - b. If you don't write try catch, it is automatically re-rejected.

Assignment 04

Monday, October 12, 2020 3:41 PM

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

Assignment05

Monday, October 12, 2020 4:32 PM

Create a long running factorial function.

- Psudo code for factorial

```
int factorial(int n){
    if(n<0) //error

    let fn=1;

    while(n>1)
        fn*=n--;

    return fn;
}
```

Assume factorial is a long running task and needs $n \cdot 100$ ms to complete

1. Create an asynchronous factorial function that returns in $n \cdot 100$ ms.
 - a. It should return a promise
2. Use the factorial function to calculate combination(n, r); pseudocode for combination is

```
int combination(int n, int r){
    int fn=factorial(n);

    int fn_r=factorial(n-r);

    int fr=factorial(r);

    return fn/fn_r/fr;
}
```

Comination will not have any delays programmed.
It will be delayed because of factorial

Assignment06

Tuesday, October 13, 2020 10:41 AM

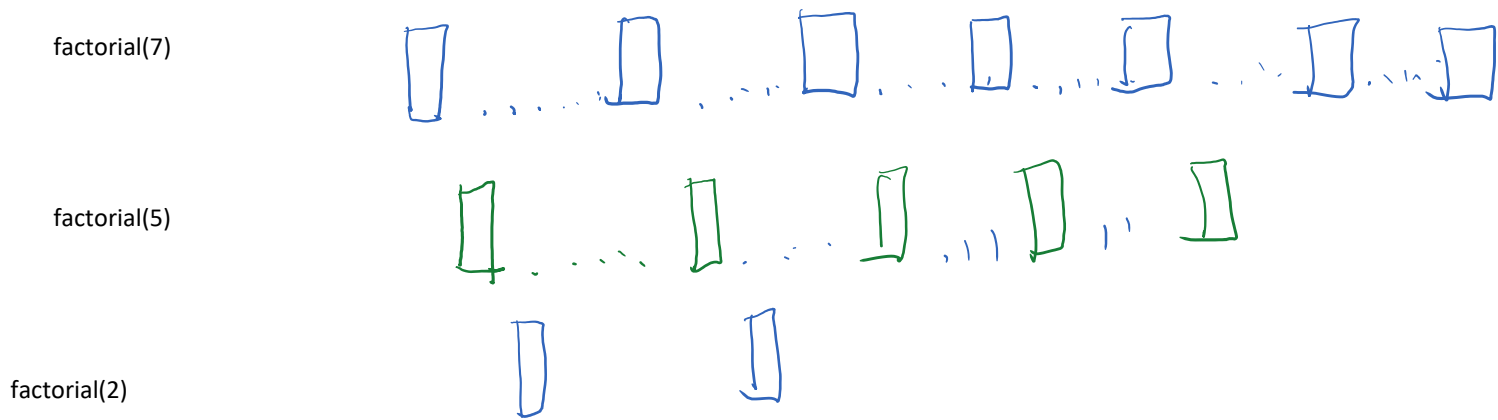
Convert the factorial function given below to a cooperative function

- It should still take $n \times 100\text{ms}$ to complete successfully
- It should take 100ms if it fails

```
let factorial=(number)=>{
  return new Promise((resolve,reject)=>{
    setTimeout(()=>{
      if(number<0)
        reject('negative numbers do not have factorial');
      let f=1;
      while(number>0)
        f*=number--;
      resolve(f);
    }, (number>0?number:1)*100);
  });
};
```

How async code works

Tuesday, October 13, 2020 11:31 AM



Convert Normal Call to Promise

Tuesday, October 13, 2020 11:46 AM

```
lib > JS utils.js > sleep
1
2
3 async function sleep(ms){
4
5   return new Promise(resolve=>{
6     setTimeout(resolve, ms); //this promise will be resolve
7   });
8 }
9
10
11 module.exports = {sleep};
```

```
lib > JS math.js > factorial
49
50
51 async function factorial(number){
52
53   await utils.sleep(100);
54   if(number<0)
55     throw `negative numbers don't have factorial ${numb
56   let factorial=1;
57
58   while(number>1){
59     await utils.sleep(100); //called at an interval of
60     factorial*=number--;
61   }
62
63   return factorial; //resolve
64
65 }
66
67
68
69 let combination(a,n)=1/factorial(a)/factorial(n-a)/factorial(a);
```

A Normal callback like sleep can be converted to a Promise
By this conversion we get an opportunity to utilize async-await
Features of JavaScript

The code looks more sequential now.
Now you can convert your sequential logic easily
To async logic

Handle Large Data

Tuesday, October 13, 2020 11:57 AM

Let us revisit our logic to find all primes between 2-500,000

- It takes **roughly** ~44 seconds complete
- It returns a **array** of ~41K+ primes

Use cases -- what will you do after getting 41K primes?

- What are the possible usage of these 41K values?
 - Display all values
 - Save all values to disk
 - Send values across network
 - Calculate the sum of those values
 - Find First 1000 primes ending with 7 eg--> 7,17,37,47,67...
- Think instead of searching for primes, you have searched for products on Amazon or Google
 - Display a list of values
 - Select one of those values

Important Consideration!

- In which of the use cases do you need all those values together?
 - Most of these cases needs values one by one.
- Are you sure you will use all the values?
 - After a google/amazon search that returns 100 pages of results, how many pages you actually see?
 - What

Problem

- We may never use the entire data set generated.
- If we use entire dataset we still process **one information at a time**
- **We can't use the first prime number till we have calculated all the 41K+ prime number**
 - **Can't I use results in smaller chunk and not wait for complete calculation.**

Handling Large Data Options

Tuesday, October 13, 2020 12:29 PM

We can apply different techniques

Two important techniques

1. ES2015 generator.
 - a. It is like java iterator or c# enumerators
 - b.

2. Nodejs Events

Generators

Tuesday, October 13, 2020 12:30 PM

- Javascript has the concept of a generator like C# and Python.
- A generator is based on a new keyword **yield**
- **yield** looks like **return** but works differently

Return statement

```
function getResult(){  
    return 1; // returns 1 and exist the program  
    return 2; //unreachable code  
    return 3; // unreachable code  
}
```

```
console.log(getResult()); //1  
console.log(getResult()); //1  
console.log(getResult()); //1
```

Return statement

//A function that has **yield**, must have ****** prefix

```
function *getResult(){  
    yield 1; // returns 1 and exist the program  
    yied 2; //unreachable code  
    yield 3; // unreachable code  
}
```

let x= getResult(); //you get a result which is not 1

```
15 console.log('testing yield...');  
16 function *getValues(){  
17     yield 1;  
18     yield 2;  
19     yield 3;  
20 }  
21  
22 let x=getValues(); //returns a generator  
23  
24 console.log('x',x);  
25  
26 console.log('x.next()',x.next()); //returns value: first yield, done: false suggests there may be more values  
27  
28 console.log('x.next()',x.next()); //returns value: second yield, done: false suggests there may be more values  
29  
30 console.log('x.next()',x.next()); //returns value: third yield, done: false suggests there may be more values  
31  
32 console.log('x.next()',x.next()); //returns value: undefined, done: true as we have gone past the last yield
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

```
getResult() 1  
testing yield...  
x Object [Generator] {}  
x.next() { value: 1, done: false }  
x.next() { value: 2, done: false }  
x.next() { value: 3, done: false }  
x.next() { value: undefined, done: true }
```

D:\OneDrive\myworks\corporate\202011-lng-advnode\nodejsdemos>

```

eld03.js X
yield03.js > [0] range

let range= function *(min,max) {

  console.log('starting the range...');

  for(let x=min; x<max; x++){
    console.log('yeielding ',x);
    yield x;
  }

  console.log('end of range...');
}

let g= range(0,3); //generates 0,1,2

console.log('g',g); //note range function hasn't executed any code yet.

console.log('reaches first yield',g.next()); //here all codes till first yield execute, but no further

//notice we have not completed loop yet. if we don't call next further, no further calculation will happen.

console.log('reaches second yield',g.next()); //executes code till next yield and then wait for another next call

console.log('reaches last yield',g.next()); //this will encounter our last yield, but program hasn't finished yet.

console.log('reaches the end of code',g.next()); //executes the rest of the code to realize that there is no more yield pending.

console.log('once you are past the last line of the code');

console.log('end of code reached by earlier call, so no action here',g.next()); //no more execution as you already gone past last line of

```

Generated Values can easily be stored in an array we need them together using loop or spread operator.

```

primeapp09.js > ...
1
2 let {primeRange} =require('./lib/primeutils3');
3
4 //what if I need array of primes
5 //... spreads any iterator/generator as individual which are collected in a list
6 let primeList= [ ... primeRange(2,100)];
7
8 console.log(primeList);

```

VS Code interface showing two files:

- primeapp09.js**:


```

1
2 let {primeRange} =require('./lib/primeutils3');
3
4 let last=0;
5 let count=0;
6 for(let prime of primeRange(2,100)){
7   last=prime;
8   count++;
9   if(count==10)
10    break;
11 }
12 console.log('prime$(count) is $(last)');
13

```
- primeutils3.js**:


```

85
86
87 > function promisedPrimes(min, max) {
137 }
138
139 function * primeRange(min,max){
140
141   for(let i=min;i<max;i++){
142     if(!isPrimeSync(i)){
143       console.log('prime is ',i);
144       yield i;
145     }
146   }
147 }
148
149
150
151 module.exports = {
152

```

Terminal output (primeapp09.js):

```

prime is 7
prime is 11
prime is 13
prime is 17
prime is 19
prime is 23
prime is 29
prime is 31

```

Handwritten note: "Once I break no further code is executed in generator function" with a green arrow pointing from the 'yield i;' line in the generator function to the 'prime is 7' output in the terminal.

Problem

- If we stop to call next() of a generator, generator code will not execute further
- **BUT IT WILL NOT EXIT EITHER.**
 - **THE GENERATOR FUNCTION WILL REMAIN SUSPENDED**
 - **ALL RESOURCES AND MEMORY ALLOCATED TO IT WILL ALIVE**

Solution -- communicating to generator using next()

- Generator is actually a two way communication!
- We can supply a value to generator function using the call to **next**
- This value is obtained by taking a return from the yield call.



```
let range= function *(min,max) {  
  console.log('starting the range...');  
  for(let x=min; x<max; x++){  
    console.log('yeielding ',x);  
    let clientToken=yield x;  
    if(clientToken && clientToken.kill)  
      break;  
  }  
  console.log('end of range...');  
}  
  
let gen=range(1,15);  
let x=gen.next();  
while(!x.done){  
  console.log(x.value);  
  if(x.value==5){  
    gen.next({kill:true});  
    break;  
  }  
  x=gen.next();  
}
```

Parameter pass to next()

Can be collected by generator from yield statement.

You may pass signals like

- Stop
- Skip
- Reset()
- Start

In our example signal is a call to terminate the generator function

- Once the function terminates it releases all the resources

NodeJS Events

Tuesday, October 13, 2020 2:31 PM

- NodeJS has an event mechanism. You code can send information in small chunks to the caller using event rather than return.

Events vs Promises

How are they similar

- An async function may return either Promise or a Events
- User handle the promise in **then()/catch()** and they can listen to events in **on()**

```
function primePromise(){
    return new Promise(...){
        resolve(result_as_bulk);
    };
}

primePromise.then(result_as_build=>doSomething(result_as_bulk))
    .catch(...);
```

```
function primeEvents(){
    let event=new EventEmitter();
    ...
    ...
    event.emit( result_chunk);
    return event;
}

primeEvents().on( event_chunk => so_something(event_chunk);
```

How are they different

- Frequency of call**
 - Promise is resolved only once** and returns the entire data in one go.
 - Not great for large amount data
 - Client must wait till entire data is ready
 - Events can be triggered multiple times**
 - You can send data in small unit multiple times
 - You can use fetch and emit loop
 - In our example you can emit each prime number one by one
- Type of Signals**
 - Promise had two fixed types** — resolve and reject
 - We can't specify what is resolved if there are different type of elements resolved
 - Events has no fixed types**
 - They can define any number of **custom events** and send different data with each of them.
 - There is no separate **reject** equivalent. If error can be considered as a type
- Type of object**
 - Promise is a ES2015 object available to all javascript programs**
 - EventEmitter is a nodejs object which is part of event-emitter module**

Note:

EventEmitter is present in module **event-emitter**

You need to require it

```
function process( ... data){
    let event=new EventEmitter();

    If(data.length==0)
        event.emit('error', 'no data supplied'); //sends error

    for(let value in data){
        event.emit('processing', value); //sends processing
        let result=process(value);
        event.emit('processed', value, result); //sends processed
    }

    event.emit('done'); //sends a done signal

    return event;
}

process(1,2,3,4)
    .on('error', msg=>{})
    .on('processing', value=>{})
    .on('processed', (value,result)=>{})
    .on('done',()=>{});
```

```
function primeEvents(){
    Let event=new EventEmitter();
```

```

...
...
event.emit( result_chunk);
return event;
}

```

Event has already been emitted.

You get event object only when all processing have finished.
It's like inviting you to an event that has ended.

```
function primeEvents(){
```

```
    let event=new EventEmitter();
```

```
    ...
```

```
    setTimeout(()=>{
```

```
        event.emit( result_chunk);
    },0);
```

```
    return event;
```

```
}
```

```
function fetchUrl(url){
```

```
    let event=new EventEmitter();
```

```
    request.get(url, (err,data)=>{
        if(!err)
            event.emit('response', data);
    });
```

```
    return event;
```

```
}
```

Event must be emitted from within some callback that will execute
Sometimes in future after the event object is made available to the client
That callback may be a timed callback or external request callback.

External request callback--

- Talking to OS (file read write)
- Database calls
- Networks calls
- Interprocess communication.

Natural time delays

This event shall be emitted in future

Long after

We returned the event object

Assignment 07

Tuesday, October 13, 2020 2:52 PM

- Create a function **fetchPrimes** that should be an event based model
 - Should return error as an event
 - The function should take a task id
 - Should return each prime number as they are found with format {id: 1, index:1, prime:2}, {id:2, index=2, prime:3}
 - Should return the progress as an event {id:1, progress:12} <--12% progress
 - Should return completed event
- Write the application to test the events

```
let EventEmitter = require('events');

function fetchPrimes(min,max,id){
  let event=new EventEmitter();
  event.emit('start', 'fetching has started...');
  return event;
}
```

1 let {fetchPrimes} =require('./lib/primeutils3');
2
3
4 //before returning the event, it has been emitted
5 let e=fetchPrimes(2,100)
6
7 //we are trying wait for an event which has already been trigge
8 e.on('start',console.log);

Here is the Event is emitted before it is given to client and client got any change to Listen to it.
Provide client the event object and let them register before events are emitted.

```
let EventEmitter = require('events');

function fetchPrimes(min,max,id){
  let event=new EventEmitter();
  setTimeout(()=>{
    event.emit('start', 'fetching has started...');
  },1)
  return event;
}
```

1 let {fetchPrimes} =require('./lib/primeutils3');
2
3
4 //before returning the event, it has been emitted
5 let e=fetchPrimes(2,100)
6
7 //we are trying wait for an event which has already been trigge
8 e.on('start',console.log);

Step 1 to 4 happens immediately
Step 5 happens after a delay of 1ms
By Now we are ready to handle the event
Step 6 is handling event whenever they are emitted

Assignment 08

Tuesday, October 13, 2020 5:26 PM

- All fetchPrime functions to get aborted on the client request
- Request could be sent through the event emitter

Assignement 09

Tuesday, October 13, 2020 5:27 PM

- Create a js program to read a file and display the progress bar while it is being read
 - Verify if all the bytes are read
 - Display necessary stats about the file
-
- Also create a file copy function using createReadStream and createWriteStream

NodeJS Streams

Wednesday, October 14, 2020 10:18 AM

- NodeJS supports the concept of streams.
- There are three broad type of streams
 - Readable Stream
 - Writable Stream
 - Transform Stream
- Each Stream is typically (like an interface) having a set of
 1. **Standard methods** that should be present in the stream object
 - **A standard set of events** that the stream object may emit.
 - Standard events mean events with a
 - Particular name
 - Particular payload (data that is sent with particular event)

Readable Stream

- A Stream from which we can read the data
 - createReadStream returns stream of data from a file
- It contains
 - Methods
 - read()
 - Read the data from stream
 - Generally done when it is readable
 - Pause()
 - ◆ Pause the reading
 - Resume()
 - ◆ Resume the reading
 - close()
 - Events
 - 'data'
 - Tells some data is available for reading
 - 'end'
 - Tells we have reached the end of our stream
 - 'error'
 - Informs about the error
 - 'close'
 - Stream has been closed
 - 'readable'
 - Stream is ready to be read

Readable Streams

Events

- data
- end
- error
- close
- readable

Functions

- pipe(), unpipe()
- read(), unshift(), resume()
- pause(), isPaused()
- setEncoding()

Writable Streams

Events

- drain
- finish
- error
- close
- pipe/unpipe

Functions

- write()
- end()
- cork(), uncork()
- setDefaultEncoding()



Readable Streams

Events

- data
- end
- error
- close
- readable

Functions

- pipe(), unpipe()
- read(), unshift(), resume()
- pause(), isPaused()
- setEncoding()

Writable Streams

Events

- drain
- finish
- error
- close
- pipe/unpipe

Functions

- write()
- end()
- cork(), uncork()
- setDefaultEncoding()



Writable Stream

Events

- **drain**
 - We have consumed the data earlier supplied
 - It has been written
 - We are ready for more data

Communication between ReadStream and WriteStream

Readable Streams

Events

- data
- end
- error
- close
- readable

Functions

- pipe(), unpipe()
- read(), unshift(), resume()
- pause(), isPaused()
- setEncoding()

Writable Streams

Events

- drain
- finish
- error
- close
- pipe/unpipe

Functions

- write()
- end()
- cork(), uncork()
- setDefaultEncoding()

Stream Dance

Pipe()

- The **Stream dance** can be automated by using the function **pipe()** on **ReadableStream** which takes a **WritableStream** as a parameter