Method 1: Communicating Using Web Sockets

Web Socket is a protocol which provides a full duplex(multiway) communication that is it allows communication in both directions simultaneously. **ws** is a simple to use, blazing fast, and thoroughly tested WebSocket client and server implementation.

There are 3 basic ws functions:

- ws.onopen : emmited when connected
- ws.send : sending a send event to websocket server
- ws.onmessage : event emmited when receiving message

Chalk is a library that provides a simple and easy to use interface for applying ANSI colours and styles to your command-line output. The Node.js module to help us accomplish custom formatting of messages

Installing

1. WebSocket module

npm install ws

2. Chalk module

npm install chalk

API Docs

- 1. doc/ws.md for Node.js-like documentation of ws classes and utility functions.
- 2. /chalk For Chalk Module and its specifications.

Run Code

- 1. Open 2 Terminals
- 2. Navigate to the folder where the demo_server.js and demo_client.js files are saved.
- 3. On one terminal run the following command (run Server file first):

node demo server.js

4. On second terminal run the client file using the following command:

node demo client.js

5. Terminal Output for the Server:

6. Terminal Output for the Client:

Method 2: Communicating Using Node-IPC

Node-IPC a nodejs module for local and remote Inter Process Communication with full support for Linux, Mac and Windows. It also supports all forms of socket communication from low level unix and windows sockets to UDP and secure TLS and TCP sockets.

Chalk is a library that provides a simple and easy to use interface for applying ANSI colours and styles to your command-line output. The Node.js module to help us accomplish custom formatting of messages

Installing

3. WebSocket module

npm install node-ipc

4. Chalk module

npm install chalk

API Docs

- 3. /node-ipc for Node.js-like documentation of ws classes and utility functions.
- 4. /chalk For Chalk Module and its specifications.

Run Code

- 7. Open 2 Terminals
- 8. Navigate to the folder where the driver-server.js and device-client.js files are saved.
- 9. On one terminal run the following command (run Server file first):

node driver-server.js

10. On second terminal run the client file using the following command:

node device-client.js

11. Terminal Output for the Server:

```
Demo — node driver-server.js — 78×20

~/Desktop/LabF/Demo — node driver-server.js

Server host not specified, so defaulting to ipc.config.networkHost 127.0.0.1

Server port not specified, so defaulting to ipc.config.networkPort 8000

starting server on 127.0.0.1 :8000

starting TLS server false
starting server as TCP

## socket connection to server detected ##
received event of: Device Listening

Driver Online.

Sending Command: Current stable weight value in actually displayed unit

Sending: SU

dispatching event to socket: Device SU
```

12. Terminal Output for the Client:

```
Demo — node device-client.js — 78×20
                    ~/Desktop/LabF/Demo — node device-client.js
Server port not specified, so defaulting to ipc.config.networkPort 8000
requested connection to Driver 127.0.0.1
Connecting client via TCP to { host: '127.0.0.1', port: 8000 }
Device Online.
Listening.
dispatching event to Driver 127.0.0.1 : Device , Listening
retrying reset
## received events ##
detected event Device SU
Received: [ 0x53 ] is S
Received : [ 0x53,0x55 ] is SU
Command recognized.
Simulating State...
Response: The Current stable weight value is 181g
```