

Modules, require() and NPM

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Outline

- Using modules in your application
- Three most common sources of Node modules
- Creating and publishing your own modules

Using modules in your application

```
var foo = require('foo');  
var Bar = require('bar');  
var justOne = require('largeModule').justOne;
```

```
var f = 2 + foo.alpha;  
var b = foo.beta() * 3;
```

← *Modules can export variables*

← *... including functions*

```
var bar = new Bar();
```

← *Modules may export objects*

```
console.log(justOne());
```

Three sources of Node modules

#1: Built-in Modules




- Come pre-packaged with Node
- Are `require()`'d with a simple string identifier
 - `var fs = require('fs');`
- A sample of built-in modules include:
 - `fs`
 - `http`
 - `crypto`
 - `os`

<http://nodejs.org/api/>



Three sources of Node modules

#2: Your Project's files

- Each .js file is its own module
- A great way to modularize your application's code
- Each file is `require()`'d with file system-like semantics:
 - `var data = require('./data');`  *data.js in the same directory*
 - `var foo = require('./other/foo');`  *foo.js in the 'other' subdirectory*
 - `var bar = require('../lib/bar');`
 *bar.js in the 'lib' directory, "up and over" from this script's directory*
- Single variable `require()` still valid:
 - `var justOne = require('./data').justOne;`

Three sources of Node modules

#2: Your Project's files

Variables are marked for export via “module.exports”

one.js

```
var count = 2;

var doIt = function(i, callback) {
  // do something, invoke callback
}

module.exports.doIt = doIt;

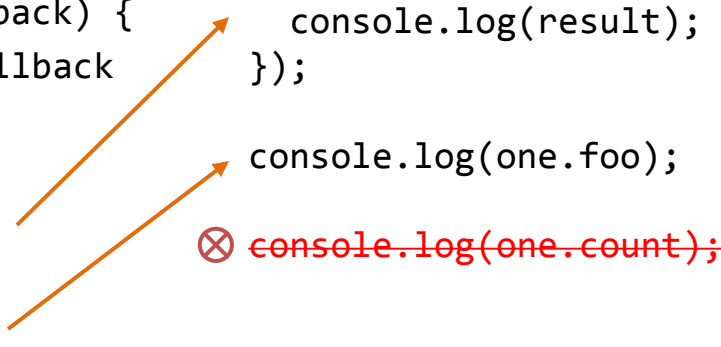
module.exports.foo = 'bar';
```

two.js

```
var one = require('./one');

one.doIt(23, function (err, result) {
  console.log(result);
});

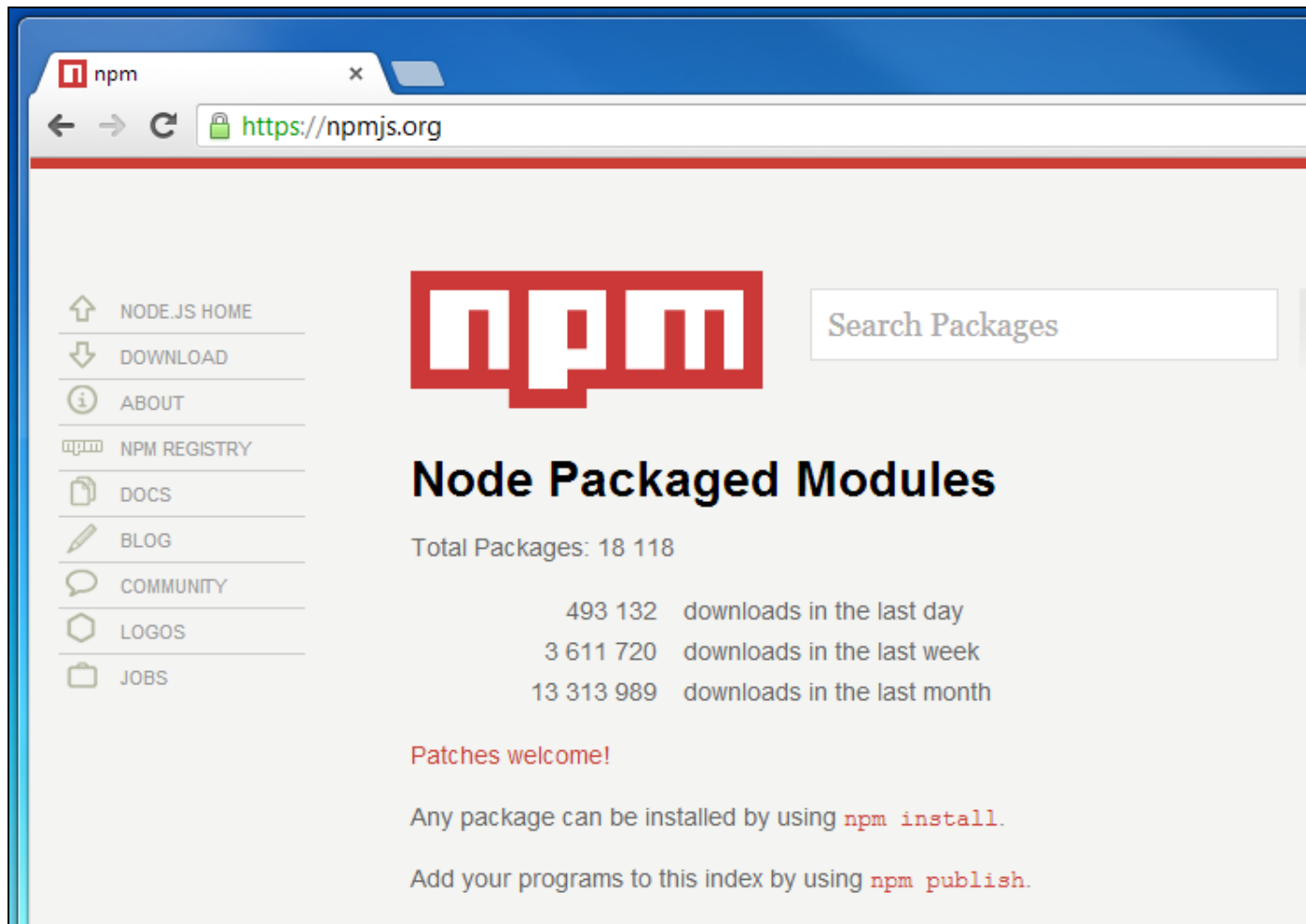
console.log(one.foo);
⊗ console.log(one.count);
```





Three sources of Node modules

#3: Third Party Modules via Node Package Manager (NPM) registry



Three sources of Node modules

#3: Third Party Modules via Node Package Manager (NPM) registry

- Installed via “`npm install module_name`” into “`node_modules`” folder
- Are `require()`’d via simple string identifiers, similar to built-ins
 - `var request = require('request');`
- Can `require()` individual files from within a module, but be careful!
 - `var BlobResult = require('azure/lib/services/blob/models/blobresult');`
- Some modules provide command line utilities as well
- Install these modules with “`npm install -g module_name`”
 - Examples include: `express`, `mocha`, `azure-cli`



Publishing your own module

- **package.json** (located in your project root)

```
{  
  "name" : "coolstuff",    // required  
  "version" : "0.0.1",    // required  
  "author" : "Paul O'Fallon",  
  "description" : "A cool module!",  
  "keywords" : ["cool", "awesome"],  
  "repository": {  
    "type" : "git",  
    "url" : "https://github.com/pofallon/coolstuff.git"  
  },  
  "dependencies" : {  
    "underscore" : "1.4.x",  
    "request" : ">=2.1.0",  
  },  
  "main" : "lib/cool.js"  
}
```

- **"npm publish ."** (from within project root)
- **"npm install *module_name*"** (from an empty directory) – verify it!

Conclusion

- How to include modules in your project
- Three common sources of Node modules
- Define and publish your own module



References

- Felix's Node.js Style Guide: <http://nodeguide.com/style.html>
- npm cheatsheet: <http://blog.nodejitsu.com/npm-cheatsheet>
- package.json, An interactive guide: <http://package.json.jit.su/>
- What is the file 'package.json'?
<http://docs.nodejitsu.com/articles/getting-started/npm/what-is-the-file-package-json>
- npm's semantic versioning: <https://github.com/isaacs/node-semver>
- Node.js documentation
<http://nodejs.org/api/>
- NPM homepage
<https://npmjs.org/>