Лекция 10

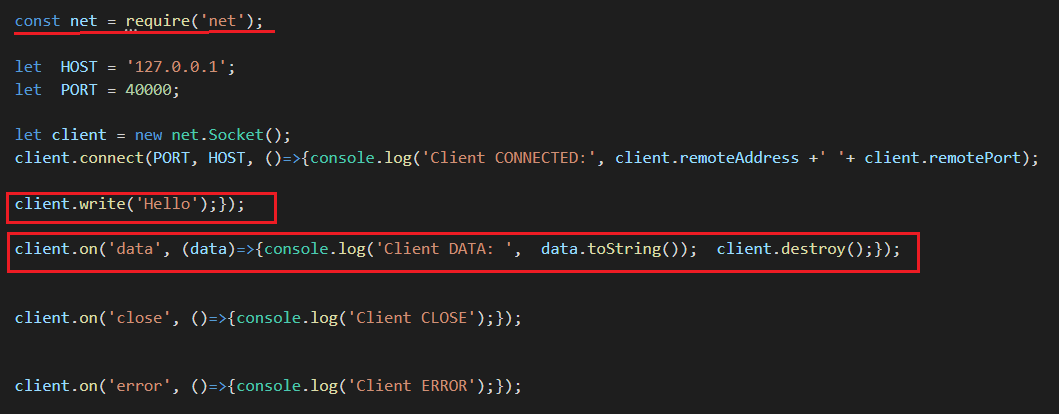
ПСКП

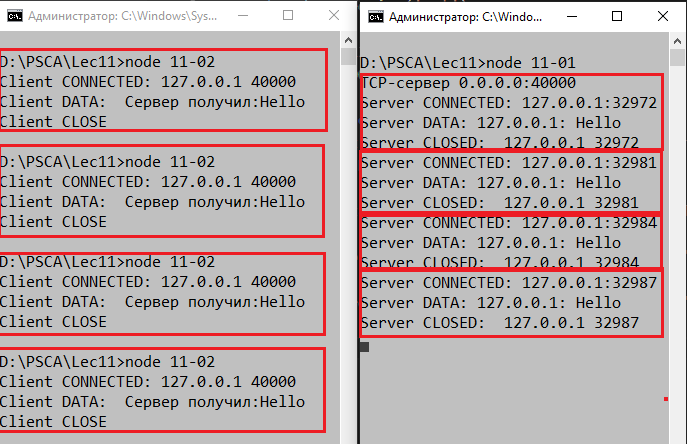
ПОИТ-3

**Node.js: TCP-сервер**

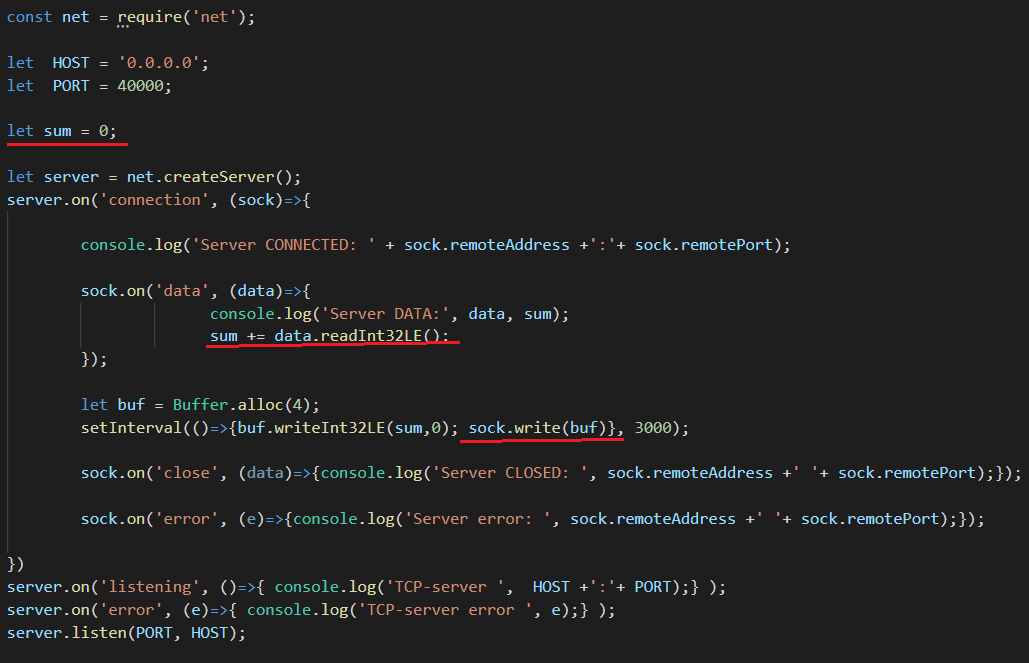
1. **TCP-Server:** простейшие сервер и клиент

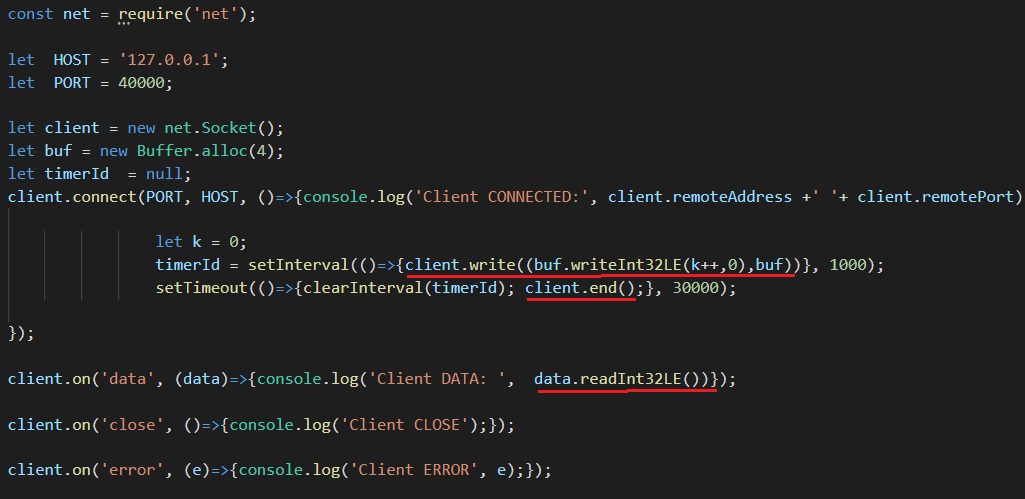
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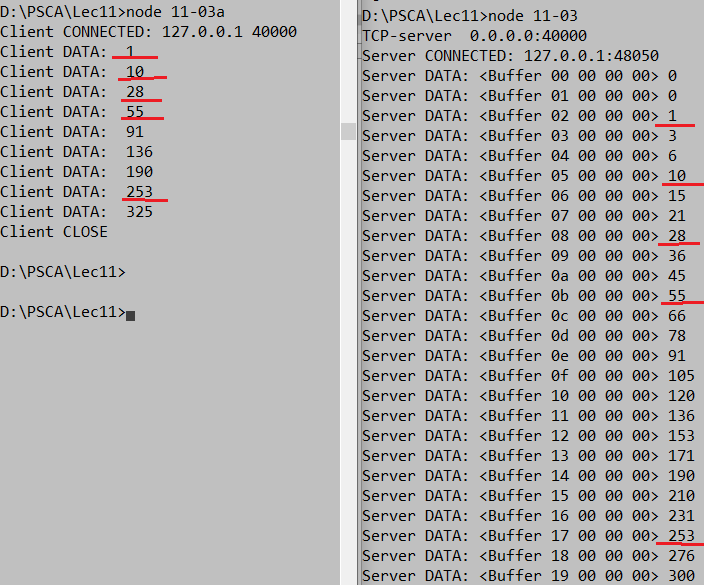
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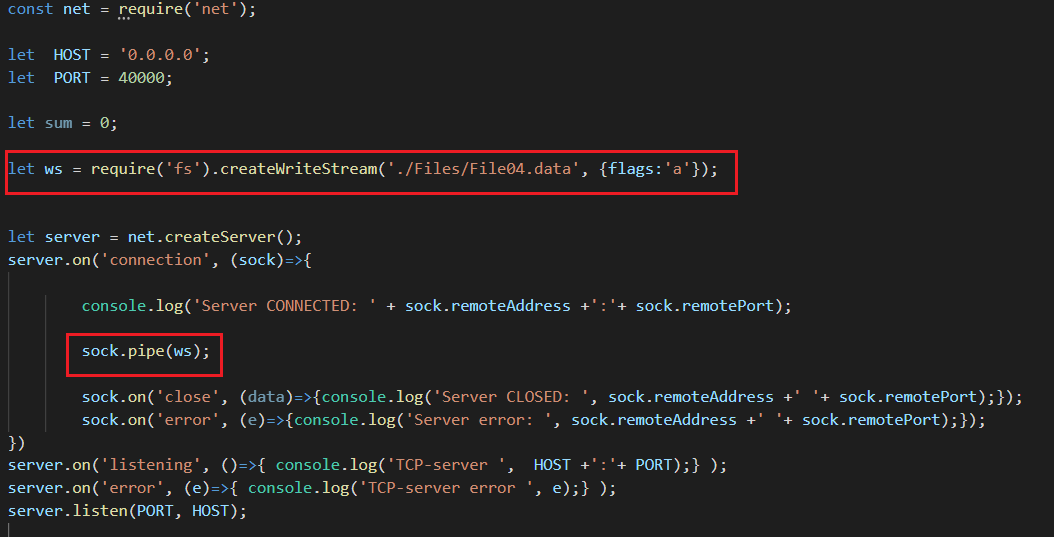
1. **TCP-Server:** сервер и клиент

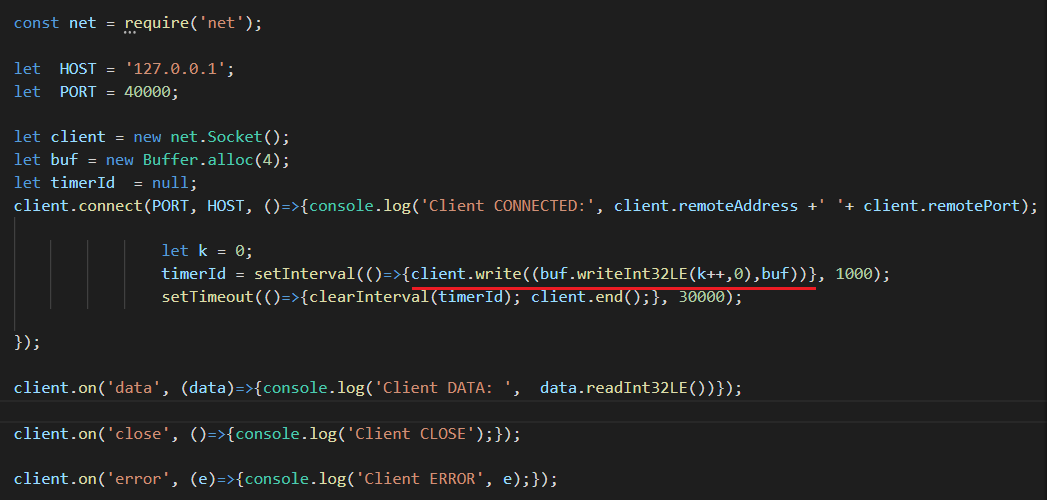
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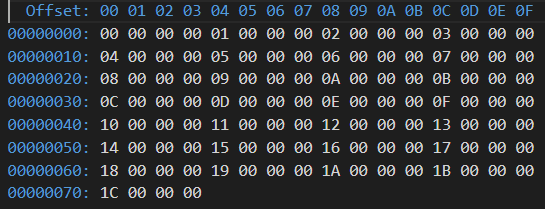
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1. **TCP-Server:** сервер и клиент, fs, stream, pipe



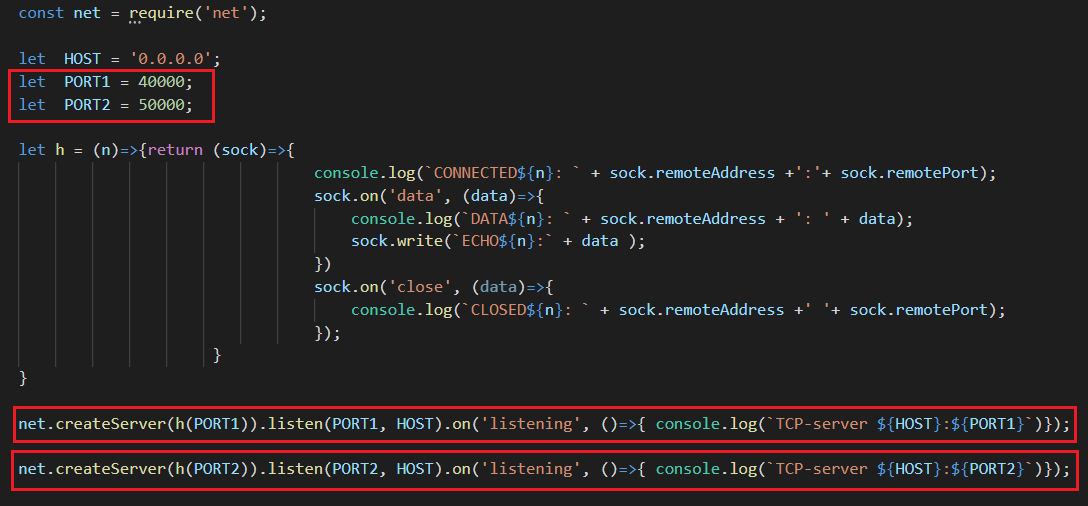


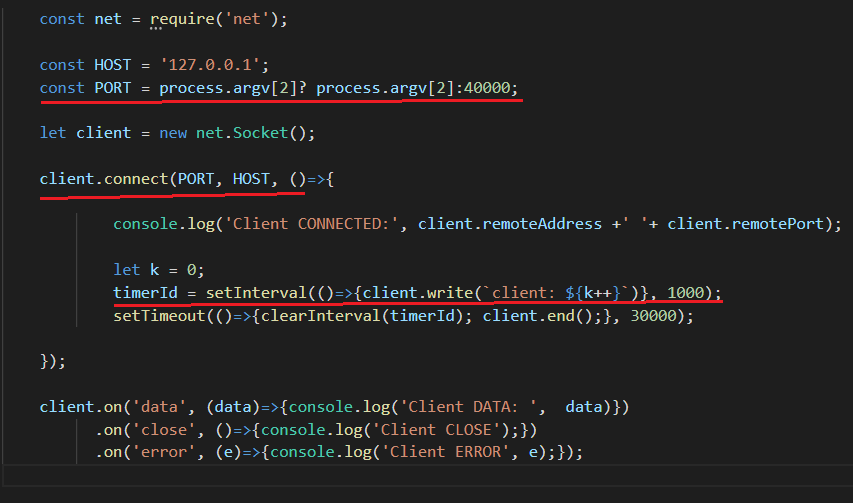


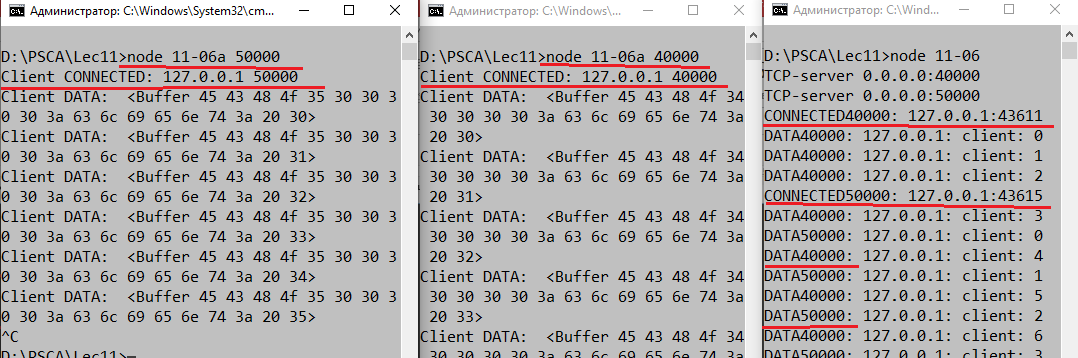
1. **TCP-Server:** сервер и клиент, fs, stream, pipe

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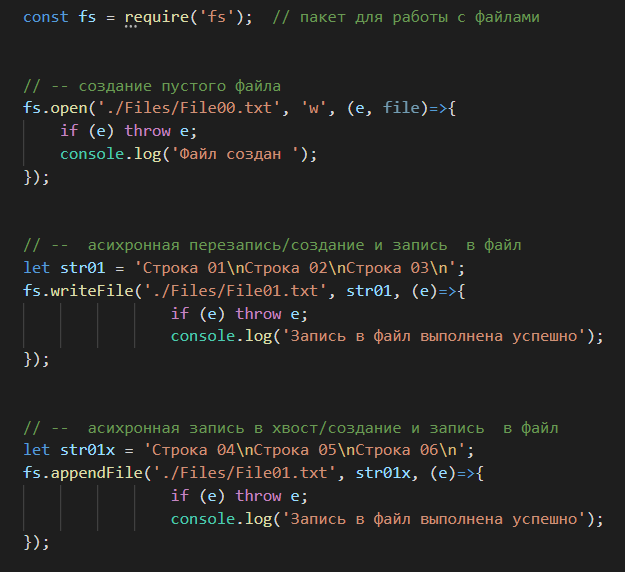
1. **TCP-Server:** сервер, два порта

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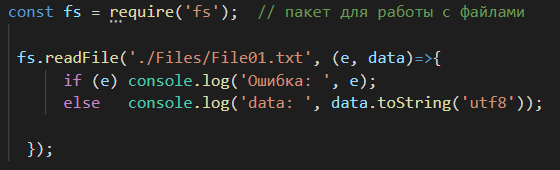
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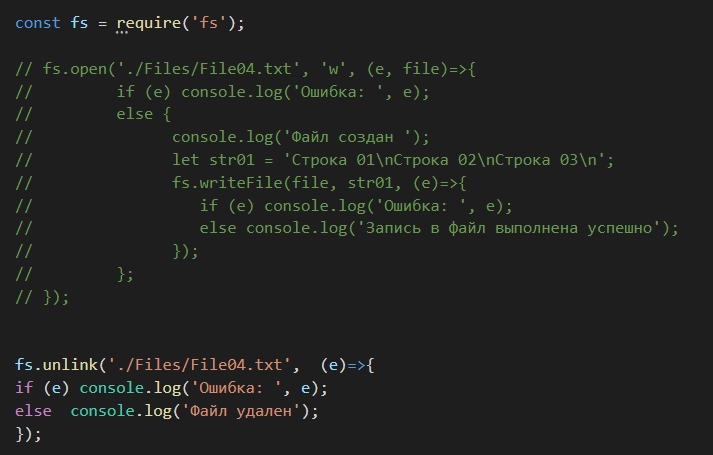
1. **File System: fs** пакет, входящий в **Node.js Core**
2. **File System:** создание файла и запись в файл

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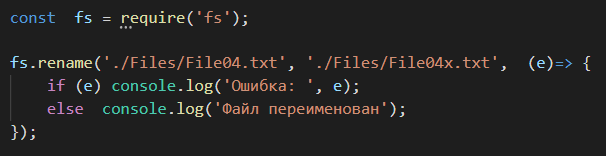
1. **File System:** чтение из файла



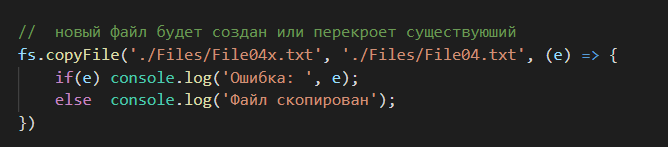
1. **File System:** удаление файла

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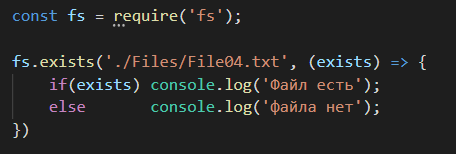
1. **File System:** переименование файла

****

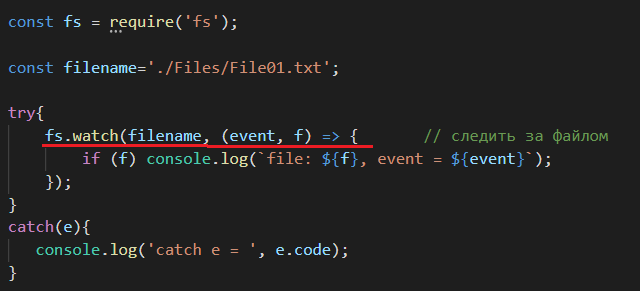
1. **File System:** копирование файла

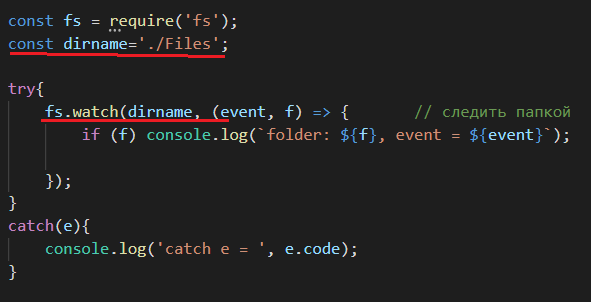
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1. **File System:** наличие файла

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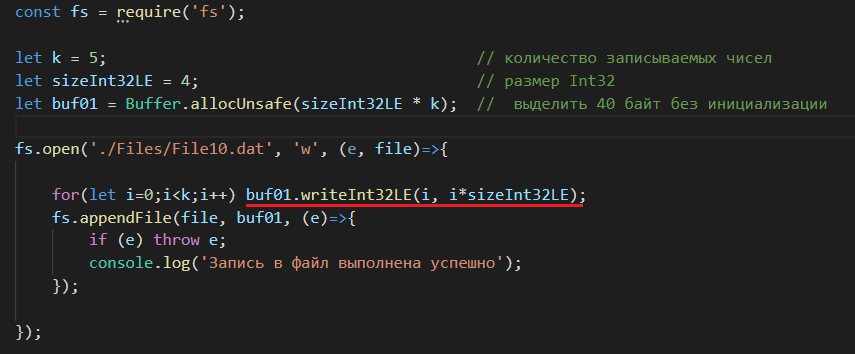
1. **File System:** работа с директориями (создать, удалить, переименовать, прочитать содержимое)
2. **File System:** слежение за файлом

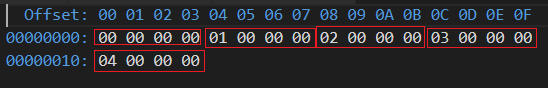
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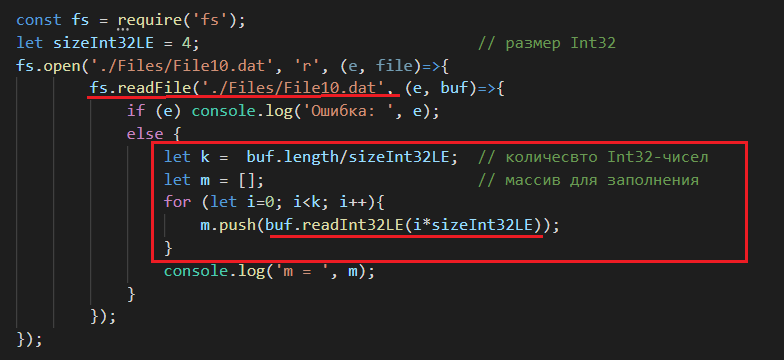
1. **File System:** слежение за директорием ****
2. **Buffer:** объект, предназначенный для работы с потоком октетов; применяется в функциях readFile, writefile, 1GB

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1. **File System:** Buffer, Buffer.write

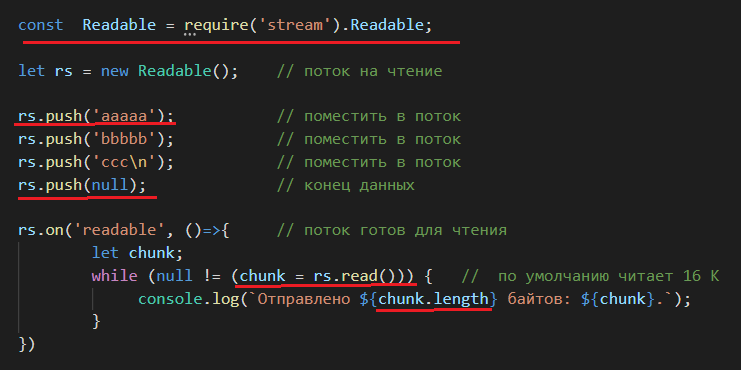
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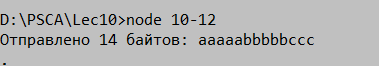
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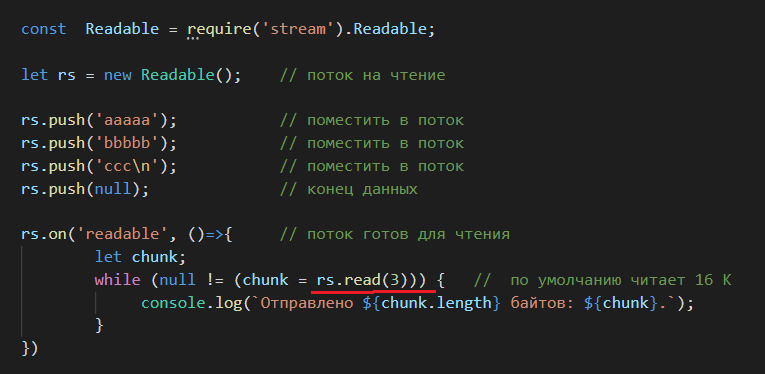
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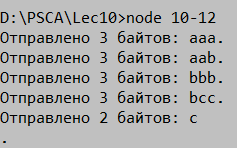
****

1. **Stream:** абстракция над данными.
2. **Stream:** Writable, Readable, Duplex, Transform.
3. **Stream:** Writable: HTTP request, HTTP response, TCP Sockets, fs write, process.stdout, pricess.stderr.
4. **Stream:** Readable, push(помещает в буфер),read, \_read, fs, 

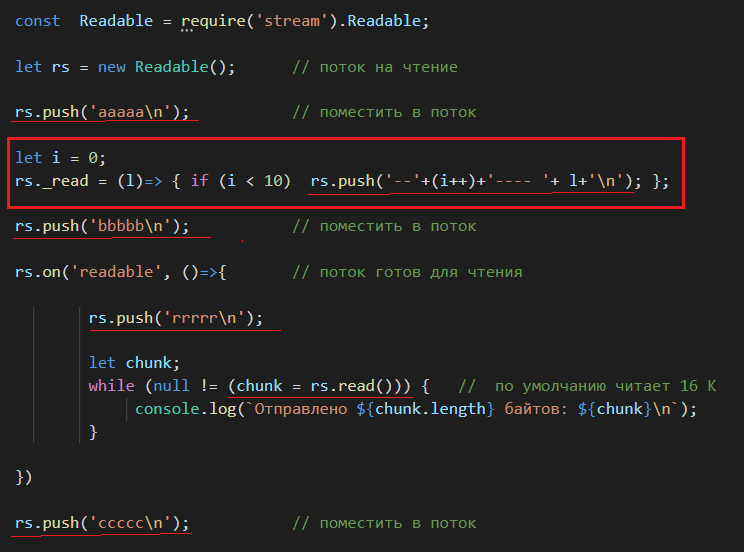


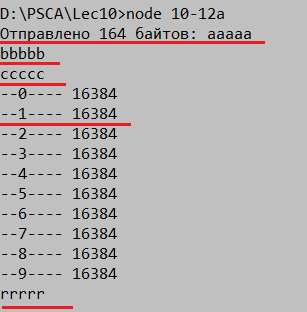


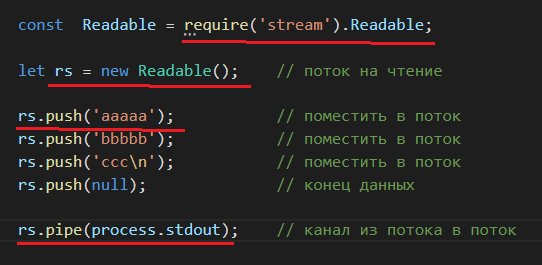


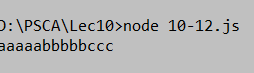


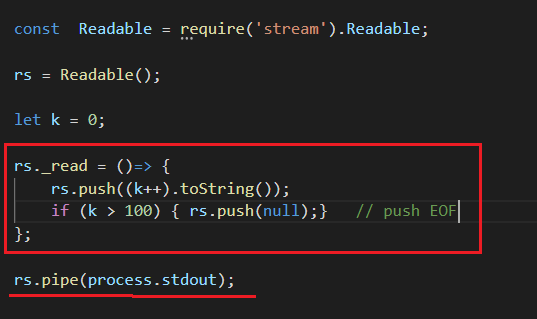


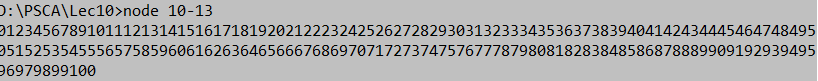


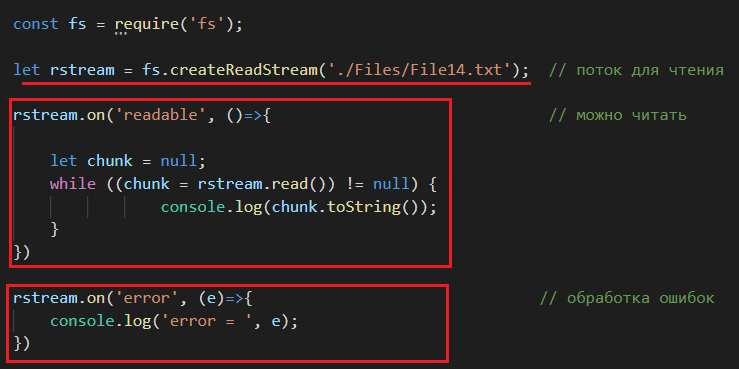
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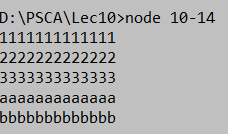
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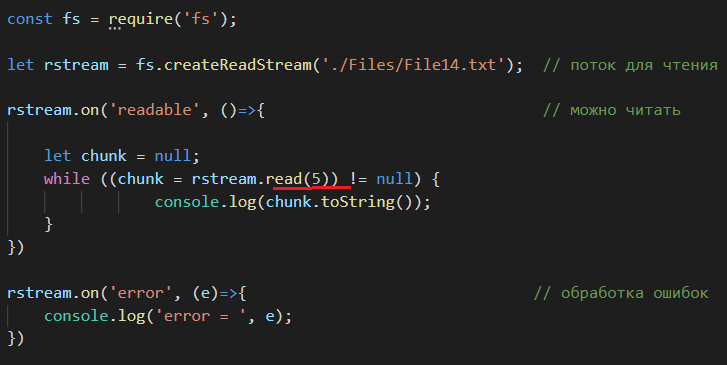
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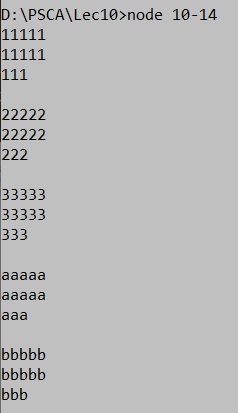
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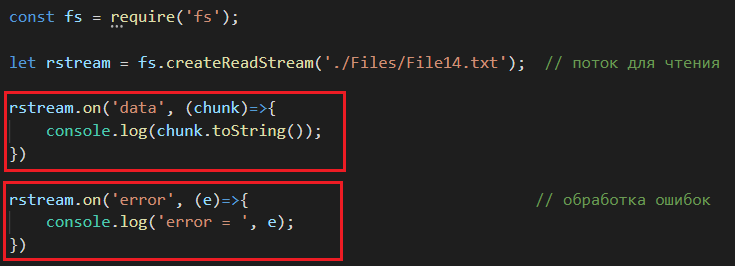
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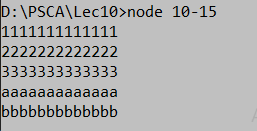
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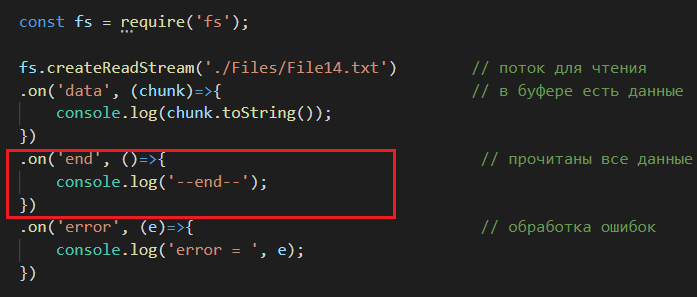
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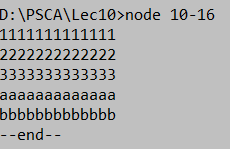
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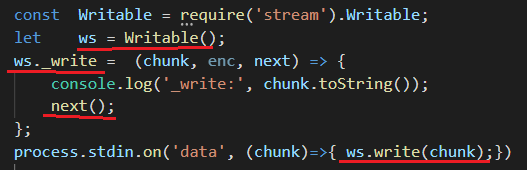
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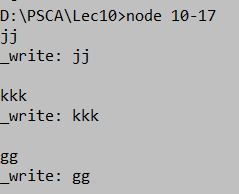
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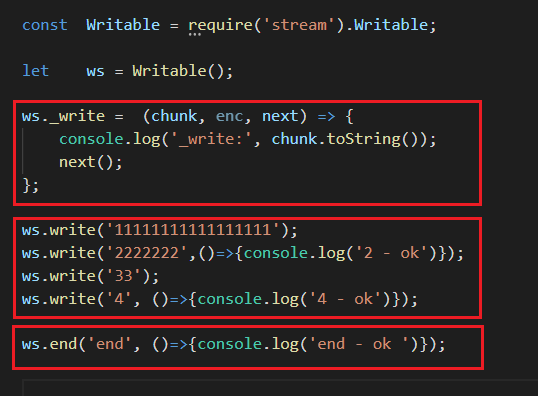
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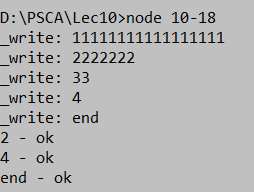
1. **Stream:** Writable.



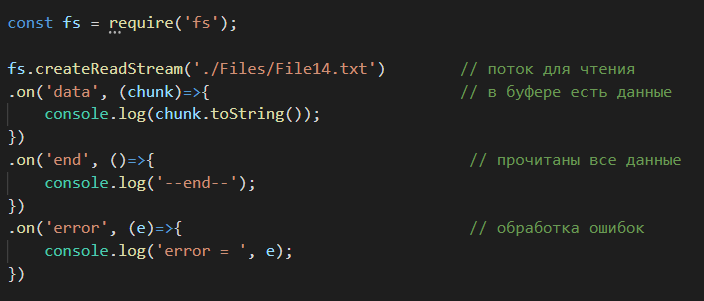
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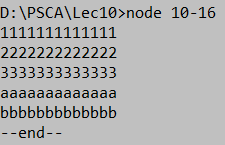
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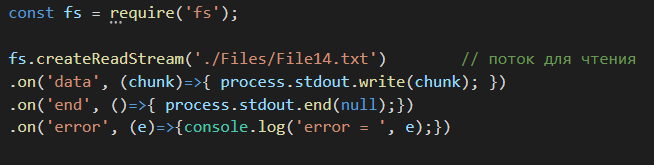
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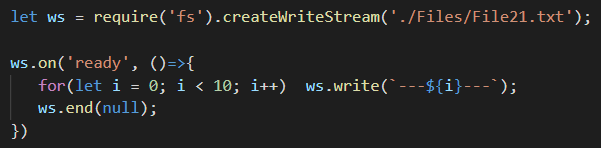
1. **Stream:** Readable, fs

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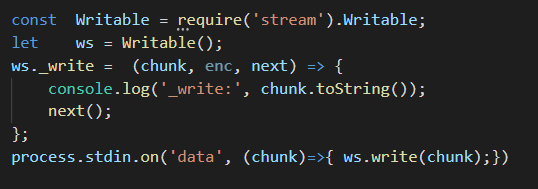
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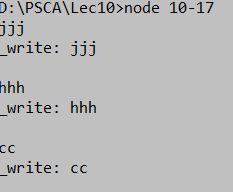
1. **Stream:** Writable, fs

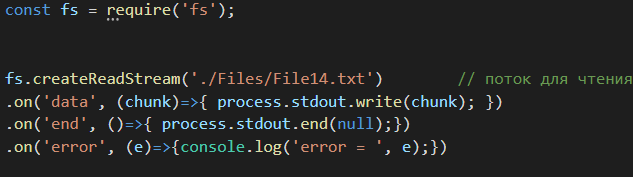
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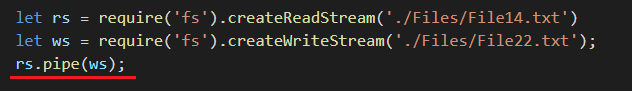
1. **Stream:** Writable, Readable, pipe

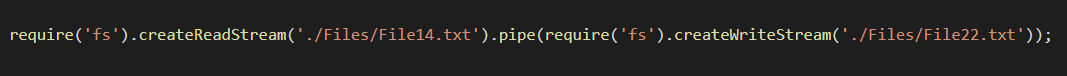
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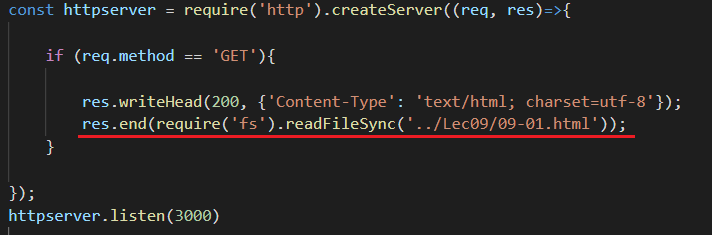
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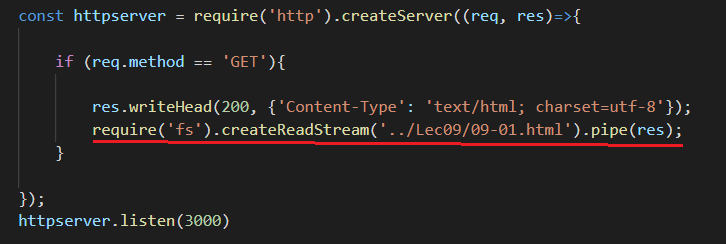
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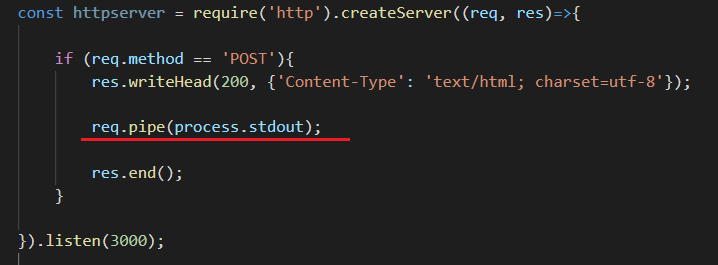
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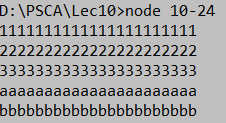
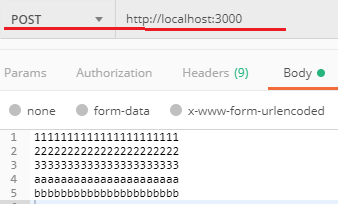
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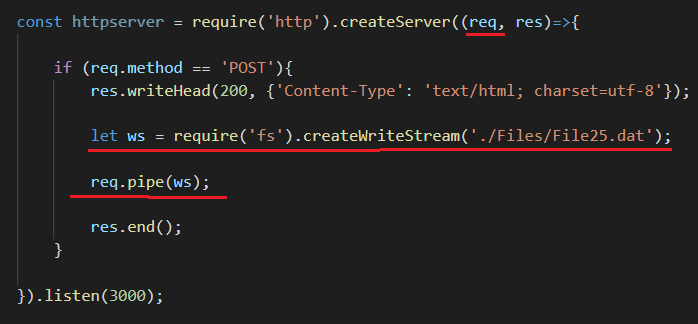
1. **Stream:** Writable, Readable, Request, Response, pipe

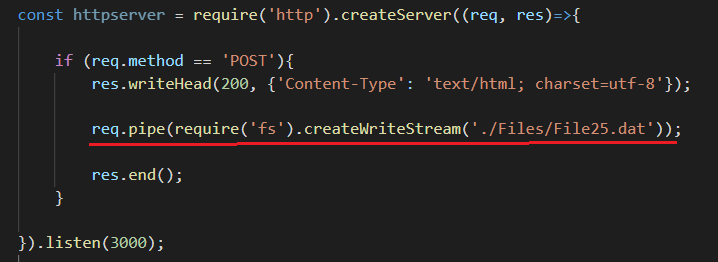
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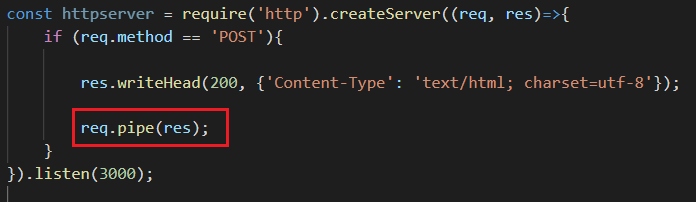
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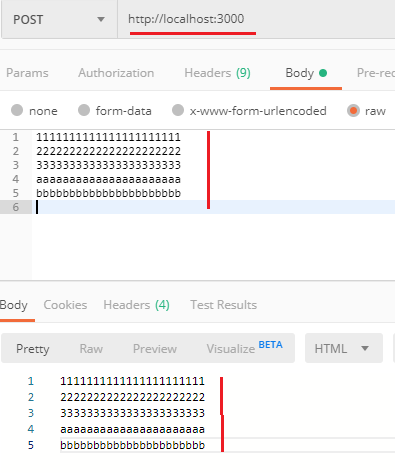
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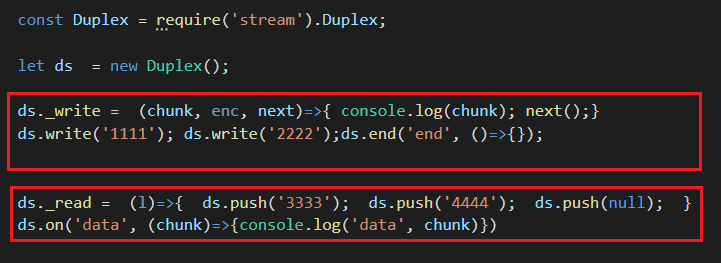
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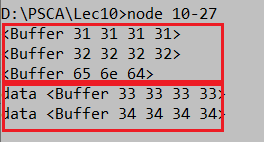
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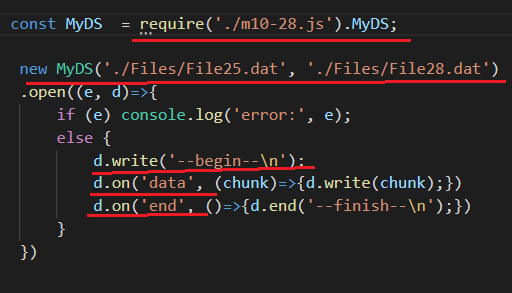
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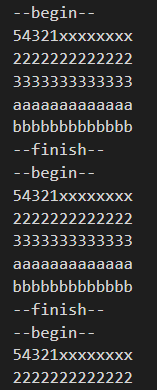
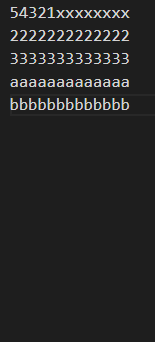
1. **Stream:** Duplex

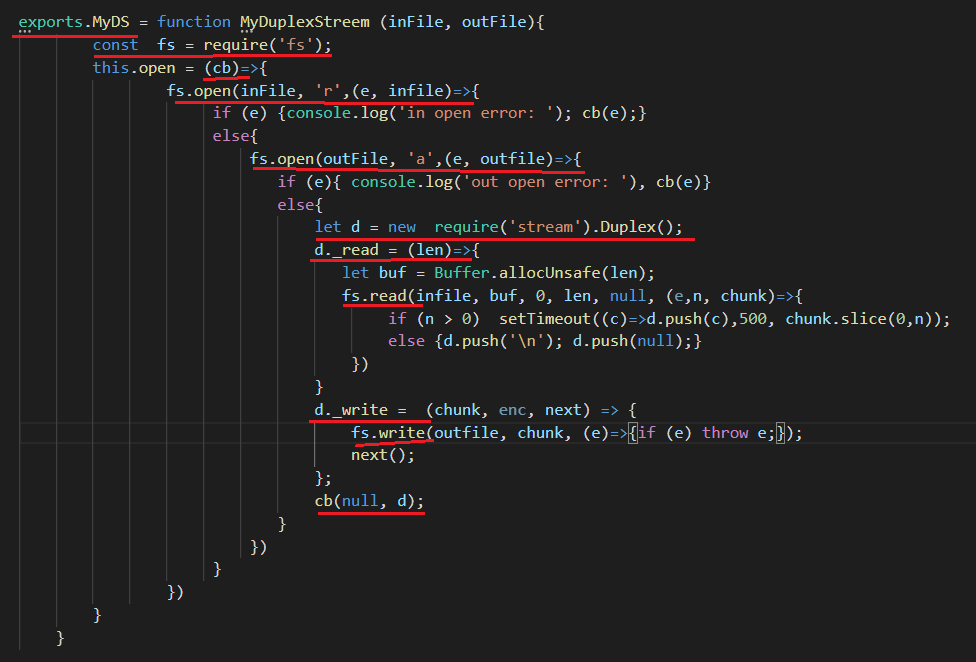
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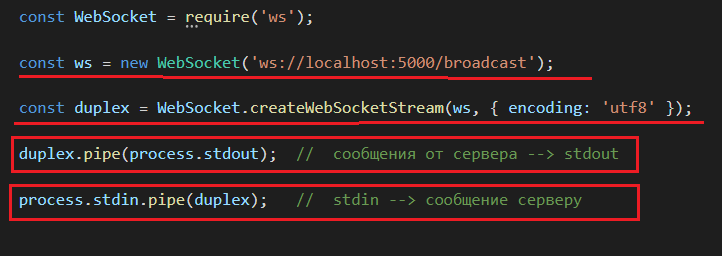
1. **Stream:** Duplex, fs

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1. **Stream:** Duplex, websocket (раньше рассматривались).

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1. <https://metanit.com/web/nodejs/2.10.php>
2. <https://webdraftt.com/tutorial/nodejs/streams>
3. <https://medium.com/devschacht/stefan-baumgartner-the-definitive-guide-to-object-streams-in-nodejs-ab983b819eae>
4. <https://makeomatic.ru/blog/2016/08/22/Streams_handbook/#why>