

Announcements

- □ Today:
 - Server and node.js
- $\hfill\square$ Remainder of class organized around larger project
- $\hfill\square$ Do it in several steps
- □ This week: first server, static Web pages



 Database can be running on same machine as server, but the interface to it is something like an API call

Server

- The HTML, CSS an Javascript that run on the browser are usually downloaded from a server, over the internet.
- A typical Web page generates queries that are sent to the browser, similar to the API calls we made in the the Weather App.
- So the server has to generate JSON responses and send them to the browser. These are called AJAX queries (Asynchronous JavaScript and XML...but we'll use JSON instead of XML).

Our server

- We're using a cloud server from a company called Digital Ocean
- Our server has the elegant name: 138.68.25.50
- Getting it a real name would have cost us more money....soon this name will be very familiar to you.

Node.js

- Our server is a Unix machine, like most (but not all) servers
- Our server code will be written using node.js.
- Node.js is a way to run Javascript programs from the Unix command line:

node index.js

...runs the Javascript program in the file index.js.

Node.js

- □ Node.js runs on several OS's
- It uses V8, Google's Javascript compiler (the compiling is going on under the hood, you never see it, unlike C which you have to compile yourself)

Life before Node.js

The classic Web browser runs on what was called the LAMP stack:

Linux, Apache (Web server), MongoDB (database), PHP (scripting language).

□ Node.js kind of replaces Apache+PHP. A server still needs an OS and, usually, a database.

Server modules in node.js

- Node.js also includes a set of Javascript modules that help us deal with problems like:
 - serving Web pages,
 - responding to AJAX queries,
 - querying APIs
 - and interacting with a database.

Modules

- □ A module is a file containing Javascript code.
- Objects, data and functions that programs in other files can see are labeled external.
- Modules provide another level of encapsulation and data hiding (in addition to functions and objects).
- □ They are something like C or C++ libraries.
- Node.js has modules, browsers do not! (even though they can use imported scripts such as JQuery or Angular).

Ports

- Many processes on the server are connecting to other machines over the internet
- □ To direct incoming traffic to the right process, each process uses a unique port number
- At the operating system/TCP level, a message comes in off the internet, and the system uses the port number to create an interrupt for the appropriate process
- We will each have our own permanent port number so we don't interfere with each other

Server code at a lower level

□ Mostly hidden by node.js

- □ A Web server gets http requests and produces http responses.
- Http is a protocol for sending and receiving messages over the internet.
- □ Http requests and responses have:

Header

Body (sometimes)



HTTP response (server->browser)

HTTP/1.1 200 OK Content-Type: text/html Date: Thu, 30 Apr 2015 15:55:44 GMT Connection: keep-alive Transfer-Encoding: chunked

Body contains html file.

Some popular response codes

- $\hfill\square$ 200 OK "here's what you wanted"
- □ 301 Moved Permanently "look over there"
- 304 Not Modified "same as last time you asked so I am not sending the body again"
- □ 404 Not Found "what the heck?"

Accessing the server

ssh 138.68.25.50

- You should be able to login using your Kerberos account credentials
- $\hfill\square$ To get your port number, run:

get-my-cs189h-port

...and it should type the port number you should use.

Simple Web server

From Eloquent Javascript, Chapter 20

var http = require('http');

 $\hfill\square$ Brings in the http module.

- To keep the namespaces of modules distinct, all objects and functions from http have to be prefaced by "http."
- □ This is the same as object syntax

Handler function

function handler (request, response) $\{\dots$

- All node.js servers use a handler function, which is a new kind of event handler – for incoming requests to the server.
- □ A node.js handler function takes two object arguments
- □ The request object contains information about the http request.
- $\hfill\square$ We use the response object to build our response.

Typical handler structure

var url = request.url;

 $\hfill\square$ Get whatever data we need out of request object

Fill in the response header

response.writeHead(200, {"Content-Type": "text/html"});

- Builds an http response
- Head contains return code 200 ("Here's what you wanted")

Fill in the response body

response.write("<h1>Hello!</h1>"); response.write("You asked for <code>" + url + "</code>");

- □ The response object might contain HTML, Javascript, CSS or JSON, depending on what was requested
- $\hfill\square$ In this case, we are constructing some HTML and putting it in the body

Sending the response

response.end();

- Calling response.end() tells node.js that we have finished filling in the response object, and it is OK to send the response back to the browser.
- □ Remember: "ending is sending" for these http responses.

createServer

var server = http.createServer(handler);

- $\hfill \Box$ Calling function createServer from the http module
- □ The function createServer creates a server object
- $\hfill\square$ It takes the handler function as input
- $\hfill\square$ The handler function will be called when the server gets an http request
- □ It's like a callback function!

listen

server.listen(8082);

- □ This starts the server and tells node.js, Unix and TCP that requests to port 8082 should go to my server
- □ I cannot emphasize too much that your server should listen to YOUR PORT NUMBER, not mine

Running and using the server

On the server (Digital Ocean), run the simple server program:

node simple.js

□ From any browser, anywhere, request the URL <u>http://138.68.25.50/anyPageNameYouLike</u>

$\hfill\square$ Should get response:

Hello! You asked for anyPageNameYouLike

Summary

Typical overall handler structure

- 1. Make a handler function
 - a) In it, get data out of request object
 - b) Then construct response header
 - c) Then construct response body
 - $\scriptstyle d)$ $\,$ Call response.end() when response is completed $\,$
- Create a server object using the handler
 Start it listening to YOUR PORT