

`node.js`

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node.js

- javascript na serveru
- V8
- libuv = libev + libeio

Problém



Problém



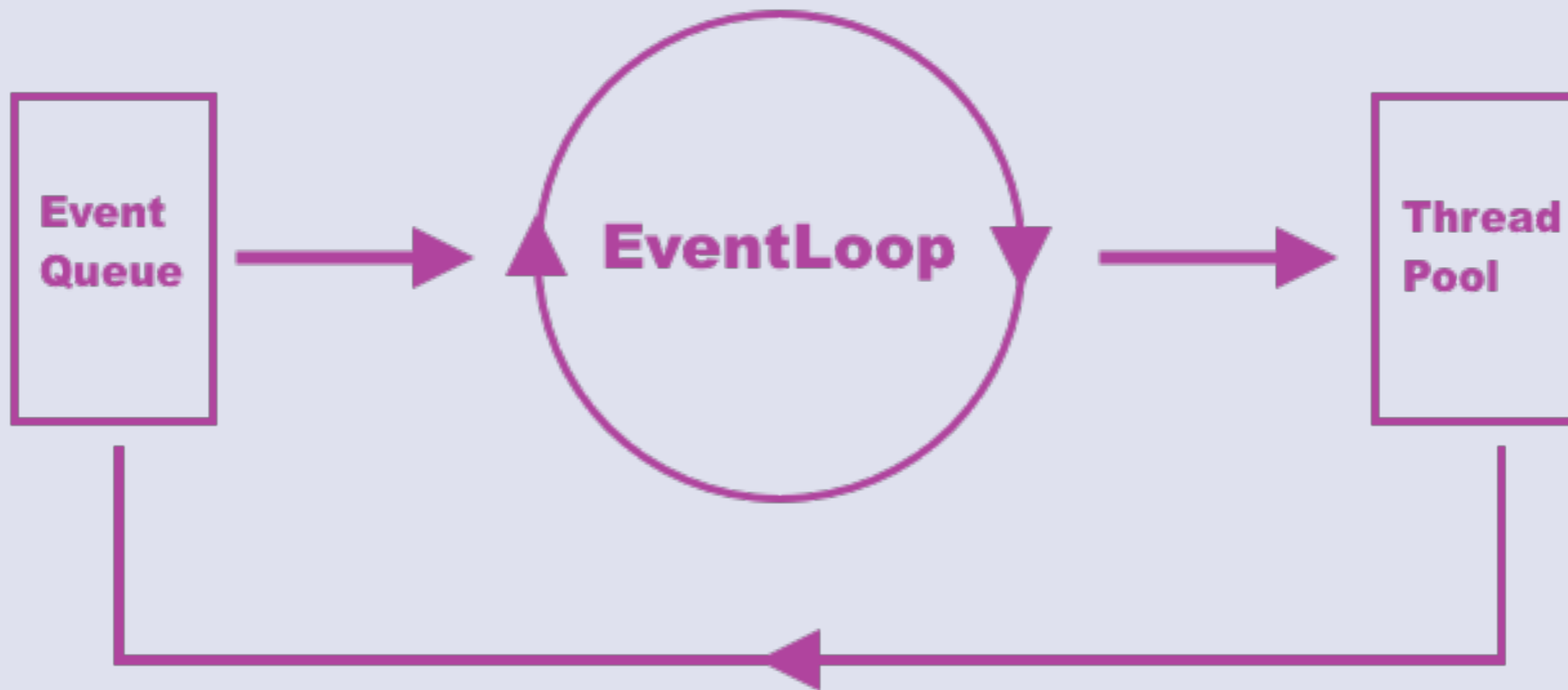
Řešení

- Více procesů - potřebuje load balancer, žere paměť, plánovač trpí
- fork() - pořád žere paměť, problémy při zabití rodiče (apache prefork)
- thready (vlákna) - nejlepší (apache worker), ale:
 - Problémové implementace - systémové vs. user apod.
 - Mutexy, synchronizace - těžké na vývoj
 - Reálná konkurence => WTF generátor

Event loop

- Jeden thread (EventLoop) pro váš kód
- Interní optimalizovaný threadpool mimo dosah programátora
- Událostní model

Event loop





- node version manager
- `nvm install v0.10.20`
- `nvm use v0.10.20`
- `nvm alias default v0.10.20`
- <https://github.com/creationix/nvm>



- package manager
- <http://npmsearch.com/>
- package.json / node_modules
- `module.exports.hello = function () {}`
- `module = require('./module');`

package.json

```
{  
  "name": "superduper",  
  "version": "1.0.0",  
  "description": "SuperDuper library"  
  "homepage": "http://example.org/superduper",  
  "author": { "name": "Loper Deve" },  
  "repository": {  
    "type": "git",  
    "url": "git://github.com/xxx/superduper.git"  
  },  
  "engines": { "node": "~0.8.0" },  
  "dependencies": {  
    "express" : "~2.5.9",  
    "socket.io" : "~0.9.6",  
    "mustache" : "~0.4.0"  
  }  
}
```

Async programování

- Události vs. callbacky
- Opakující se situace => události
- Async předání výsledku => callback

EventEmitter

```
var events = require('events');
var util = require('util');

var Engine = function (type) {
  this.type = type;
  events.EventEmitter.call(this);
}

util.inherits(Engine, events.EventEmitter);

Engine.prototype.turnOn = function () {
  this.emit('engine_on');
}

Engine.prototype.turnOff = function () {
  this.emit('engine_off');
}
```

EventEmitter

```
var v8 = new Engine('v8');
v8.on('engine_on', function () {
    console.log(this.type + ' is on');
});
v8.on('engine_off', function () {
    console.log(this.type + ' is off');
});

v8.turnOn();
v8.turnOff();
```

Callback

```
fs.readFile('/my/file.txt', function (err, data) {  
  if (err) {  
    console.error(err);  
    return;  
  }  
  
  console.log(data);  
});
```

Callback hell

```
fs.readdir(source, function(err, files) {
  if (err) {
    console.log('Error finding files: ' + err)
  } else {
    files.forEach(function(filename, fileIndex) {
      console.log(filename)
      gm(source + filename).size(function(err, values) {
        if (err) {
          console.log('Error identifying file size: ' + err)
        } else {
          console.log(filename + ' : ' + values)
          aspect = (values.width / values.height)
          widths.forEach(function(width, widthIndex) {
            height = Math.round(width / aspect)
            console.log('resizing ' + filename + 'to ' + height + 'x' + height)
            this.resize(width, height).write(destination + 'w' + width + '_' + filename,
function(err) {
          if (err) console.log('Error writing file: ' + err)
        })
      }).bind(this))
    })
  })
})
})
})
```

async.js

```
async.parallel([
  function(callback){
    setTimeout(function(){
      callback(null, 'one');
    }, 200);
  },
  function(callback){
    setTimeout(function(){
      callback(null, 'two');
    }, 100);
  }
],
// optional callback
function(err, results){
  // the results array will equal ['one','two'] even though
  // the second function had a shorter timeout.
});
```


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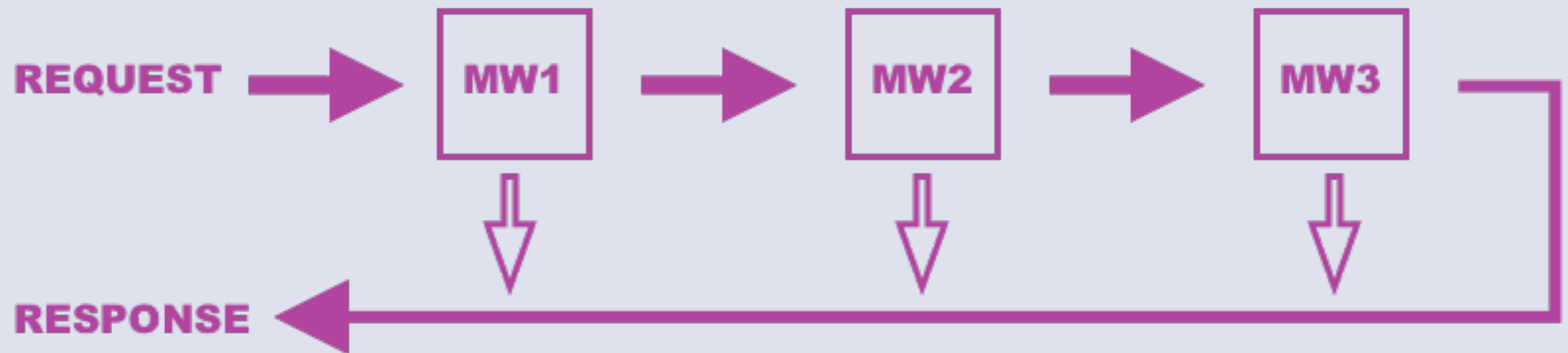
promises/futures/ deferred

```
request("http://localhost:8000")  
  .then(function (responseText) {  
    console.log(responseText)  
  })  
  .fail(function (err) {  
    console.error(err);  
  });
```

express.js

```
var express = require('express');  
  
var app = express();  
  
app.get('/hello', function (req, res) {  
    res.send('world');  
});  
  
app.listen(8000);
```

middleware



nástroje

- nodemon - development, restartuje skript při změně
- node-inspector - debugger
- grunt.js - make, deploy
- pm2 - process monitor
- mocha/should - testovani
- esprima - ast
- jsdoc

next? >>>

- Streamy
- CoffeeScript/transpilery
- ES 6/Harmony - generátory, proxies, ...

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