

node.js

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Interactive Demo:

<http://chat.tinyclouds.org/>

node.js is a server-side
Javascript platform.

It is built on top of Google's
javascript compiler, V8.

```
var body = "Hello World\n";
```

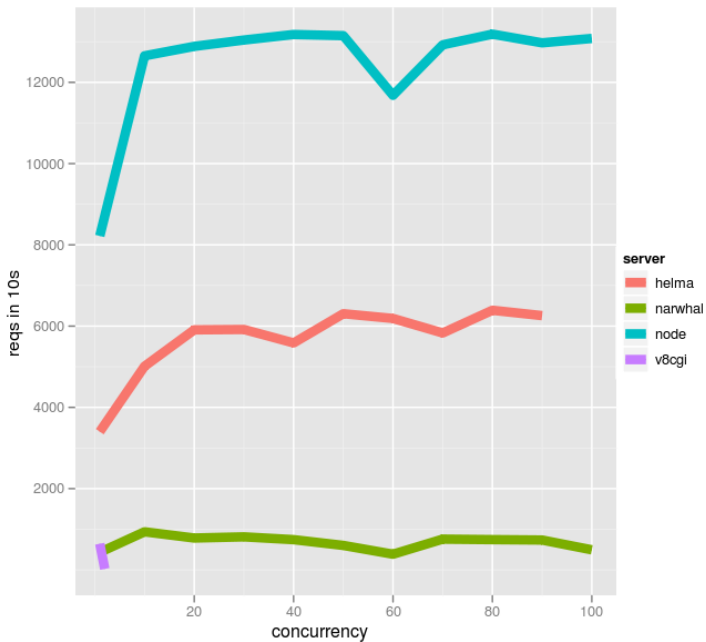
```
var server =  
node.http.createServer(function(req, res){  
  
    // Return a '200 OK' response.  
    res.writeHead(200, {  
        "Content-Type": "text/plain"  
    });  
    res.sendBody(body);  
    res.finish();  
  
});  
  
// listen for connections on port 8000  
server.listen(8000);
```

node.js has built in libraries for

- ▶ TCP server and client
- ▶ HTTP server and client
- ▶ File system
- ▶ stdio
- ▶ DNS
- ▶ Child processes
- ▶ Timers

But the interesting thing about **node.js** is not that it can do these things.

It's that it does them correctly.



node.js has a very strict
non-blocking event-loop design.

Because **node.js** is event-based,
it makes for an ideal "comet"
server.

The HTTP library is full-featured

- ▶ Keep-alive.
- ▶ Chunked requests and responses.
- ▶ Unbuffered up and download streams.

What **node.js** is missing still:

- ▶ SSL support
- ▶ MySQL bindings (and better postgres bindings)
- ▶ WebWorker-style process creation
- ▶ Debugger

Questions?

<http://tinyclouds.org/node>