

Node.js Web server creation



• Web server can refer to

➤ hardware

- ➤ software
- both of them working together



hardware side

a web server is a computer that stores web server software and a website's component files (ie. HTML docs, images, CSS & JS files)

➤a web server connects to the Internet and supports physical data interchange with other devices connected to the web.



• Software side

a web server includes several parts that control how web users access hosted files. At a minimum, this is an HTTP server.

HTTP is a communication protocol (communication protocol : is a system of rules that allows two or more parties to communicate.

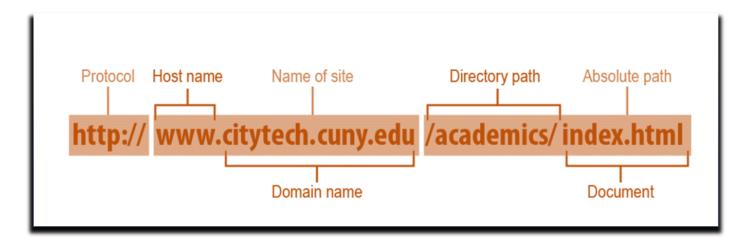
• An HTTP server

Software that understands URLs (web addresses) and HTTP (the protocol your browser uses to view webpages).

> a protocol that allows clients & web servers to communicate



 An HTTP server can be accessed through the domain names of the websites it stores, and it delivers the content of these hosted websites to the end user's device. (<u>source</u>)



https://stuyhsdesign.wordpress.com/web-design/domain-name/

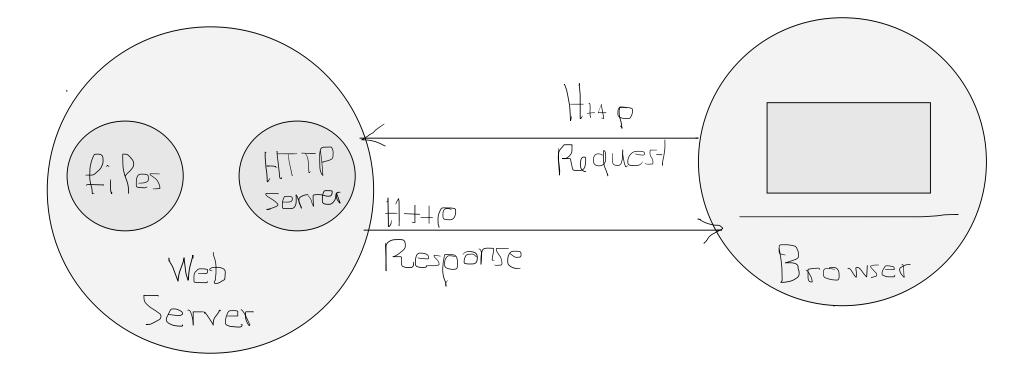


So this is how a web server basically works

When a browser needs a file that is hosted on a web server, the browser requests the file via HTTP

➢When the request reaches the correct (hardware) web server, the (software) HTTP server accepts the request, finds the requested document, and sends it back to the browser (response), also through HTTP. (or returns 404)





Source:https://developer.mozilla.org/



- To publish a website we need-> **static** or **dynamic** web server
- Static web server
 - consists of a computer (hardware) with an HTTP server (software)
 sends its hosted files as-is to your browser.



Dynamic web server

consists of a static web server plus extra software, most commonly an application server and a database.

application server updates hosted files before sending content to browser via the HTTP server.



Dynamic web sites

Dynamic web sites

- For example, an application server might **fill** an HTML template with content from database.
- Dynamic webpages usually consist of only a few HTML templates and a database, rather than thousands of static HTML documents.
- Easier to maintain and deliver the content.



- Lets see how we can create a web server capable of accepting requests and sending back responses
- Node.js has a module called HTTP-> used to transfer data over the Hyper Text Transfer Protocol (HTTP)



• HTTP module can create an HTTP server that

> listens to server ports for requests and

gives a response back to the client



Include HTTP module:

• const http = require('http');

create an HTTP server:

- const server = http.createServer() 2
 - Create the server with the aforementioned method that accepts a **callback** function that will fire every time a new request hits our server



http.createServer() method

➤turns your computer into an HTTP server.

➢ generates an HTTP Server object

HTTP Server object can listen to ports on your machine and execute a requestListener method whenever a request is received.

Callback function to be executed every time the server gets a request.

HTTP Server Methods and Properties: https://www.w3schools.com/nodejs/obj_http_server.asp



Listen for incoming requests at localhost port 8080

• server.listen(8080,'127.0.0.1',callback) 3



```
server.listen(8080,'127.0.0.1',()=>{
```

console.log('hI! We are listening to requests! ');

});

- 8080: port number
- Localhost(like a domain name on the web) is an alias for the IP address 127.0. 0.1 -> points back to our computer that is acting as a host for our website



 If we console.log(req) we shall see that the req Object is huge, with many properties and methods

//1st part: create a server object
const server= http.createServer((req, res) => {

console.log(req);
}); //the server object listens on port 8080



- Lets see some specific options
 - Req.url
 - Req.method (type of request, get post etc)

```
//1st part: create a server object
const server= http.createServer((req, res) => {
    console.log(req.url, req.method);
    res.end();
  }); //the server object listens on port 8080
```



- Res object: response
- res.write method: write to the response
- res.end method: ending the response which then sends it to the browser



const http = require('http');

```
//create a server
//creatServer method will accept a callback function that will fire
//every time a new request hits our server
```

```
//1st part: create a server object
const server= http.createServer((req, res) => {
```

```
res.write('Hello!'); //write a response to the client
res.end('Hello World!I am ending');
// res. end() function is used to end the response process.
```

```
}); //the server object listens on port 8080
```

```
//2nd part: listen to incoming requests from the client
//port is a subaddress in a host
//host is : 127.0.0.1 localhost
//callback function is optional
server.listen(8080,'127.0.0.1',()=>{
    console.log('hI! We are listening to requests! ');
}
```

```
});
```



- Save code (first_webserver.js)
- Initiate the file: node first_webserver.js
- See the result at localhost: <u>http://localhost:8080</u>
 - That way the browser knows to connect to our own computer via this particular port number
- We have a real web server running on our computer!



If you check at the terminal-> you will see that the app keeps running

Remember that in previous examples-> app was executing its code and then it stopped , exited the application.

When we start a server we do not have this behavior-> the app is waiting to receive requests



Steps...

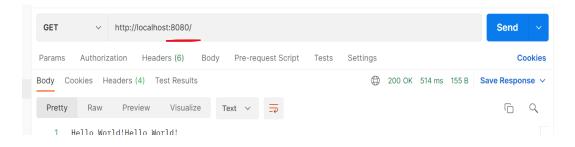
- Step 1: We created a server, using createServer & passed in a callback function
 - ➤This callback function
 - > is executed each time a new request hits our server
 - ➤accesses two fundamental variables: request & response variables

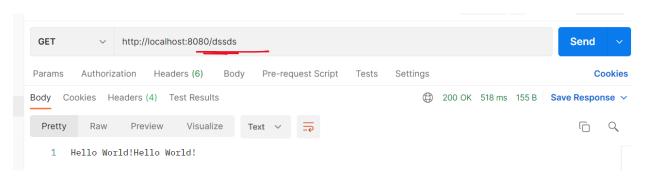
 Step 2: we used the created server object and started listening for incoming requests from the client



Introduction

 Check that the code we wrote in our first webserver-> does not react to the URL that we're requesting.







Introduction

What is Routing?

- Routing defines the way in which client requests are handled by the application endpoints (endpoint ie /api/users)
- Routing actually means implementing different actions for different urls



Routing with node.js

- No we will see how we can implement routing without framework.
- A developer may need to build up their own server without other dependencies!
- We will know how to do so!



URL Module

- URL node.js module -> splits up a web address into readable parts
- For very simple urls we do not actually need the url module
- We do need it for more complex ones



Lets see an example

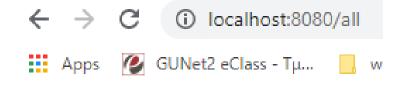
- We use some conditions to handle different urls and display different content
- req object represents the HTTP request and has properties

```
const server= http.createServer((req, res) => {
    //we store the requested url in a variable
    const path name= req.url;
    console.log(path name);
                                                                            200 - OK
    if(path name==='/' || path name==='/all'){
       res.write('Here are all my Projects');
                                                                             301 - Resource moved
    }else if(path name==='/project'){
       res.write('This is one project');
                                                                             404 - Not found
    }else{
                                                                             500 - Internal server error
        //inspect web page and check the console
        //we can also send headers, a piece of info regar
       res.writeHead('404',{'Content-Type': 'text/html'});
       res.write('<h2> 404 <br> Page not Found </h2>');
    res.end(); //end the response
  });
```

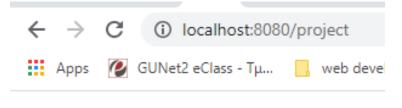


Lets see an example

• Lets see the results in the browser



Here are all my Projects



This is one project



Lets see an example

• Lets see the results in the browser

 $\leftrightarrow \rightarrow \mathbb{C}$ (i) 127.0.0.1:8080/jfhdjkfhdj iii Apps (ii) GUNet2 eClass - Tµ... iii) web develop 404

Page not Found



• Lets see how we can perform routing and serve an html file



Check

https://stackoverflow.com/questions/28094192/difference-between-responsesetheader-and-response-writehead

> https://developer.mozilla.org/en-US/docs/Learn/Serverside/Express Nodejs/deployment

