

Node.js API

```
http http.createServer(function(req,res){}) NodeJS 1. exports. = 2. module.exports =
= require('js ') fs 1. fs.readFile(" ",function(err,data){}) 1. __dirname 2. __filename
path.join() 2. path.resolve() 3. path.extname() mime ( ) 1. mime.getType() : res.writeHe
"Content-type": mime.getType('.jpg') }); url //
http://www.yts.com/api/index.html?username=rose&type=flower 1. const result = url.parse(url ) 2
result.pathname ---> api/index.html 3. result.query ----> "username=rose&type=flower"
```

- [HTTP](#)
- [NET](#)

HTTP

Node.js

http

1. http
2. http.createServer()
3. response.end()
4. listen

```
//  
var http = require('http');  
  
http.createServer(function(request, response){  
  response.end(' Hello Node ');  
}).listen(8080);
```

-- GET

GET

request.method

request.url

```
var http = require('http');  
var url = require('url');  
  
http.createServer(function(req, res){  
  var params = url.parse(req.url, true).query;  
  res.end(params);  
  
}).listen(3000);
```

-- POST

GET

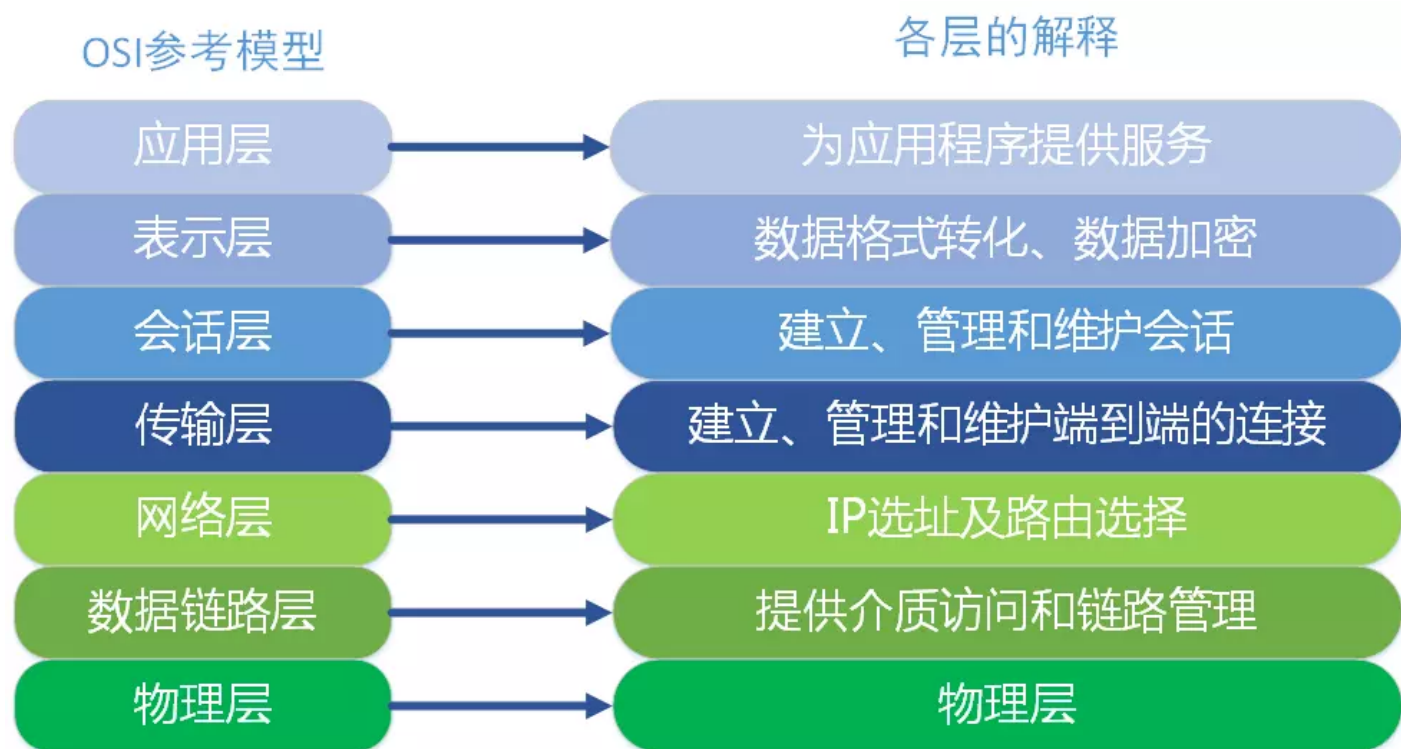
POST

url

```
var http = require('http');  
var util = require('util');  
var querystring = require('querystring');
```

```
http.createServer( function(req, res){  
    //      post  
    var post = '';  
  
    //  req data          post  
    req.on(' data', function(chunk){  
        post += chunk;  
    });  
  
    //  end      querystring.parse post      POST  
    req.on(' end', function(){  
        post = querystring.parse(post);  
        res.end(util.inspect(post));  
    });  
}).listen(3000);
```

NET



TCP/IP

第7层 应用层

各种应用程序协议，如 HTTP、FTP、SMTP、POP3。



7

第6层 表示层

信息的语法语义以及它们的关联，如加密解密、转换翻译、压缩解压缩。

6

第5层 会话层

不同机器上的用户之间建立及管理会话。

5

第4层 传输层

接受上一层的数据，在必要的时候把数据进行分割，并将这些数据交给网络层，且保证这些数据段有效到达对端。

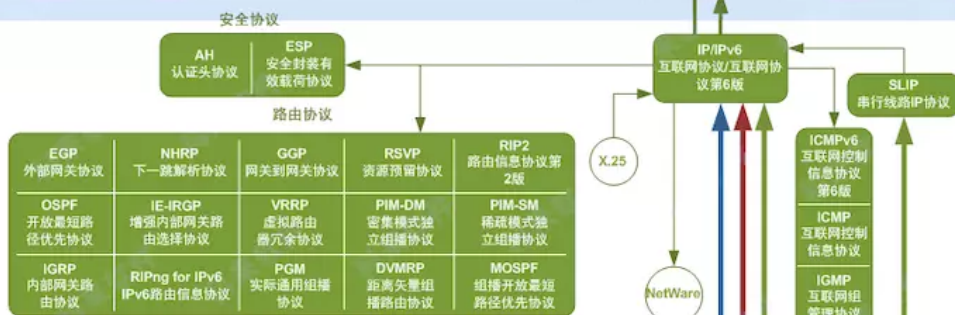
4

TCP 传输控制协议
UDP 用户数据报协议

第3层 网络层

控制子网的运行，如逻辑编址、分组传输、路由选择。

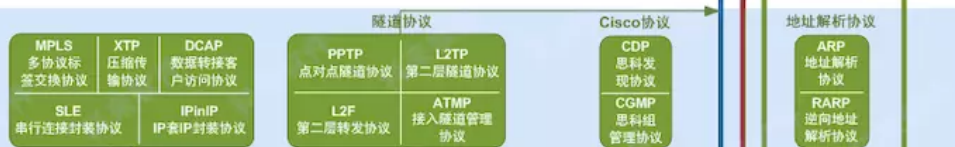
3



第2层 数据链路层

物理寻址，同时将原始比特流转变为逻辑传输线路。

2



第1层 物理层

机械、电子、定时接口通信信道上的原始比特流传输。

1

IEEE 802.2
Ethernet v.2
Internetwork

net dgram http https

Node

net	TCP
dgram	UDP
http	HTTP
https	HTTPS

- TCP 7
- UDP

- IP IP IP
- IP
- IP ICMP
- ARP IP MAC MAC
- IP

0 1

url

url

3

- - SYN - -
- - SYN/ACK - -
- - ACK - -

4

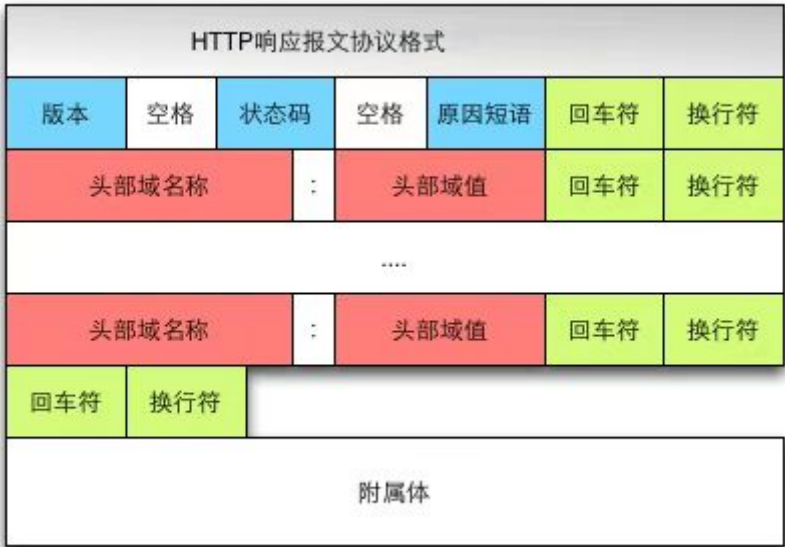
- - FIN
- - FIN ACK 1 SYN FIN
- - FIN
- - ACK 1



1XX	2XX	3XX	4XX	5XX
	200 OK	301	400	500
	204	302 ()	401 HTTP	503 307 302
	206	303 URL GET	403	
		304 GET	404	

http/https

http | TCP/IP | https | TLS SSL | http/https | TCP | http | http |



```
HTTP/1.0 200 OK    //

Content-type: text/plain    //
Content-length: 19        //

Hi I'm a message!    //
```

```
Nodehttpnet
```

API

TCP UDP

```
Node net TCP API
```

net

```
var net = require("net")
```

<pre>net.createServer([options][, connectionListener])</pre>	TCP	connectionListener	'connection'
<pre>net.connect(options[, connectionListener])</pre>	'net.Socket'	socket	'connect'
<pre>net.createConnection(options[, connectionListener])</pre>	port	host TCP	host 'localhost'
<pre>net.connect(port[, host][, connectListener])</pre>	port	host TCP	host 'localhost' connect 'connect' 'net.Socket'

<code>net.createConnection(port[, host][, connectListener])</code>	port host TCP host 'localhost'connectListener 'net.Socket'
<code>net.connect(path[, connectListener])</code>	path unix socket connectListener 'connectListener'
<code>net.createConnection(path[, connectListener])</code>	path unix socket connectListener 'connectListener'
<code>net.isIP(input)</code>	IP IPV4 4 IPV6 6 0
<code>net.isIPv4(input)</code>	IPV4 true false
<code>net.isIPv6(input)</code>	IPV6 true false

- `net.Socket` TCP UNIX Socket
- `net.createServer`
- `net.Socket`||`net.connect`

net.Server

`net.Server` || TCP

<code>server.listen(port[, host][, backlog][, callback])</code>	port host ac host IPv4 (INADDR_ANY)
<code>server.listen(path[, callback])</code>	path socket
<code>server.listen(handle[, callback])</code>	
<code>server.listen(options[, callback])</code>	options port, host, backlog, callback , [host], [backlog], [callback] path UNIX socket
<code>server.close([callback])</code>	'close'
<code>server.address()</code>	
<code>server.unref()</code>	unref
<code>server.ref()</code>	unref unref ref
<code>server.getConnections(callback)</code>	socket 2 err count

```
let server = net.createServer((socket) => {});
server.listen(3000, () => {});
```

net.Socket

`net.Socket` TCP UNIX Socket `net.Socket` (`connect()` , `Node`

- listening server.listen
- connection socket net.Socket
- close

lookup	UNIX sokcet
connect	socket
data	
end	socket FIN
timeout	socket socket
drain	
error	
close	socket had_error socket

```
let server = net.createServer((socket) => {
  socket.on('data', (data) => {});
  socket.on('end', () => {});
  socket.on('error', (err) => {});
  socket.on('close', () => {});
});
server.on('close', (socket) => {});
server.on('error', (e) => {});
```

net.Sockets

net.Socket || socket

socket.connect(path[, connectListener])	unix socket net.createConnection socket
socket.setEncoding([encoding])	
socket.write(data[, encoding][, callback])	socket UTF8
socket.end([data][, encoding])	socket FIN
socket.destroy()	I/O
socket.pause()	data
socket.resume()	pause()
socket.setTimeout(timeout[, callback])	socket timeout socket
socket.setNoDelay([noDelay])	Nagle TCP noDelay tr

socket.setKeepAlive([enable][, initialDelay])	/	socket	probe	false
socket.address()		3	{ port: 12346, family: 'I	
socket.unref()		unref	unref	unref
socket.ref()	unref	unref	ref	

new net.Socket([options]) || socket

```
let server = net.createServer((socket) => {
  socket.setEncoding(' utf8' );
  socket.write();
  socket.end();
});
```

TCP HTTP

net http

socket.pipe || fs.createWriteStream || message.txt

http: //localhost: 3000 hello

```
let net = require(' net' );
let server = net.createServer( {
  // pauseOnConnect true,
  pauseOnConnect: true
}, ( socket ) => {
  socket.setEncoding(' utf8' );
  socket.on( ' data' , ( data ) => {
    console.log( data );
  });
  socket.on( ' end' , ( ) => {
    console.log( ' client disconnected' );
  });
  //
  socket.on( ' error' , ( err ) => {
    console.log( "error" );
  });
  socket.on( ' close' , ( ) => {
    console.log( "close socket" );
  });
});
```

```

    });
    socket.end(`
HTTP/1.1 200 OK
Content-Type: text/plain
Content-Length: 5

hello`)
    console.log('request');
  });

server.listen(3000, () => {
  console.log('opened server on', server.address());
});
server.on('connection', (socket) => {
  console.log('connection');
});

//server.unref(); // node server
//
server.on('close', (socket) => {
  console.log('close server');
});
server.on('error', (e) => {
  if (e.code === 'EADDRINUSE') {
    console.log('Address in use, retrying...');
    setTimeout(() => {
      server.close();
      server.listen(PORT, HOST);
    }, 1000);
  }
});

```

postman || message.txt

```

POST /abc HTTP/1.1
Content-Type: multipart/form-data; boundary=-----879095998142409176007484
abc: 123
bbb: ccc
ddd: eee
token:

```

```
eyJkYXRhIjp7ImducHV0RWlhaWwiOiJsZWlubiIsImducHV0UGFzc3dvcmQiOiIxMjMifSwiY3JlYXRLZCI6MTU0NzA0MTE  
cache-control: no-cache  
Postman-Token: 97b4950a-1169-407b-8787-ab238d3954d4  
User-Agent: PostmanRuntime/7.6.0  
Accept: */*  
Host: localhost:3000  
cookie: csrfToken=58RWJaRa3ZuA2uIp7cxn34pC  
accept-encoding: gzip, deflate  
content-length: 157  
Connection: keep-alive  
  
-----879095998142409176007484  
Content-Disposition: form-data; name="x"  
  
x  
  
-----879095998142409176007484--
```

net|http||net|

```
var statusLine = `HTTP/1.1 ${statusCode} ${this.statusMessage}${CRLF}`; // line 252  
  
function Server(options, requestListener) {  
  net.Server.call(this, { allowHalfOpen: true });  
  if (requestListener) {  
    this.on('request', requestListener);  
  }  
} // line 283  
  
net.Server.call(this, { allowHalfOpen: true }); //line 298
```

- [Node](#)
- [tcp http](#)