The road four node

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About

- Node.js Engineer at Help.com
- Node.js Core Collaborator
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Overview

- Versioning
- Official Builds
- Tested Platforms
- Contributions
- Working Groups
- ES2015
- Governance
- Nan
- Upgrading

Timeline

3/11/13	Node.js v0.10 Released		
3/28/13	Node.js v0.11 Released (Unstable)		
11/24/14	io.js is born		
1/14/15	io.js v1.0.0 Released		
2/6/15	Node.js v0.12 Released		
5/8/15	Node.js BDFL steps down		
5/13/15	io.js TC joins Node Foundation		
9/8/15	Node.js v4.0.0 Released (1st Converged Release)		
10/13/15	Node.js v4.2.1 Argon Released (1st LTS Release)		

SemVer

- Previously, odd-even versioning
- Moved to Semantic Versioning

Official Builds

Windows	32-bit 64-bit		64-bit	
Mac OS X	64-bit			
Linux	32-bit 64-bit			64-bit
Sun0S	32-bit 64-bit			64-bit
ARM	ARMv6	ARN	1 √7	ARMv8

Tested Platforms

Windows

Windows 2008	Windows 2012	Windows 10
64-bit	64-bit	64-bit

FreeBSD

FreeBSD 10.1	FreeBSD 10.1
32-bit	64-bit

SmartOS

SmartOS 14.x.x	SmartOS 14.x.x
32-bit	64-bit

Tested Platforms

Linux

CentOS 5.10	CentOS 5.10	CentOS 6.5	CentOS 7.0
32-bit	64-bit	64-bit	64-bit
Fedora 21	Fedora 22	Ubuntu 12.04	Ubuntu 14.04
64-bit	64-bit	64-bit	32-bit
Ubuntu 14.04	Ubuntu 14.10	Ubuntu 15.04	Debian 8
64-bit	64-bit	64-bit	64-bit
Fedora 21	Ubuntu 14.04		
64-bit (PPC BE)	64-bit (PPC LE)		

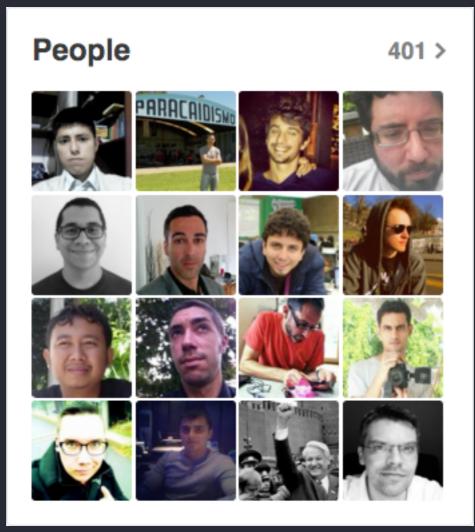
Tested Platforms

ARM

Ubuntu 14.04	Ubuntu 14.04	Wheezy	Wheezy
ARMv7	ARMv8	ARMv7	ARMv8

Contributions





Working Groups

- API
- Benchmarking
- Build
- Documentation
- Evangelism
- Hardware

- Help
- Internationalization
- LTS
- Post Mortem Diagnostics
- Tracing
- Website

ES 2015

- Template Strings
- Maps / Sets
- Generators
- Promises
- Block Scoping (let/const)
- Symbols
- Arrow Functions

https://nodejs.org/en/docs/es6/

Template Strings

```
1  // Multiline Strings-
2  --
3  console.log('this is a\n' + 'multiline string')-
4  --
5  console.log(`this is a-
6  multiline string`)-
7  --
8  // Expression Interpolation-
9  var a = 5-
10  var b = 10-
11  console.log('Fifteen is ' + (a + b) + ' and not ' + (2 * a + b) + '.')-
12  --
13  console.log(`Fifteen is ${a + b} and not ${2 * a + b}.`)-
```

Maps and Sets

```
// Maps
    var map = new Map()
    map.set('1', 5)
    map.set(1, '25')
    map.get('1') // => 5
    map.get(1) // => '25'
    map.size // => 2
7
8
    for (let item of map.keys()) {-
   console.log(item)
10
11
12
   // => '1'
13
   // => 1
    map.clear()
14
    map.size
                // => 0
```

```
// Sets
2 var set = new Set()
    set.add('1')
    set_add(2)
   set.size // => 2
    set.has('1') // => true
    set.has('2') // => false
9
10 - for (let item of set.values()) {-
   console.log(item)
11
12
13 \ // => '1'
14 // => 2
   set.delete('1')
    set.size
               // => 1
    set.clear()
17
```

Generators

Promises

```
const fs = require('fs')
   function readFile(fp) {
      return new Promise(function(resolve, reject) {-
       fs.readFile(fp, 'utf8', function(err, data) {
    return reject(err)
    resolve(data)
       -})
      })
9
10
11
    readFile(__filename).then(function(result) {
12
      console.log(result)
13
    }).catch(function(err) {
14
     console.log(err)
15
   })
16
```

Block Scoping

```
'use strict'
 2
 3
    // variables created with const are immutable
    const fs = require('fs')
    fs = {} // Throws TypeError: Assignment to constant variable.
6
    for (var i = 0; i < 10; i++) {
8
    |\cdot| var x = i
    console.log(x) // the same as i
 9
10
    console.log(x) // 9
11
12
    for (var i = 0; i < 10; i++) {
13
    - let x = i
14
      console.log(x) // the same as i
15
16
17
    console.log(x) // Throws ReferenceError: x is not defined
18
```

Symbols

```
1 // One use case for symbols is private properties-
2 var a = Symbol('myPrivateProperty')-
3 var obj = {}-
4 obj[a] = 'This is my value'-
5 console.log(obj) // {}-
6 -
7 obj[Symbol('myPrivateProperty')] // undefined-
8 obj[a] // 'This is my value'-
```

Arrow Functions

```
function Helper() {-
      this.name = 'Helper'
 3
    Helper.prototype.doSomething = function(cb) {
   var self = this
    setImmediate(function() {
        cb(null, self.name)
 8
     -})
 9
10
11
   // bind this
12
    Helper.prototype.doSomethingWithBind = function(cb) {-
    setImmediate(function() {
14
        cb(null, this.name)
    -- }.bind(this))
16
17
18
    // use arrow functions
    Helper.prototype.doSomethingWithArrows = function(cb) {
20
   setImmediate(() => {
21
        cb(null, this.name)
22
23
      ·})
24
```

Governance

Technical Committee

- Responsible for high-level guidance of the project.
- Initial membership invitations to the TSC were given to individuals who had been active contributors to Node.js, and who have significant experience with the management of the Node.js project.
- Follows consensus seeking process.
- No more than 1/3 of the TSC members may be affiliated with the same employer.
- Current Members

Governance

Collaborators

- In addition to the TSC, node also has collaborators.
- Anyone making significant and valuable contributions are made Collaborators and given commit-access to the project.
- Responsible for reviewing and landing pull requests as well as handling issues.
- May opt to elevate significant or controversial modifications, or modification that have not found consensus to the TSC for discussion.
- Collaborators

Governance

More details regarding the governance of Node.js can be found in the <u>GitHub</u> repository

Nan

Native Abstractions for Node.js

- Created by Rod Vagg (@rvagg) to make writing native addons easier across multiple versions of node.
- Helps prevent getting into a "macro tangle" when trying to support multiple versions

https://github.com/nodejs/nan

Nan

Supports the following versions

- node v0.10.x
- node v0.12.x
- iojs v1.x, v2.x, v3.x
- node v4.x, v5.x

Without Nan

```
using namespace v8;
7 #define NODE_0_10_MODULE_VERSION 11
8 #define NODE_0_12_MODULE_VERSION 14
9 #define IOJS_1_0_MODULE_VERSION 42
10 #define IOJS_1_1_MODULE_VERSION 43
11 #define IOJS_2_0_MODULE_VERSION 44
12 #define IOJS_3_0_MODULE_VERSION 45
#define NODE_4_0_MODULE_VERSION 46
   #if NODE_MODULE_VERSION <= NODE_0_10_MODULE_VERSION</pre>
16 Handle<Value> Method(const Arguments& args) {
     HandleScope scope;
     return scope.Close(String::New("world"));
19 }
20
21 void init(Handle<Object> exports) {
     exports->Set(String::NewSymbol("hello"),
                  FunctionTemplate::New(Method)->GetFunction());
24 }
26  void Method(const FunctionCallbackInfo<Value>& args) {
    Isolate* isolate = args.GetIsolate();
    HandleScope scope(isolate);
     args.GetReturnValue().Set(String::NewFromUtf8(isolate, "world"));
30 }
31 #endif // NODE_MODULE_VERSION
33 #if NODE_MODULE_VERSION == NODE_0_12_MODULE_VERSION
34 void init(Handle<Object> target) {
    NODE_SET_METHOD(target, "hello", Method);
36
37 #elif NODE_MODULE_VERSION > NODE_0_12_MODULE_VERSION
38 void init(Local<Object> target) {-
    NODE_SET_METHOD(target, "hello", Method);
40 }
43 NODE_MODULE(binding, init)
```

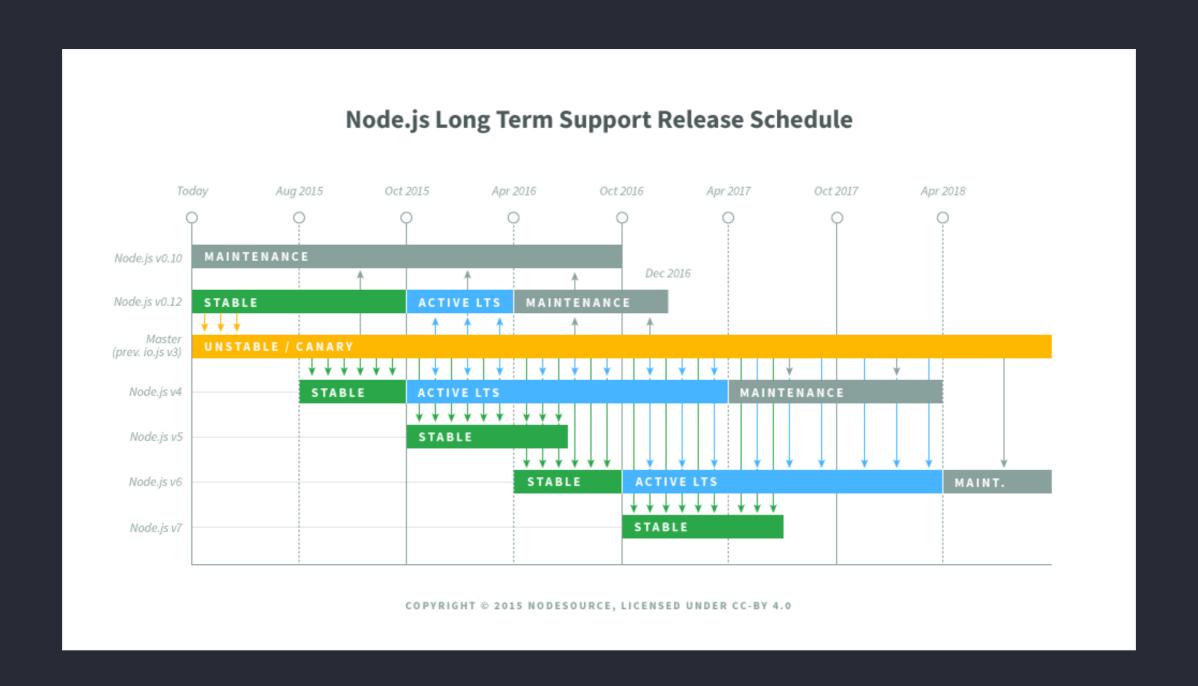
With Nan

```
#include <node.h>
    #include <v8.h>
 4
    using v8::FunctionTemplate;
   using v8::Local;
    using v8::Object;
    using v8::String;
8
    using Nan::GetFunction;
9
    using Nan::New;
10
    using Nan::Set;
11
12
    NAN_METHOD(Method) {
13
   info.GetReturnValue().Set(New<String>("world").ToLocalChecked());
14
15
16
    NAN_MODULE_INIT(init) {
17
      Set(target, New<String>("hello").ToLocalChecked(),
18
          GetFunction(New<FunctionTemplate>(Method)).ToLocalChecked());
19
20
21
   NODE_MODULE(binding_nan, init)
22
```

Upgrading

- NodeSource Upgrade Self-service
- Blog post by Dave Lutz (NodeSource)
- upgrade-utils
- Breaking changes from v0.10 to v4

Long Term Support



Thanks!

Any questions?