

Introduction to Modern Application Development
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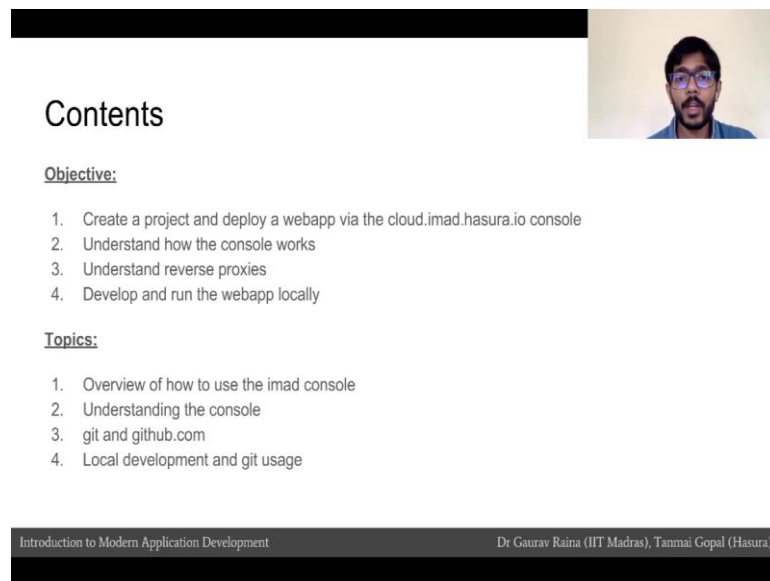
Module - P3

Lecture - 09

**Practical: Building a webapp with nodejs and
using git for source code management**
Introduction to Reverse Proxy

Hi everybody, welcome to module P3. In this practical module, we will be building a webapp in nodejs. And will also be using git for source code management. This module will also introduce us to the concept of a reverse proxy, which is a very interesting concept to understand, because it leads to things like load balances later on.

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Contents

Objective:

1. Create a project and deploy a webapp via the cloud.imad.hasura.io console
2. Understand how the console works
3. Understand reverse proxies
4. Develop and run the webapp locally

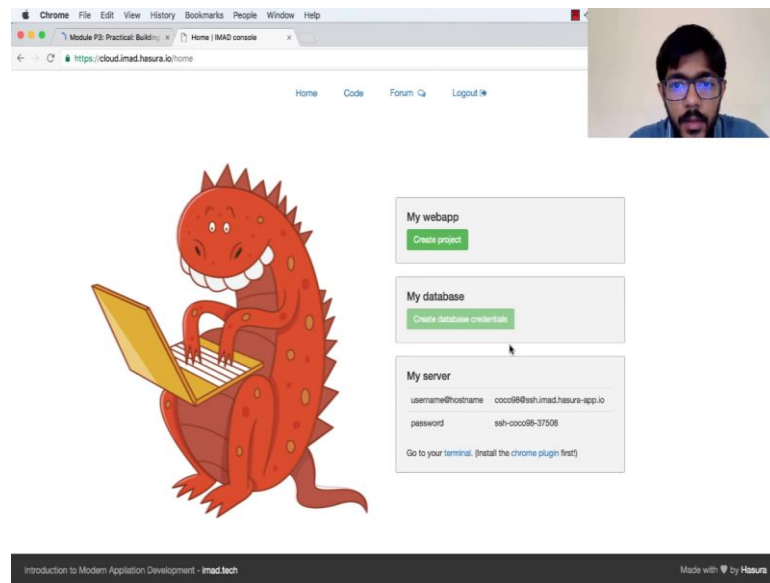
Topics:

1. Overview of how to use the imad console
2. Understanding the console
3. git and github.com
4. Local development and git usage

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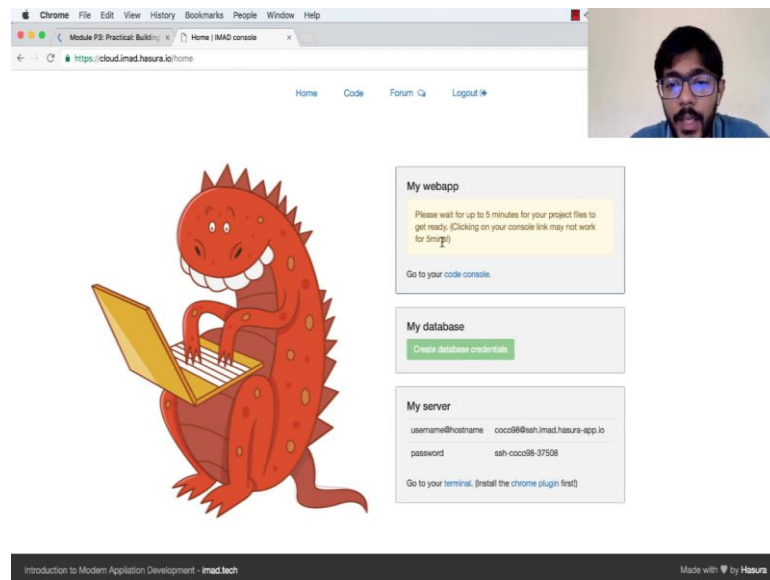
Our main objectives in this course are to create a project and deploy it online, and also to develop the webapp locally, and by locally I mean on your own computer system. We will also try to understand how deployment works, we have the cloud.imad.hasura.io console and that will lead us into a discussion about reverse proxies.

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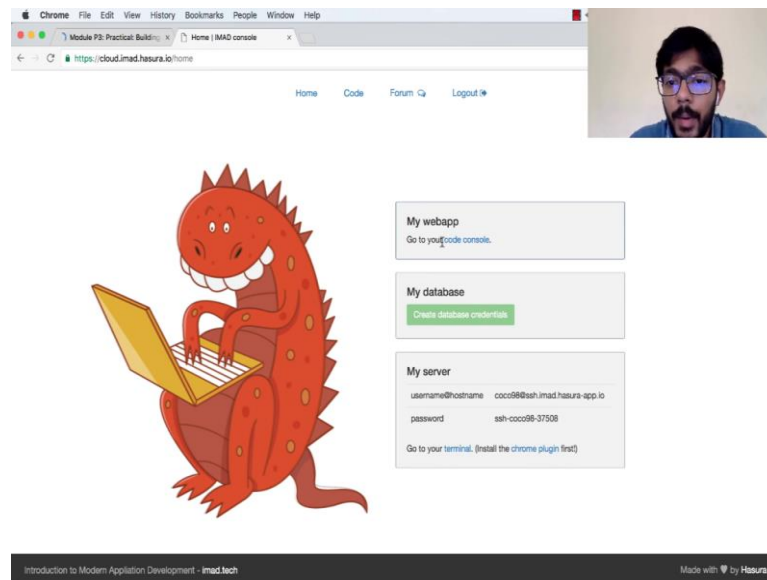
Let us head to the console. I go to my console. I can see that there is a button called create project, click on this button.

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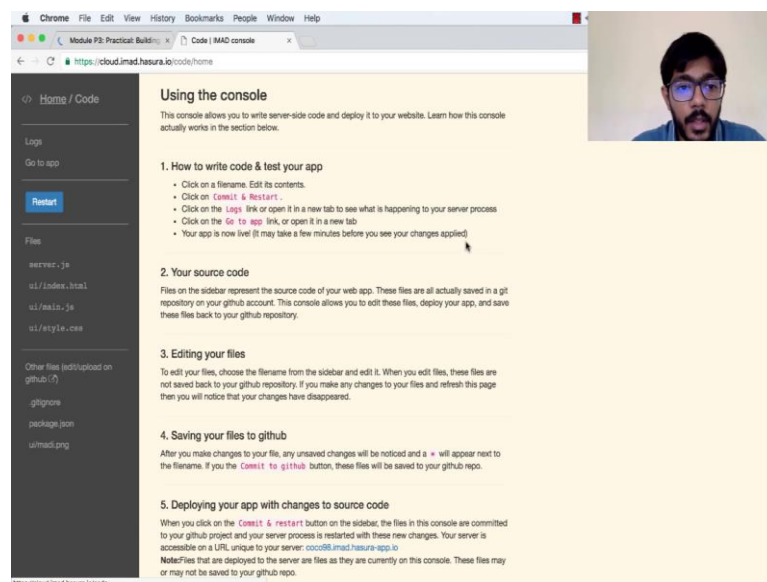
When I clicked on this button the source code for a basic webapp was copied

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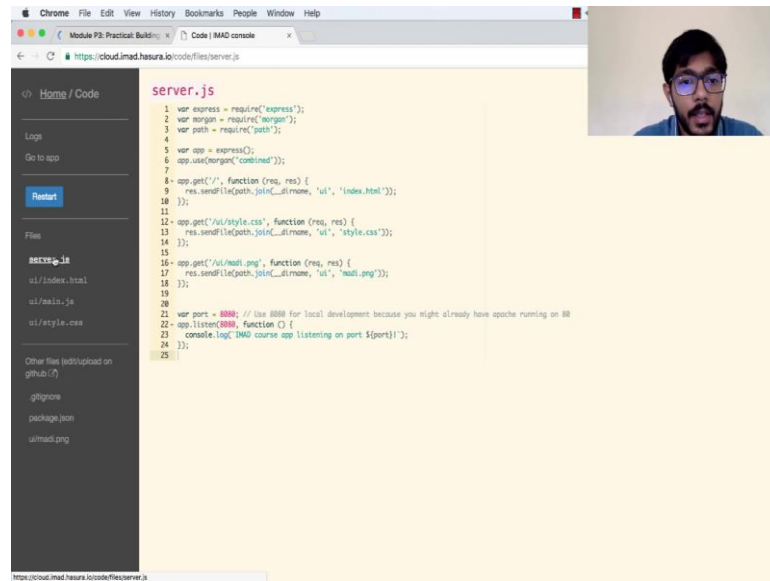
And was created just from me on my github account and we will understand how this works later and that project was created and is now accessible on github, and also on the IMAD console. Now, I can go to the code console, will wait till all the files are loaded.

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On this page, which is your coding sort of programming interface; you can see instructions about how to use the console on slash code, slash home. And we can see that we have several different files here.

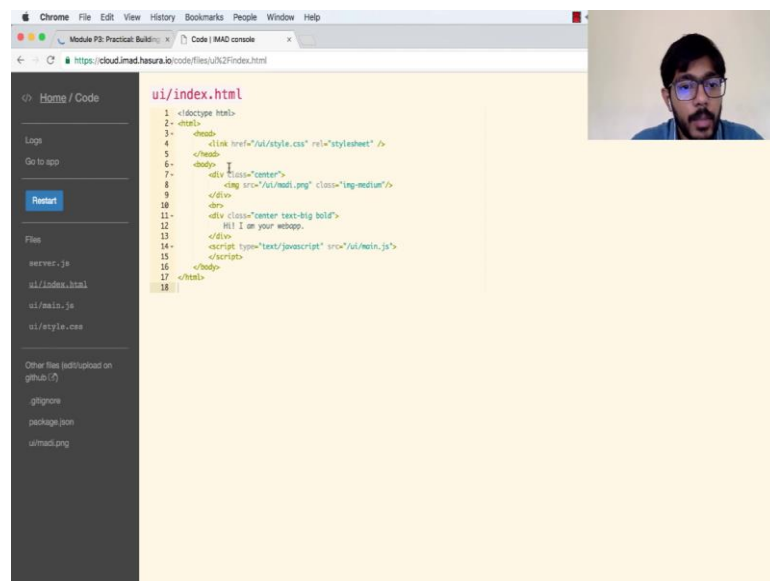
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```
server.js
1 var express = require('express');
2 var morgan = require('morgan');
3 var path = require('path');
4
5 var app = express();
6 app.use(morgan('combined'));
7
8 app.get('/', function (req, res) {
9   res.sendFile(path.join(__dirname, 'ui', 'index.html'));
10 });
11
12 app.get('/ui/style.css', function (req, res) {
13   res.sendFile(path.join(__dirname, 'ui', 'style.css'));
14 });
15
16 app.get('/ui/main.png', function (req, res) {
17   res.sendFile(path.join(__dirname, 'ui', 'main.png'));
18 });
19
20
21 var port = 8080; // Use 8080 for local development because you might already have apache running on 80
22 app.listen(8080, function () {
23   console.log('DNO course app listening on port %jport!');
24 });
25
```

Let us click on a file, and you can see there is some javascript coded in here.

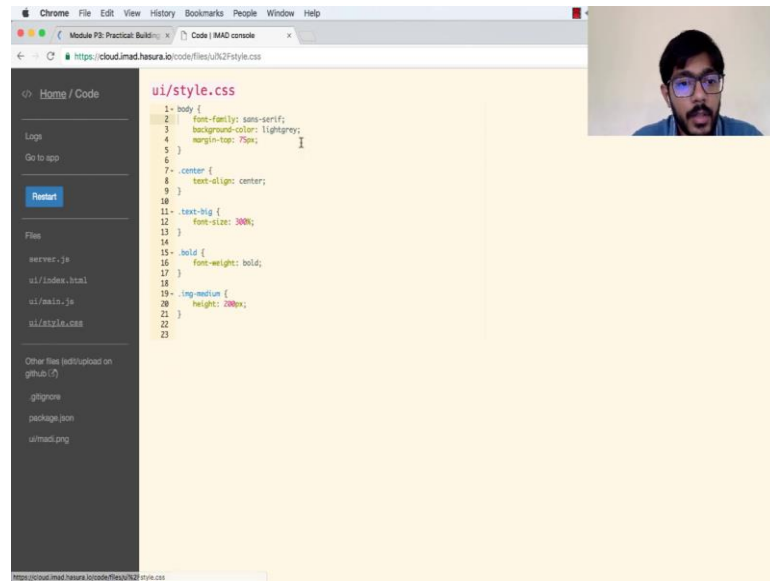
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```
ui/index.html
1 <!doctype html>
2 <html>
3 <head>
4   <link href="/ui/style.css" rel="stylesheet" />
5 </head>
6 <body>
7   <div class="center">
8     
9   </div>
10 <br>
11 <div class="center text-big bold">
12   Hi I am your webapp.
13 </div>
14 <script type="text/javascript" src="/ui/main.js">
15 </script>
16 </body>
17 </html>
18
```

HTML here.

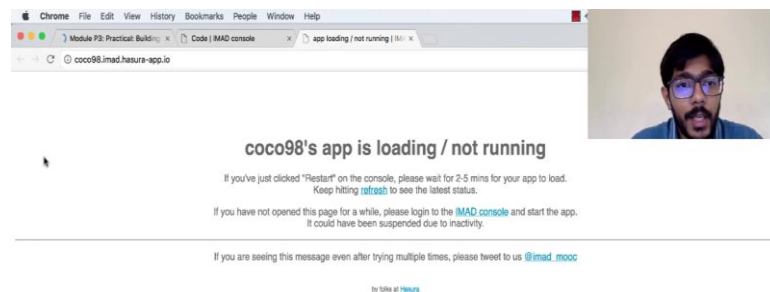
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```
1 body {
2   font-family: sans-serif;
3   background-color: lightgrey;
4   margin-top: 50px;
5 }
6
7 .center {
8   text-align: center;
9 }
10
11 .text-big {
12   font-size: 300%;
13 }
14
15 .bold {
16   font-weight: bold;
17 }
18
19 .img-medium {
20   height: 200px;
21 }
22
23
```

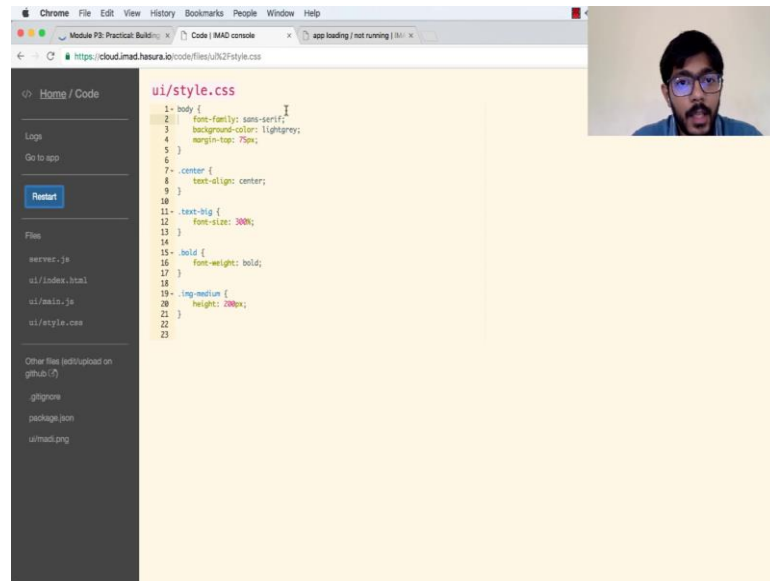
There is some javascript here and some CSS here. We will understand what these are again in a little bit. For now, let us try to go to our app and see what happens when these source code files are deployed into a webapp.

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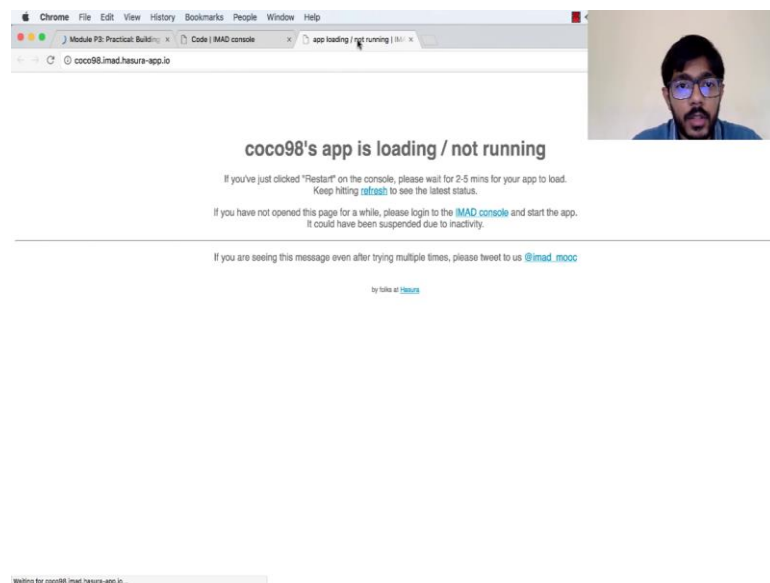
When I click on it, I get a message saying that my app is not running.

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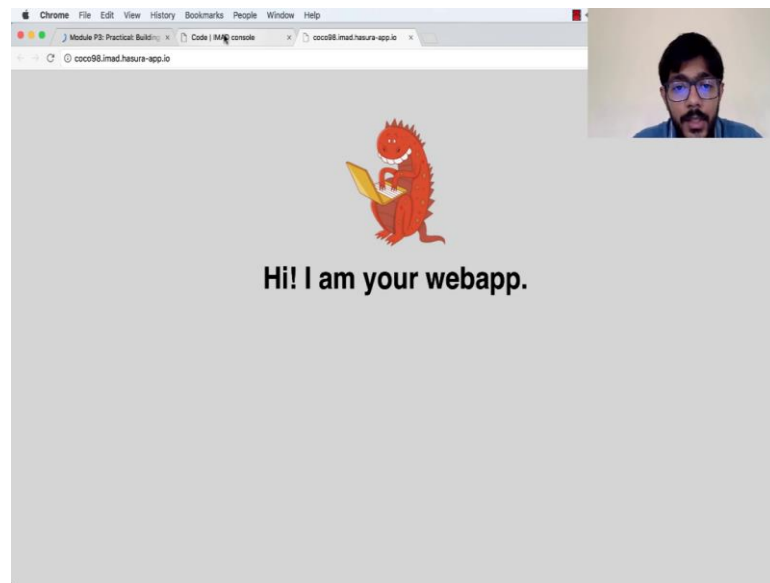
So, I need to restart my app.

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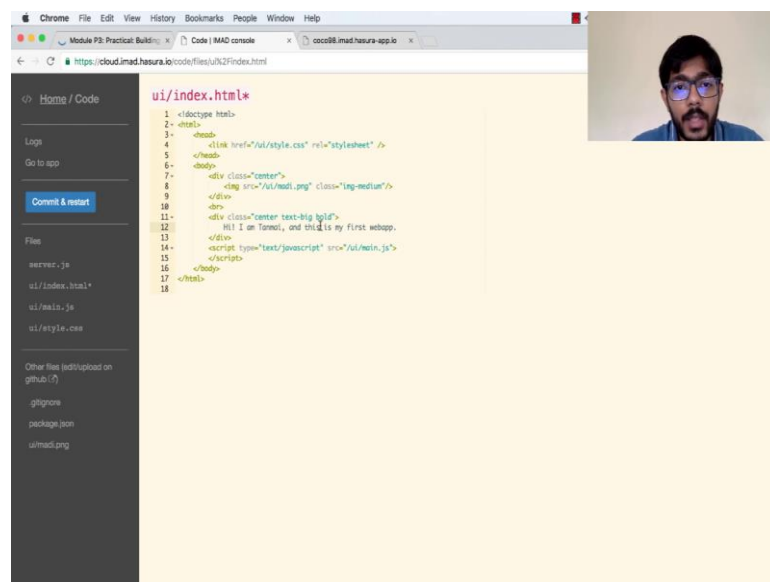
Now, once I click on restart, I can go and try to refresh this page, but the server might take a while to start and so please to be patient for few minutes to let your server start.

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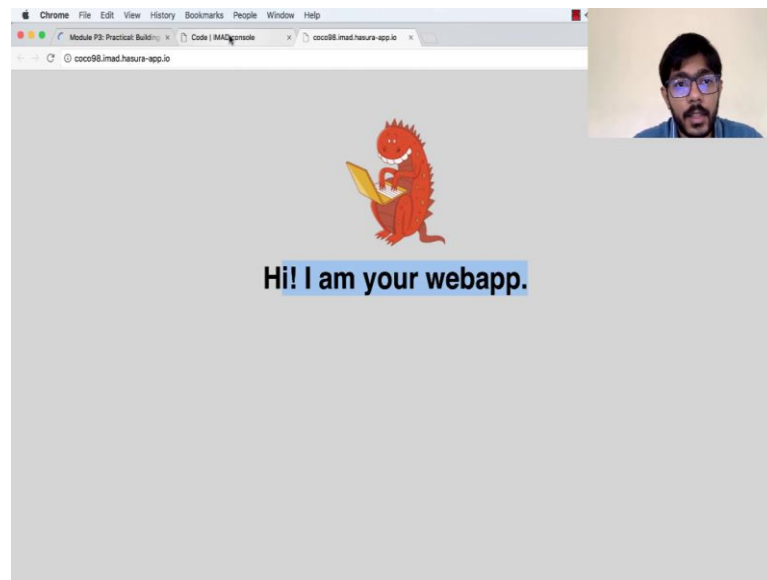
And you can see now with the server is started. And the first HTML page is loaded at Hi! I am your webapp. This is our project with some basic source code files that is already been deployed for us on a particular domain. Just to see how this works.

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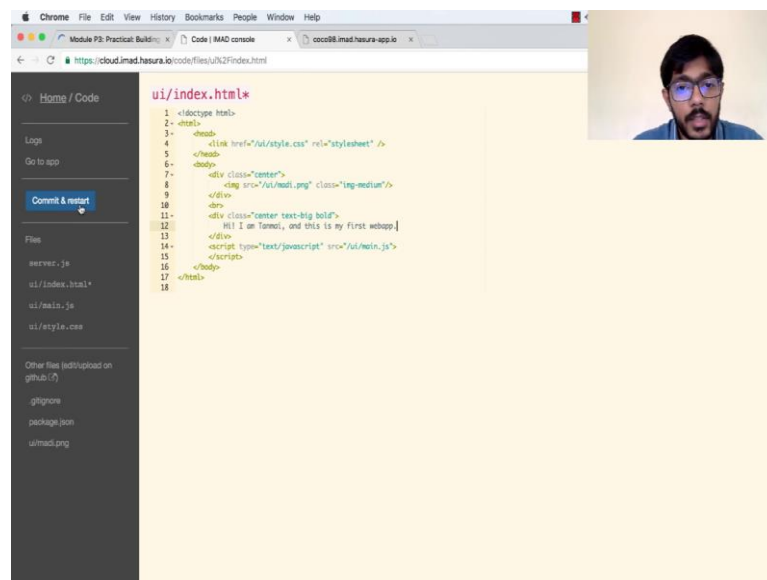
Let us go and make some small changes. So, I should change, Hi I am your webapp to Hi I am Tanmai and this is my first webapp. So, I made the changes to the HTML file.

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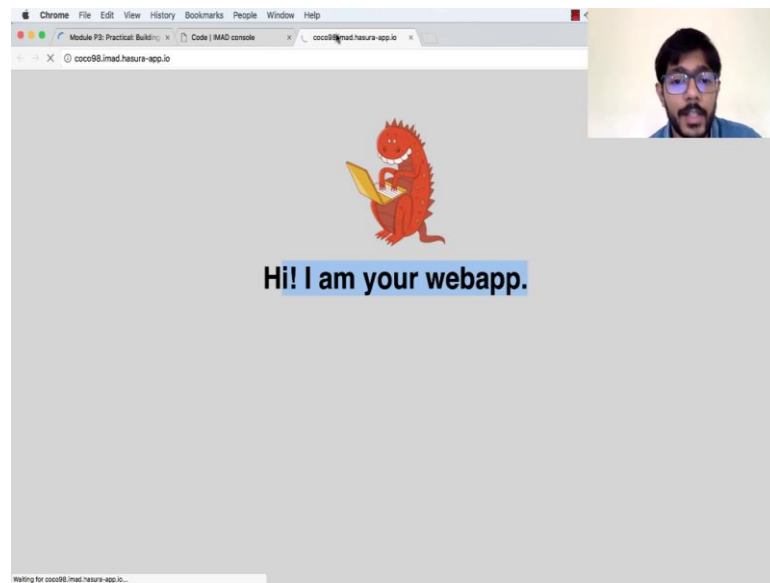
And so hopefully I should be seeing that text replace this text here, this is I am your webapp should get replaced.

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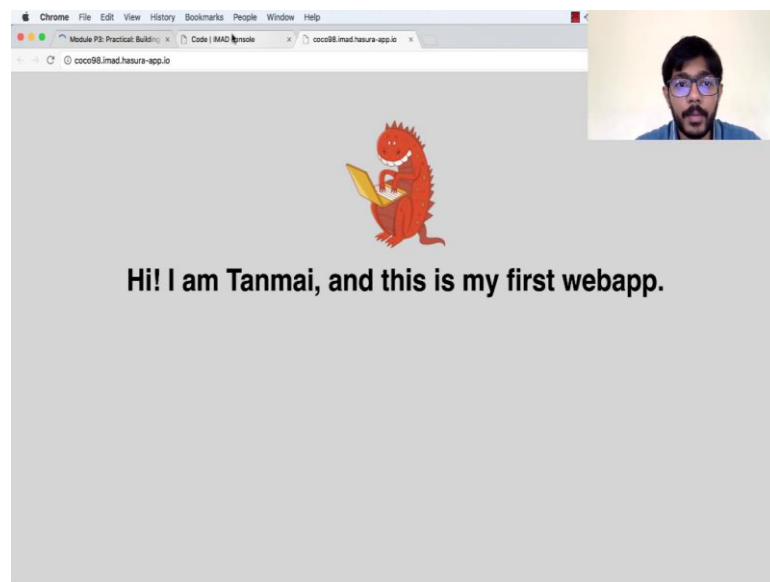
Let us save this and restart our server. Just go back.

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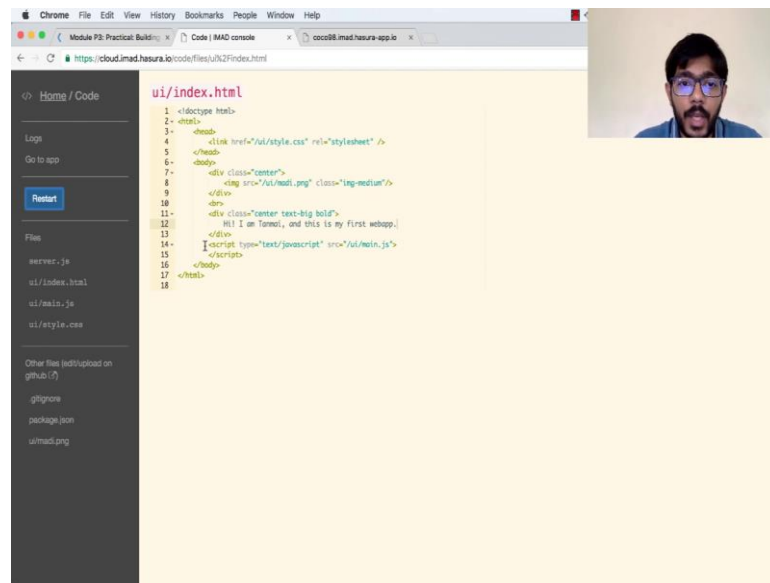
And refresh this please be aware that you will have to give some time, because your files are being copied again your application is being built and is been deployed on the server.

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So, we can refresh to three times, and you can see that the text is changed, and this is how I can change and deploy code on my webapp.

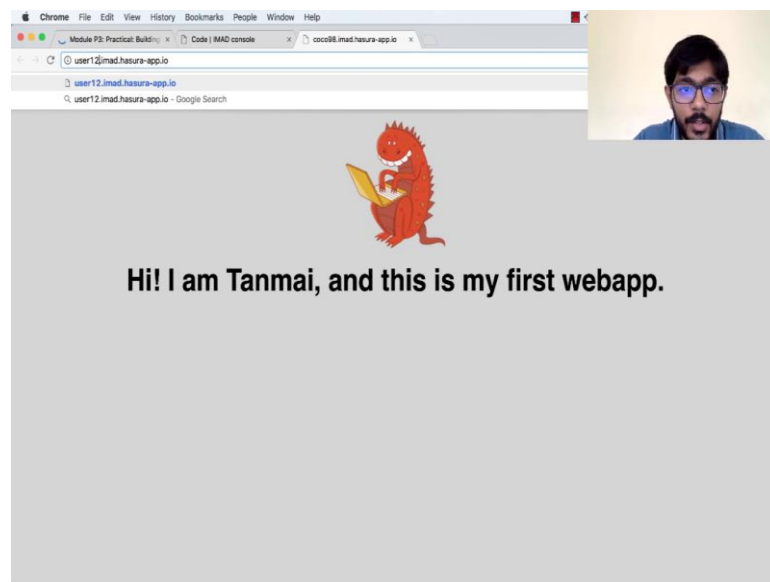
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```
1 <!doctype html>
2 <html>
3 </html>
4 <link href="/ui/style.css" rel="stylesheet" />
5 </head>
6 <body>
7 <div class="center">
8 
9 </div>
10 <br>
11 <div class="center text-big bold">
12 Hi I am Tanmai, and this is my first webapp.
13 </div>
14 </body>
15 <script type="text/javascript" src="/ui/main.js">
16 </script>
17 </html>
18
```

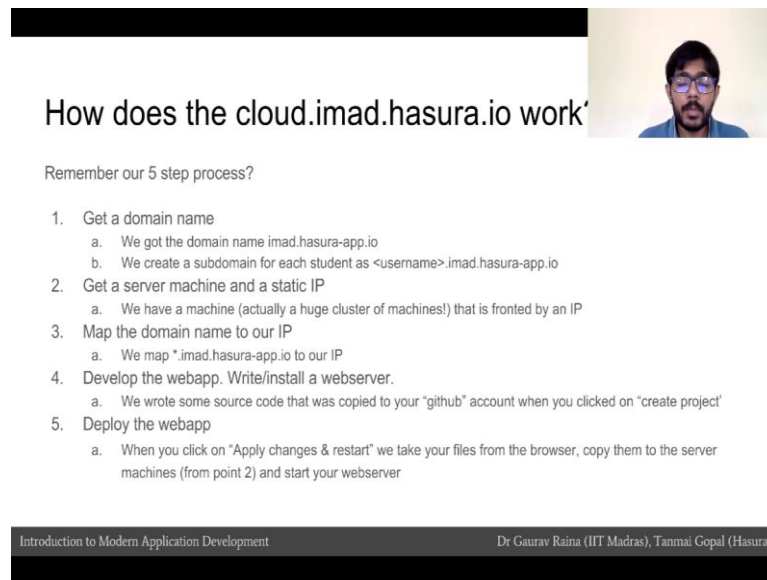
Now, let us try to understand how this works what just happened, when we had a bunch of source code files I made some changes I clicked on a button.

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And suddenly, I am able to see my server live on my own domain. For example, if your user name is user 1 2, your app would be on user12.imad.hasura.io, and mine because my user name is coco98, my app is coco98.imad.hasura.io.

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How does the cloud.imad.hasura.io work?

Remember our 5 step process?

1. Get a domain name
 - a. We got the domain name imad.hasura-app.io
 - b. We create a subdomain for each student as <username>.imad.hasura-app.io
2. Get a server machine and a static IP
 - a. We have a machine (actually a huge cluster of machines!) that is fronted by an IP
3. Map the domain name to our IP
 - a. We map *.imad.hasura-app.io to our IP
4. Develop the webapp. Write/install a webserver.
 - a. We wrote some source code that was copied to your "github" account when you clicked on "create project"
5. Deploy the webapp
 - a. When you click on "Apply changes & restart" we take your files from the browser, copy them to the server machines (from point 2) and start your webserver

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So, how is this happening, if you remember we had discussed a five-step process last week about how our webapp would be deployed. And we said that the process roughly consist of getting a domain name, getting hosting, linking the domain app to the IP that the hosting provides us with developing the source code or installing a webapp or a web server and then deploying that on that machine, so that that web server is accessible on that IP and on that domain name.

Let us try to revisit that five-step process and understand how this console is helping us. The first thing that we had to do is to get a domain name; in this case, we have already created domain names using sub domains. The domain is hasuraapp.io, on which we have the sub domains username.imad.hasuraapp.io to help us deploy our web apps on these specific domains.

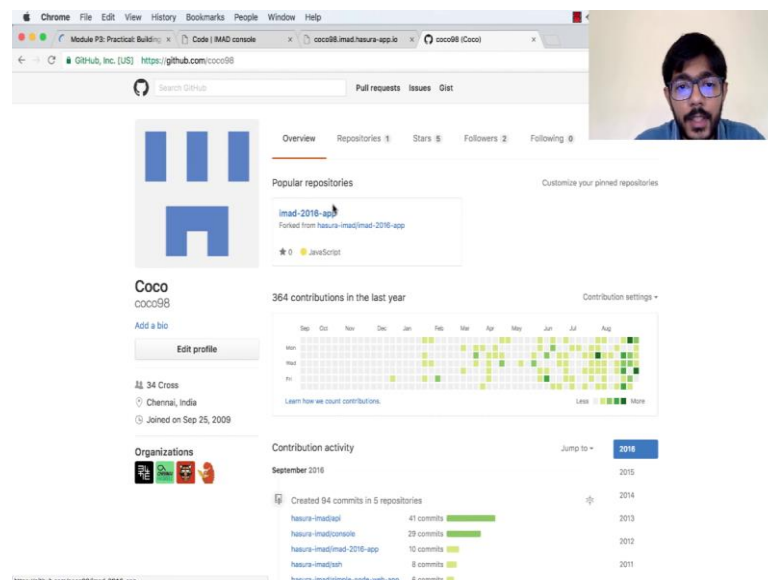
Our second step was to get a server machine in a static IP. In our case, we have got in we have got a machine on actually a large cluster of machines for all the students of this course. And all of them are fronted by a single IP. This is equivalent to a set up we have one large machine which has one IP, and all the servers for all the students will be deployed on this single machine. And then I think that that we did was map the domain to our IP, which we done. All the sub domains at imad.hasuraapp.io, which is to say star.imad.hasuraapp.io, are all domains that are pointing to our IP.

No matter what user name you enter with imad.hasuraapp.io, it will point to the same IP. And you can try to resolve for this by using ping and doing a ping on your user name. imad.hasuraapp.io and seeing where the response of that ping is or what the resolution of that ping is.

The fourth thing that we had to do is develop the webapp or write an install a web server. In our case since, we copied a project a pre existing project because we did not want to write all the code from scratch just to demonstrate this process. We copy the source code files for a webapp. And when we clicked on create project, actually what was happening was that was that project files have been copied from a templated project into our project and that is kind of where the source code files came from.

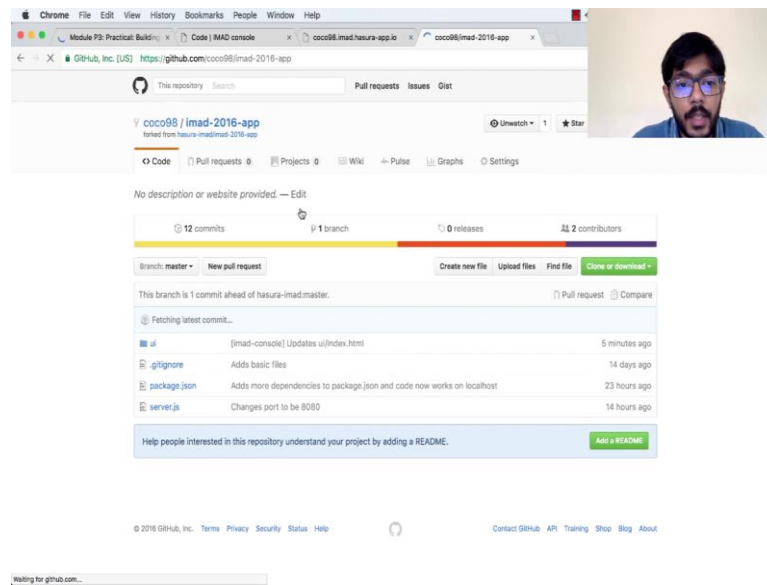
The fifth step was to deploy the source code files onto our server, so that it is alive at the domain name that we have bought. In this case or in the consoles case, when you click on commit and restart and the blue button mark commit in restart these files are saved to github and then your server is restarted with the latest changes from your github project. Let us now go into little more detail and actually understand what are github project is and what these source code files are.

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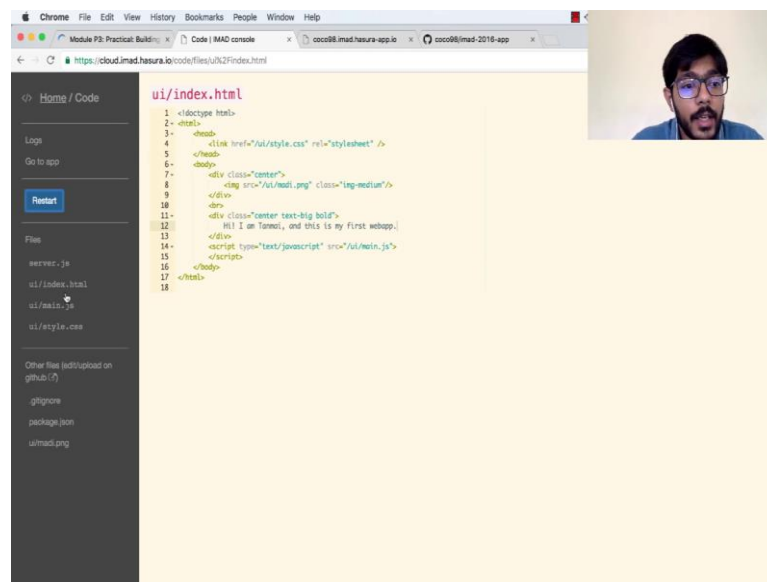
So, if I go to my github account slash coco 98 can see that there is a new project has been created called imad 2016 app. We did not create this project; this project got created automatically when we clicked on the button create project.

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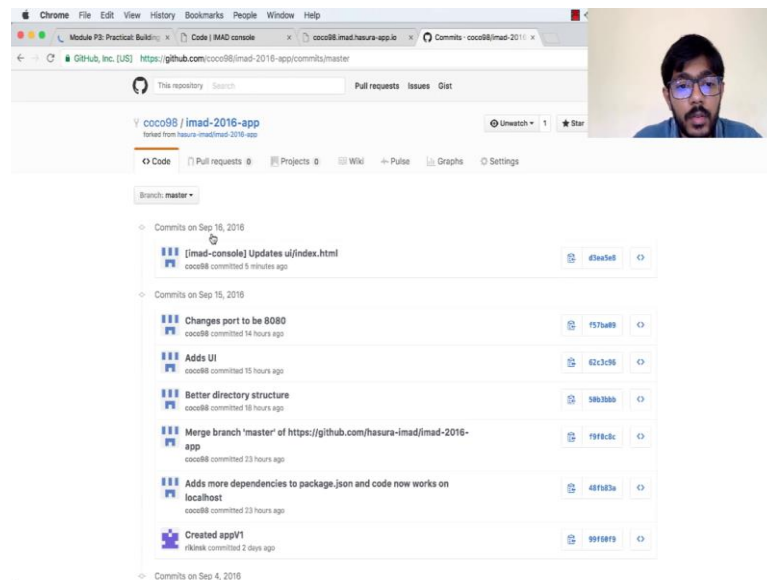
Let us go to this project. And when you go to this project, you can see there are a few files that are already here.

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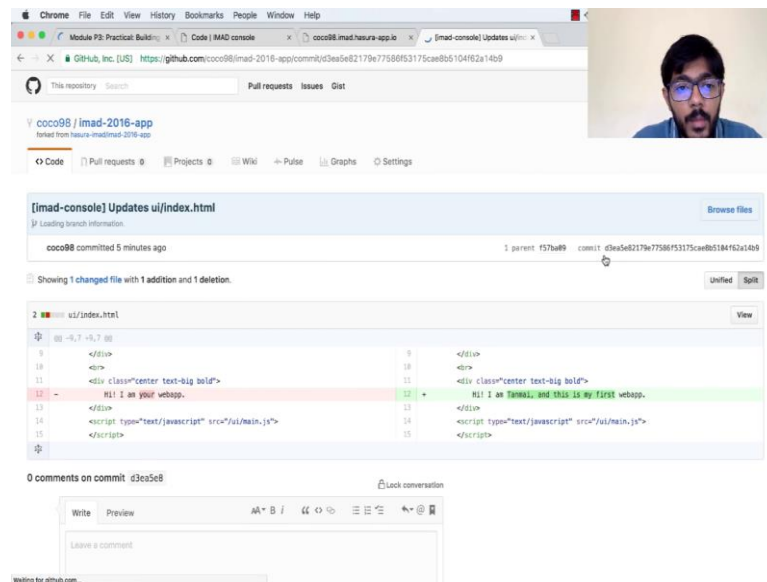
And these are the files these are the same files that we are looking at in an IMAD console. The editable files are files which are javascript HTML or CSS files other files are not editable on the IMAD console.

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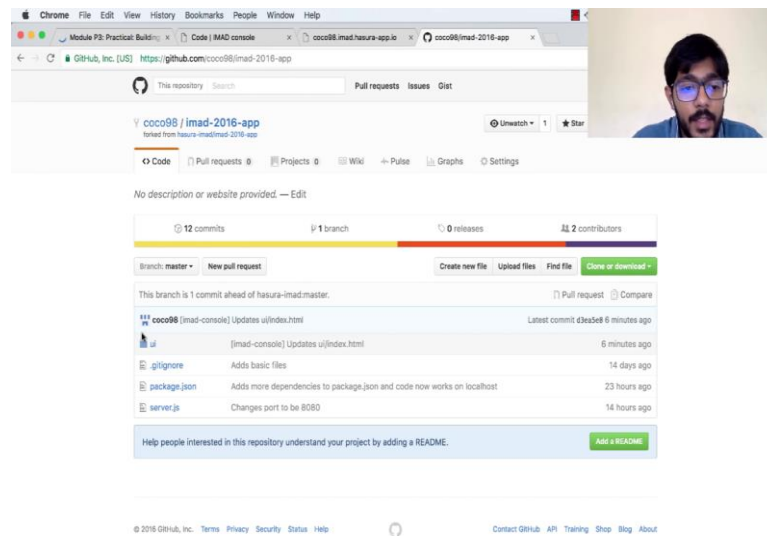
If you look at the comment history of the project which tells us the activity of the project, we can see that there was a change made from IMAD console, which says update your index dot html, and this was the change that we made. To understand what this change was you can go and click on the commit id.

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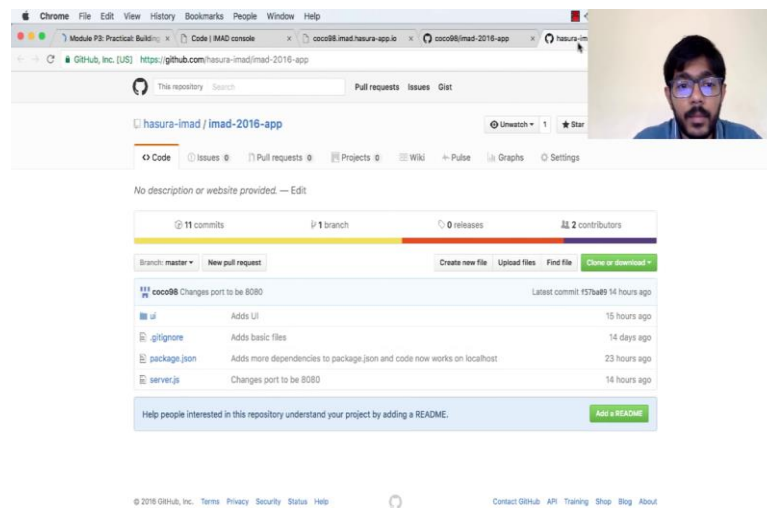
And we can see that this was the last change that we made which was hi I am your webapp changed to – Hi! I am Tanmai and this is my first webapp. So, you can see the changes here.

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Now, where are these files come from, like we said that we been copied from a template project or a base project. And if you go to the title of your own page, you will see that you will see user name slash imad 2016 app forked from hasura imad imad 2016 app.

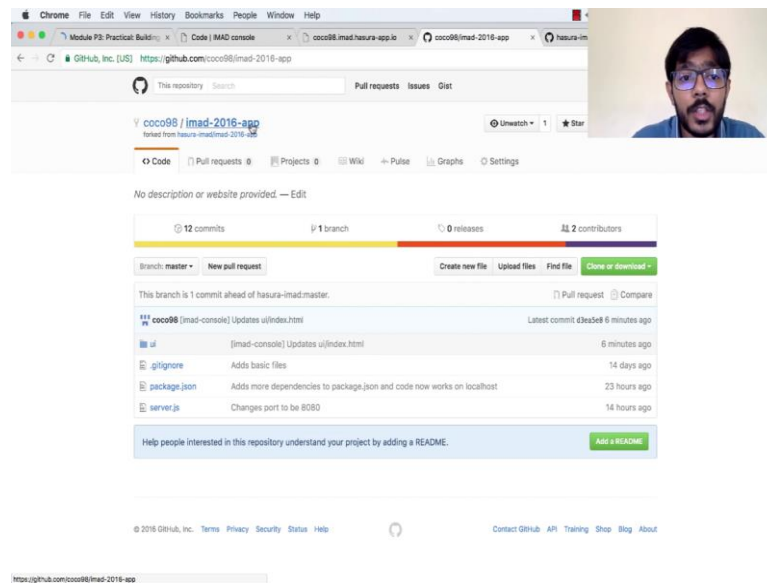
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Waiting for github.com...

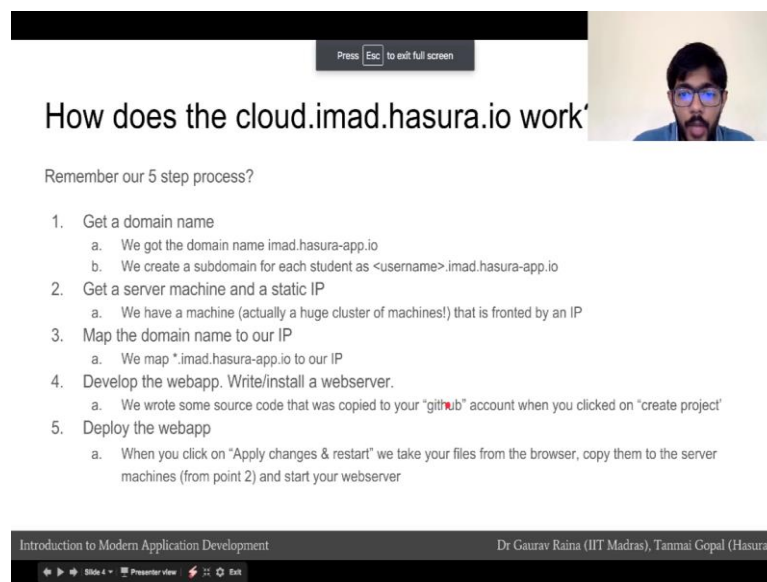
If I click on this link, this is the base project that everybody will take a copy of to create their own project and so start working. And so when I was clicking on create project in the IMAD console the green button, what was happening was this project was been copied into my account.

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And a project was created for me into my account based on this project. And this process of copying from an existing project or copying from an existing git project is called forking.

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Now that we have understood point 4 which is how the source code was copied to our github account and you clicked on create project and surf what is happening in the background. Let us try to understand the fifth step which was how the deployment of the webapp happened. On this console, everybody's webapp is accessible on user name that

imad.hasuraapp.io. And we also said that the all of these domains actually point to the same IP or the same machine.

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But how do multiple domains work on the

There are 2 options:

1. We all share the same IP, but we all use different ports
 - a. Like Module P1
 - b. But then:
 - i. User1's app: imad.hasura-app.io:8080
 - ii. User2's app: imad.hasura-app.io:8081
 - c. We want good looking URLs!
2. We use a reverse proxy

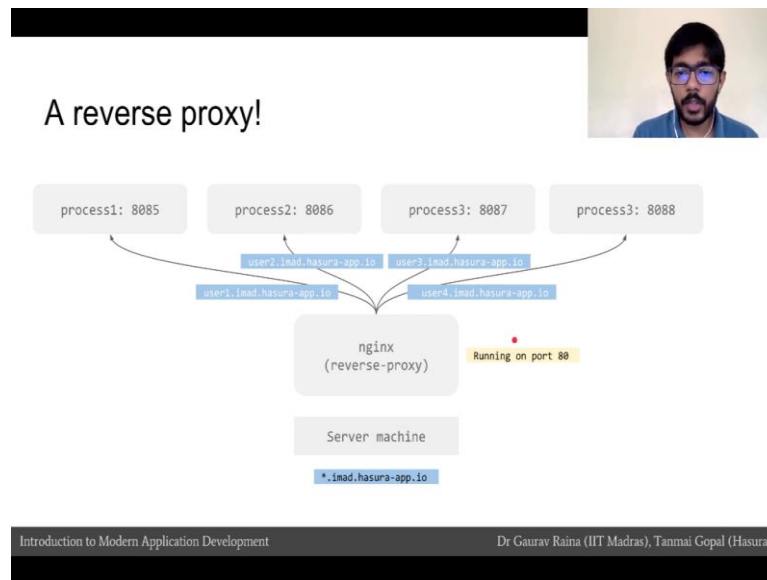
server1 server2 ...
server1000 server1001
Big server machine

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So, how was this happening, how are multiple domains working on the same IP. There are two ways to achieve. The first way to achieve this is what we covered in the last practical module what we covered in earlier practical module, when we used two web servers on the same computer and we ran them on different ports.

The option here is that we can have a big server machine, and every student server can run on this machine at different ports. And so user one server would be imad.hasuraapp.8080; user 2 would be imad.hasuraapp.io 8081. And you could do this, but this does not give us good looking URLs, this does not give us a feeling that we have our own domain name. And if you really want to have and somehow we want to achieve user name.imad.hasuraapp.io as our domain and the only way to do that is using a reverse proxy.

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The reverse proxy might be a little complicated to understand and do not worry about it, because it is not extremely important to this course, but it is a nifty concept to understand. Let us look at how the reverse proxy is helping us here. We have star dot imad.hasuraapp.io, which is our set of domains pointing to our IP the IP itself is of that of a large server machine. And we somehow need to have multiple web servers running on this single machine.

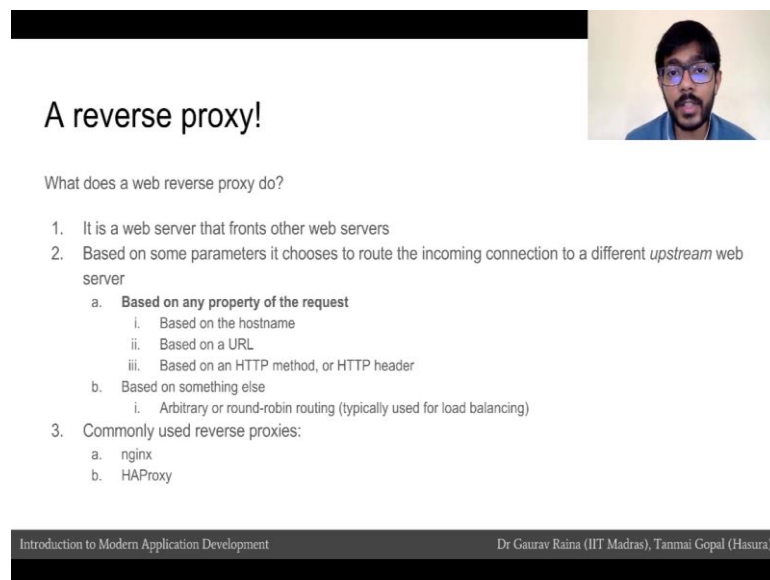
The first thing that we do is that we set up a web server called nginx, which is the web server listening on port 80. Now as you would remember whenever you connect to a website, the browser by default tries to connect to port 80, you can change that by specifying local host 8080, and so the browser will try to connect to local host at 8080. But if you forget the port 8080, the browser will try to connect two local hosts at the port 80. So, we run a web server an nginx web server on the port 80

But we configure this nginx web server in a special way. What we tells this nginx web server is that if there is an incoming request from let us say for example, userone.imad.hasuraapp.io, and if there is an incoming request that comes to nginx at user one.imad.hasuraapp.io, it forwards that connection to a process that is labelled user one.imad.hasuraapp.io on the same machine. And how that processing running on same machine that process is running on some arbitrary port and we do not care about what

port number is running on, because it seems that the response is coming directly from nginx, but it is not.

Nginx is acting as reverse proxy to a process that is sitting what is called upstream to nginx and responding to the request so that means, that userone.imad.hasuraapp.io goes to this process usertwo.imad.hasuraapp.io goes to another process, user three to another process, and user four to another process. This business of creating of front to multiple servers is called reverse proxy. And when we do it for web servers, we call it a web reverse proxy

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A reverse proxy!

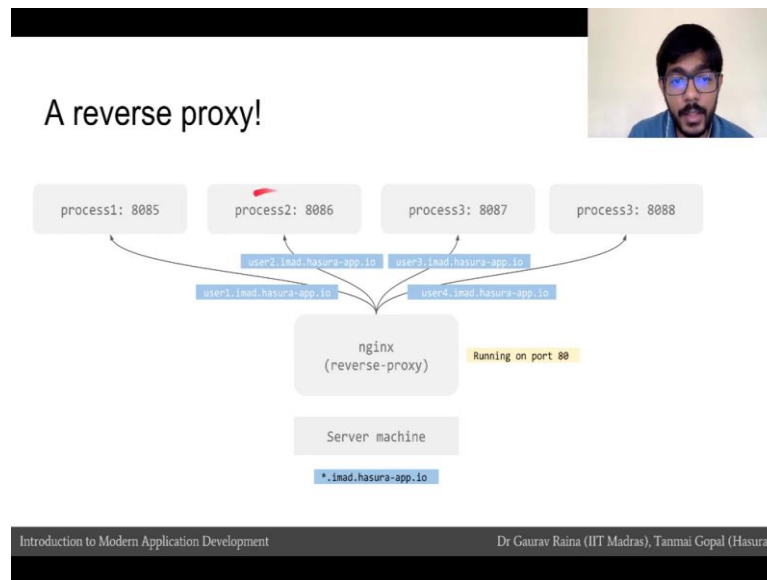
What does a web reverse proxy do?

1. It is a web server that fronts other web servers
2. Based on some parameters it chooses to route the incoming connection to a different *upstream* web server
 - a. **Based on any property of the request**
 - i. Based on the hostname
 - ii. Based on a URL
 - iii. Based on an HTTP method, or HTTP header
 - b. Based on something else
 - i. Arbitrary or round-robin routing (typically used for load balancing)
3. Commonly used reverse proxies:
 - a. nginx
 - b. HAProxy

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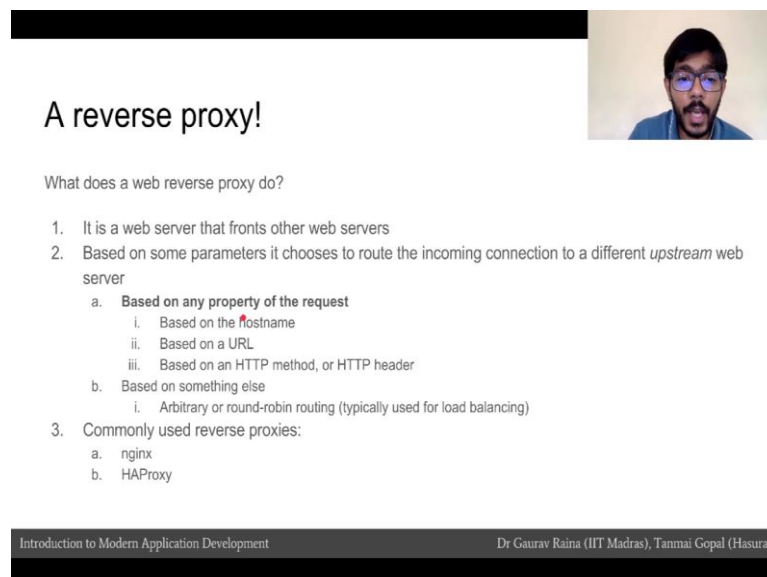
So, what does this reverse proxy do, it is a web server that fronts other web servers which we have understood. And based on certain parameters or based on any property of the incoming request, it can choose to forward it to a particular upstream server, just to revise our definitions again.

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We are calling these processes upstream server and we are calling nginx our web server or the reverse proxy or the web server that is listening on port 80.

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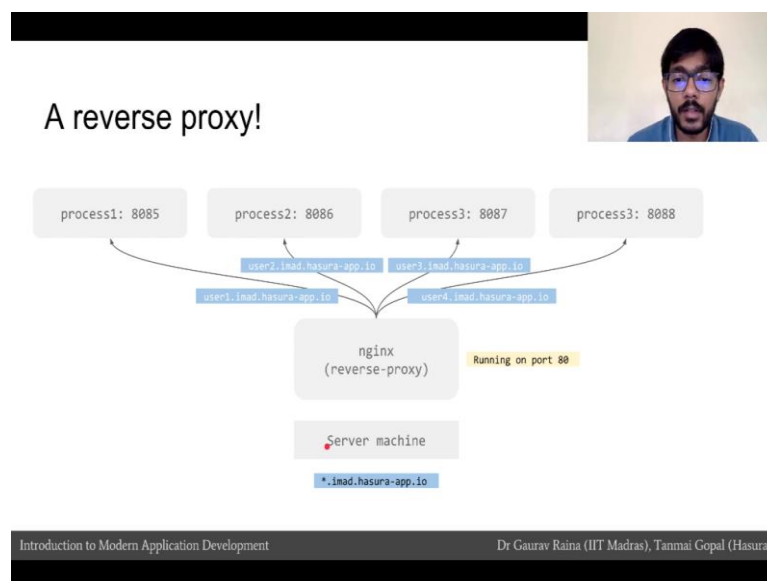
So, based on any property of the incoming request nginx or the reverse proxy can choose to forward it to a particular upstream server based on that property in our case that property is the host name. So, based on the value of the host name to say userone.imad.hasuraapp.io nginx decides to forward it to a different upstream server but remember that this can actually be done for any property of the request. So, you can

create your own reverse proxy that is forwarding to different upstream servers based on the URL path.

For example, `imad.hasuraapp.io` slash user one will go to the first web server, slash user two will go to the second web server right. In fact, it does not need to be just based on the property of the request object, it could be based on something else all together for example, nginx can decide that it will forward it to upstream server that it will take by random or it will cycle through them in what is called a round-robin method.

It will forward the request once to server 1, then to server 2, then to server 3, then to server 4. This is kind of how you achieve load balancing, because if you have many different web servers and you want to spread your connections or your load your incoming request load across these web servers. Then you have an nginx that sits in front and that forwards the connection to each to a different web server for every new connection. There are two commonly used reverse proxies nginx and HA proxy.

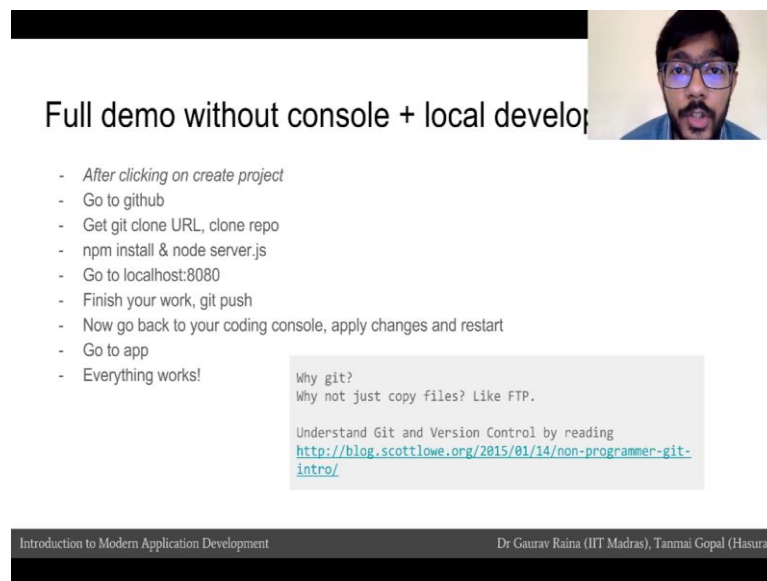
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Incidentally, this is exactly how shared hosting works. When you buy a shared hosting account, the shared hosting provider gives you a large machine; on that machine a several users, and for each user a separate server process is running. But how does everybody manage to get their own servers and all of them seem to be running on port 80, the answer is that they are not running on port 80.

The shared hosting provider has also set up a reverse proxy or a gateway and that gateway based on your own domain name and in this case it is based on sub domain, but in the shared hosting setup it is based on your entire domain name. So, for example, website one dot com could be going to user one, website two dot com could be going to user two, website three dot com could be going to user three. And this is how typical shared hosting setup is done as well.

(Refer Slide Time: 15:10)



Full demo without console + local develop

- After clicking on create project
- Go to github
- Get git clone URL, clone repo
- npm install & node server.js
- Go to localhost:8080
- Finish your work, git push
- Now go back to your coding console, apply changes and restart
- Go to app
- Everything works!

Why git?
Why not just copy files? Like FTP.

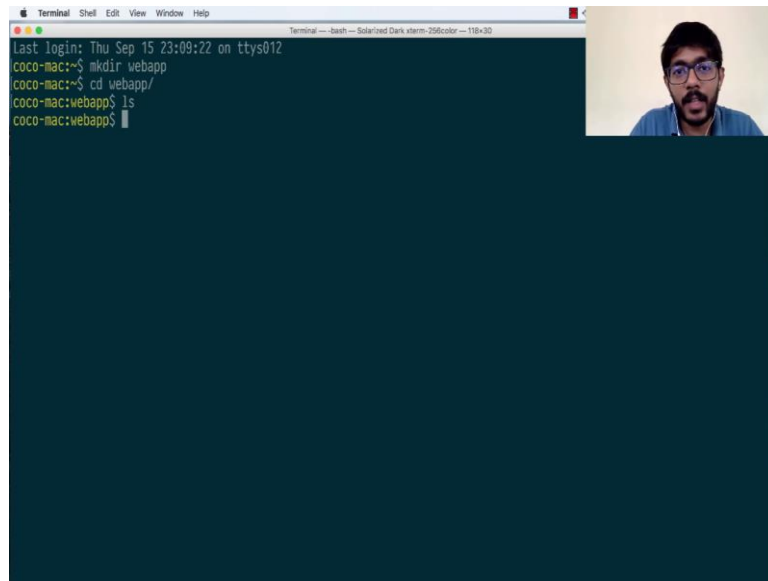
Understand Git and Version Control by reading
<http://blog.scottlowe.org/2015/01/14/non-programmer-git-intro/>

Introduction to Modern Application Development Dr Gaurav Raina (IIT Madras), Tanmai Gopal (Hasura)

Now we have understood what the console, what the IMAD console does, where are source code file are coming from, how are IMAD app is even deployed. And just to sum up what we did on the console was let we created a project. We got a bunch of files. We clicked on a button called restart and suddenly our server was live on username.imad.hasuraapp.io.

Now let us try to do some local development and change the source code of our files on our own computer without needing to connect with the internet or without needing to work directly on IMAD console.

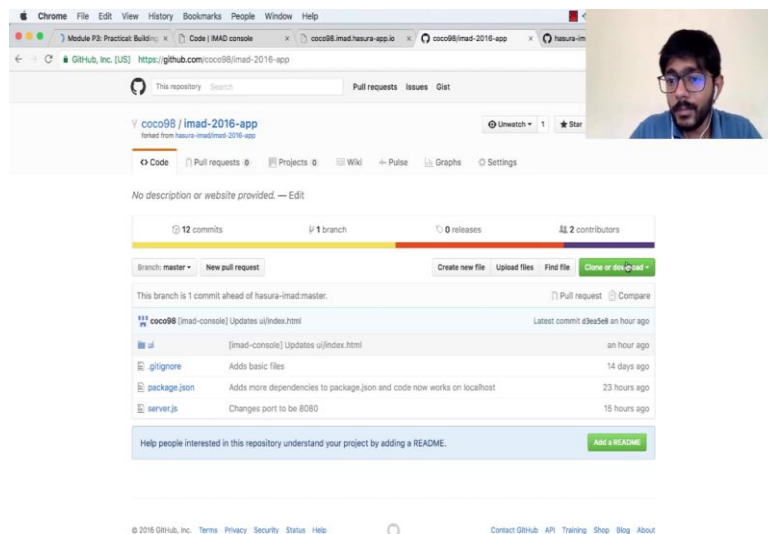
(Refer Slide Time: 15:50)



Let us try to start our local development. The first thing that we will do is open up our terminal. Second, I am going to zoom this up a little bit, so that is clear for everybody. Now I will create a new directory where I want to start doing my work.

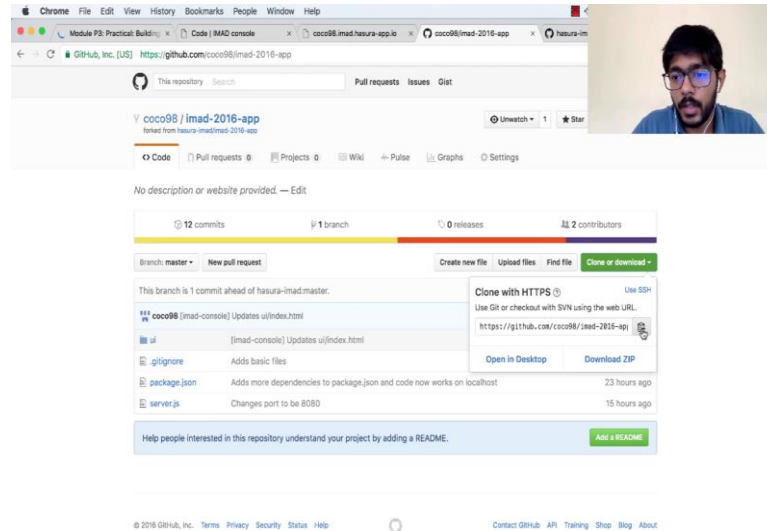
So, I will call that directory webapp. And I go inside that webapp. Now I want to copy my source code files here, the same source code files that are on my github account, the same source code files that have been taken from my github account putting the IMAD console, I also want them here.

(Refer Slide Time: 16:27)



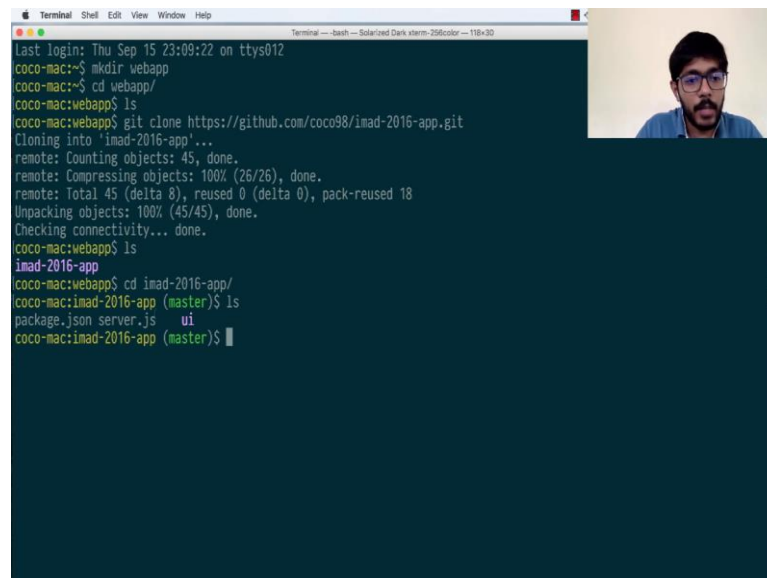
So, what I am going to do is go to my github.com project I am going to click on the button called clone or download.

(Refer Slide Time: 16:29)



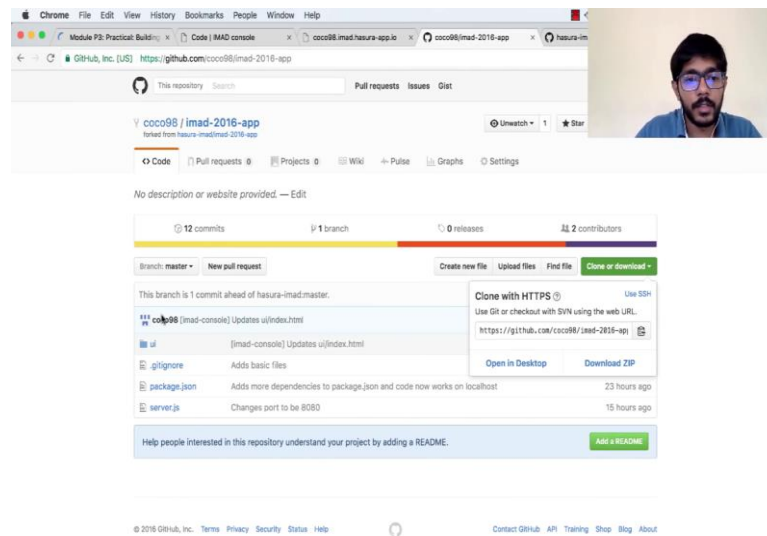
I am going to copy the URL.

(Refer Slide Time: 16:33)



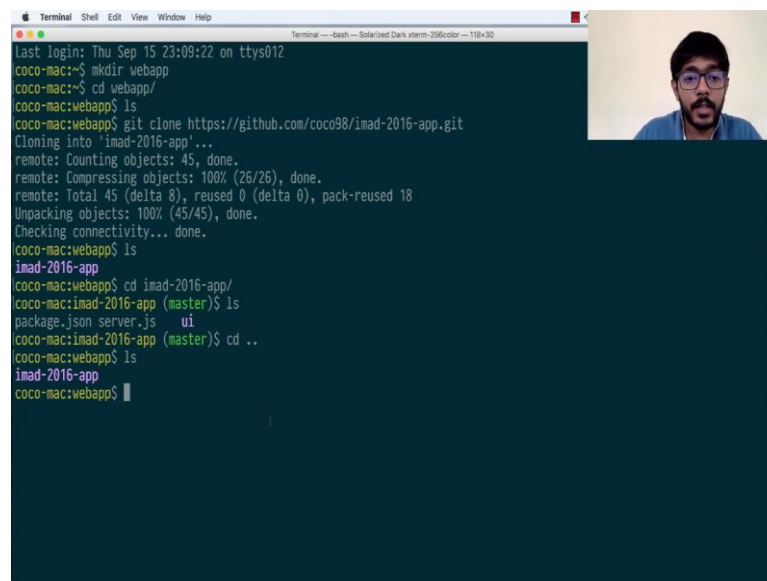
And then I run a command called git clone. And if I do ls to see what files have been created. I can see that new directory has been created called IMAD 2016 app; if I go inside this directory.

(Refer Slide Time: 16:51)



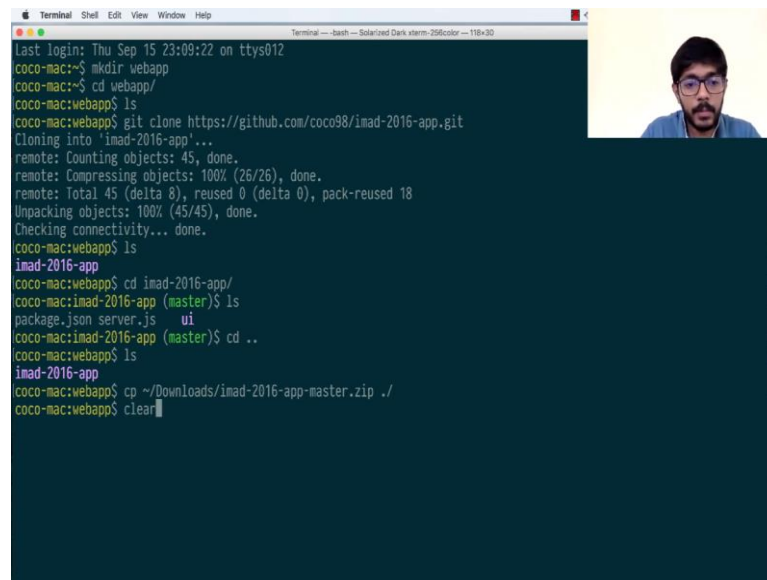
I can see that those same files are here the files I could present here.

(Refer Slide Time: 16:55)



This process was equivalent to taking a downloading a zip file and unzipping the zipped file. In fact, we can do that. Let us try to go download zip you can see that the zip file has been downloaded.

(Refer Slide Time: 17:07)

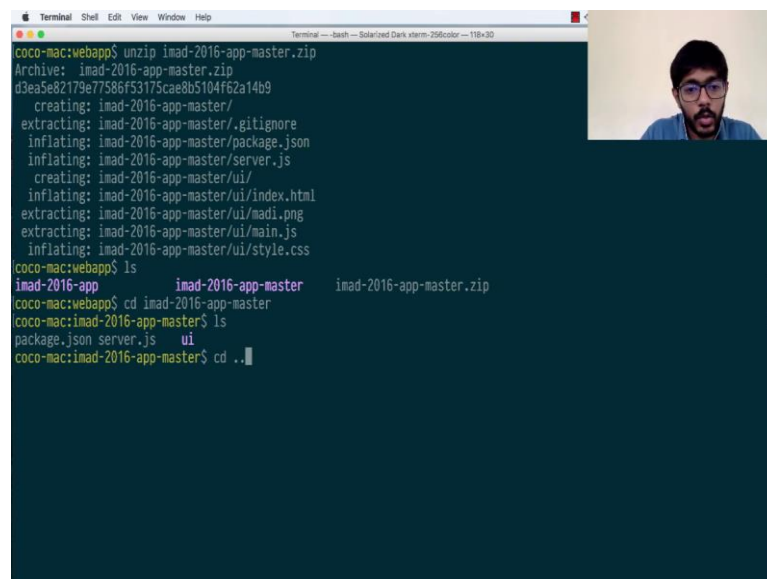


A terminal window on a Mac showing the following commands and output:

```
Terminal Shell Edit View Window Help
Terminal — bash — Solarized Dark theme-256color — 115x30
Last login: Thu Sep 15 23:09:22 on ttys012
coco-mac:~$ mkdir webapp
coco-mac:~$ cd webapp/
coco-mac:webapp$ ls
coco-mac:webapp$ git clone https://github.com/coco98/imad-2016-app.git
Cloning into 'imad-2016-app'...
remote: Counting objects: 45, done.
remote: Compressing objects: 100% (26/26), done.
remote: Total 45 (delta 8), reused 0 (delta 0), pack-reused 18
Unpacking objects: 100% (45/45), done.
Checking connectivity... done.
coco-mac:webapp$ ls
imad-2016-app
coco-mac:webapp$ cd imad-2016-app/
coco-mac:imad-2016-app (master)$ ls
package.json server.js ui
coco-mac:imad-2016-app (master)$ cd ..
coco-mac:webapp$ ls
imad-2016-app
coco-mac:webapp$ cp ~/Downloads/imad-2016-app-master.zip ./
coco-mac:webapp$ clear
```

Let me copy the zip file from my download folder, I just clear the screen.

(Refer Slide Time: 17:19)

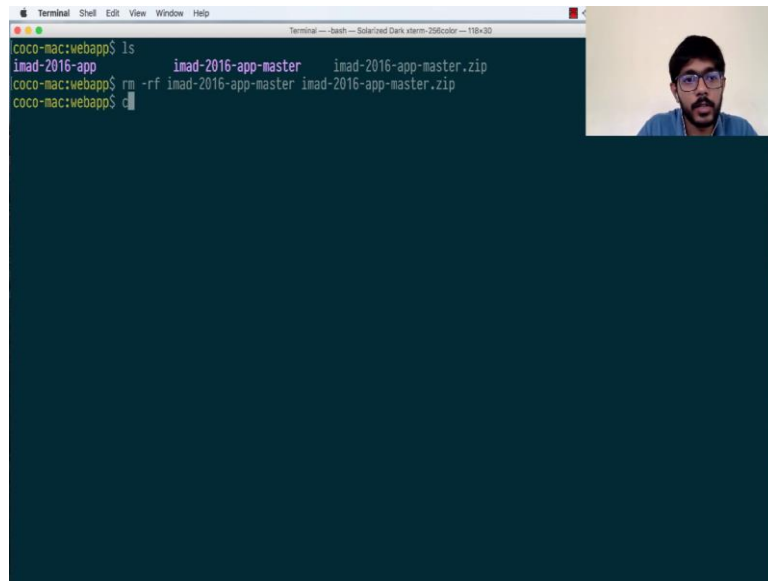


A terminal window on a Mac showing the following commands and output:

```
Terminal Shell Edit View Window Help
Terminal — bash — Solarized Dark theme-256color — 115x30
coco-mac:webapp$ unzip imad-2016-app-master.zip
Archive: imad-2016-app-master.zip
d3ea5e82179e77586f53175cae8b5104f62a14b9
  creating: imad-2016-app-master/
  extracting: imad-2016-app-master/.gitignore
  inflating: imad-2016-app-master/package.json
  inflating: imad-2016-app-master/server.js
  creating: imad-2016-app-master/ui/
  inflating: imad-2016-app-master/ui/index.html
  extracting: imad-2016-app-master/ui/madi.png
  extracting: imad-2016-app-master/ui/main.js
  inflating: imad-2016-app-master/ui/style.css
coco-mac:webapp$ ls
imad-2016-app      imad-2016-app-master  imad-2016-app-master.zip
coco-mac:webapp$ cd imad-2016-app-master
coco-mac:imad-2016-app-master$ ls
package.json server.js ui
coco-mac:imad-2016-app-master$ cd ..
```

Now, I unzip that and you can see that new directory called IMAD 2016 master has come up. And this also contains the same files. So, what I did with git clone was equivalent was similar to downloading a zip file and unzipping it.

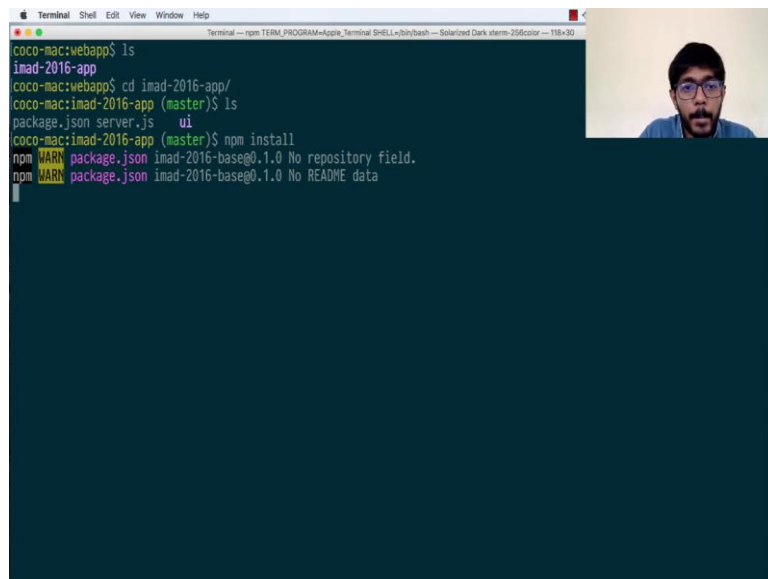
(Refer Slide Time: 17:48)



```
Terminal Shell Edit View Window Help
Terminal — bash — Solarized Dark vterm-256color — 115x30
coco-mac:webapp$ ls
imad-2016-app      imad-2016-app-master  imad-2016-app-master.zip
coco-mac:webapp$ rm -rf imad-2016-app-master imad-2016-app-master.zip
coco-mac:webapp$ cd
```

Let us remove that the duplicate copies and I will remove the zipped file also.

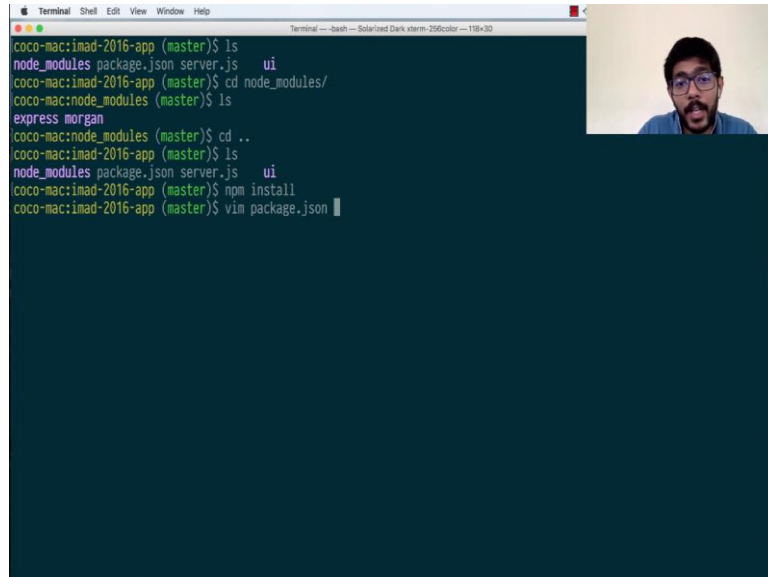
(Refer Slide Time: 17:57)



```
Terminal Shell Edit View Window Help
Terminal — npm TERM PROGRAM=Acme_Terminal SHELL=jsh/bash — Solarized Dark vterm-256color — 115x30
coco-mac:webapp$ ls
imad-2016-app
coco-mac:webapp$ cd imad-2016-app/
coco-mac:imad-2016-app (master)$ ls
package.json server.js  ui
coco-mac:imad-2016-app (master)$ npm install
npm WARN package.json imad-2016-base@0.1.0 No repository field.
npm WARN package.json imad-2016-base@0.1.0 No README data
```

I go inside this folder which was my source code, and now I want to run my server here. I know that this is a nodejs app and so I need to install all the dependencies are required. Once again make sure that you have nodejs and npm installed, and then you can use this to run the command npm install, this will automatically detect what the dependencies of our application are and we are install those dependencies.

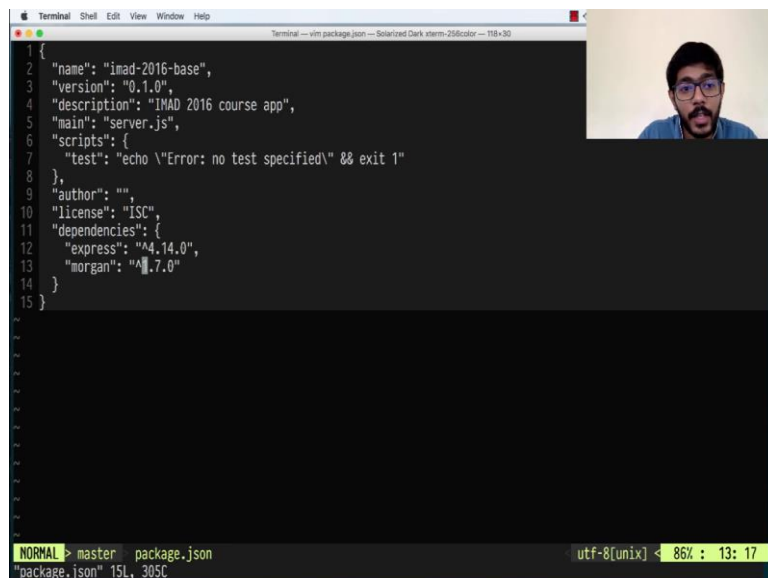
Wait for a second, while it is downloading. And if you list the directories again, you will see that a new folder has been created called node modules. And if you go inside this folder called node modules, you will see that some files have been downloaded these are the dependencies of our file.



```
coco-mac:imad-2016-app (master)$ ls
node_modules package.json server.js ui
coco-mac:imad-2016-app (master)$ cd node_modules/
coco-mac:node_modules (master)$ ls
express morgan
coco-mac:node_modules (master)$ cd ..
coco-mac:imad-2016-app (master)$ ls
node_modules package.json server.js ui
coco-mac:imad-2016-app (master)$ npm install
coco-mac:imad-2016-app (master)$ vim package.json
```

Remember that there is no magic here right, for example, if you think that n p m install is a magical command that is somehow detecting what the dependencies are and installing them it is because all of these dependencies are in a file called package.json.

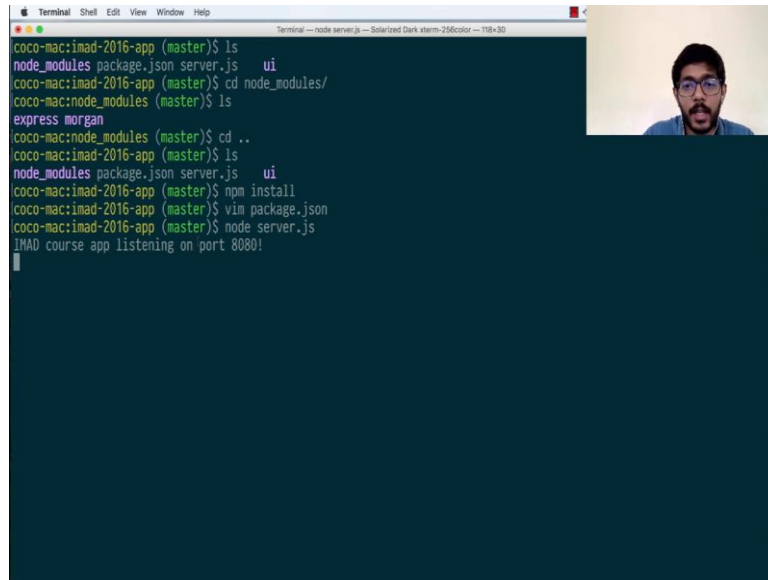
(Refer Slide Time: 18:54)



```
1 {
2   "name": "imad-2016-base",
3   "version": "0.1.0",
4   "description": "IMAD 2016 course app",
5   "main": "server.js",
6   "scripts": {
7     "test": "echo \"Error: no test specified\" && exit 1"
8   },
9   "author": "",
10  "license": "ISC",
11  "dependencies": {
12    "express": "^4.14.0",
13    "morgan": "^1.7.0"
14  }
15 }
```

And if you look at this and if you look at this there is of there is a json object and this contains the word dependencies and it has two of the dependencies listed out and their (Refer Time: 19:05) numbers.

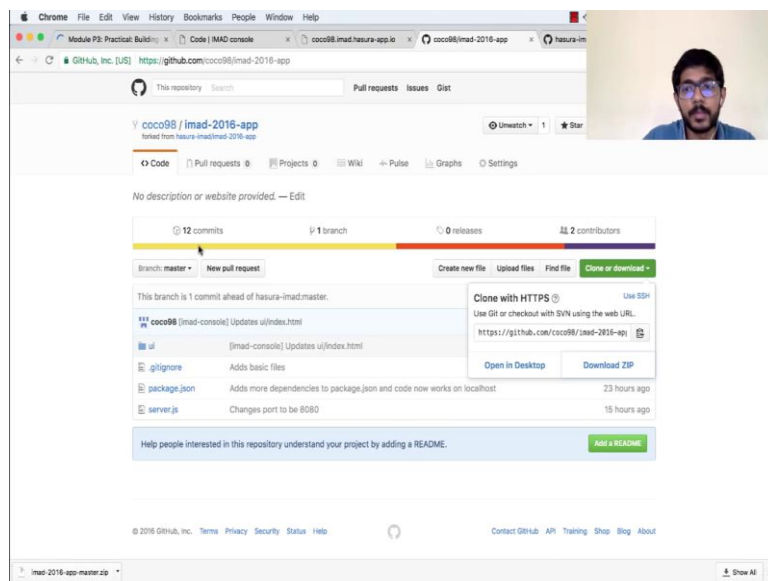
(Refer Slide Time: 19:08)



```
coco-mac:imad-2016-app (master)$ ls
node_modules package.json server.js ui
coco-mac:imad-2016-app (master)$ cd node_modules/
coco-mac:node_modules (master)$ ls
express morgan
coco-mac:node_modules (master)$ cd ..
coco-mac:imad-2016-app (master)$ ls
node_modules package.json server.js ui
coco-mac:imad-2016-app (master)$ npm install
coco-mac:imad-2016-app (master)$ vim package.json
coco-mac:imad-2016-app (master)$ node server.js
IMAD course app listening on port 8080!
```

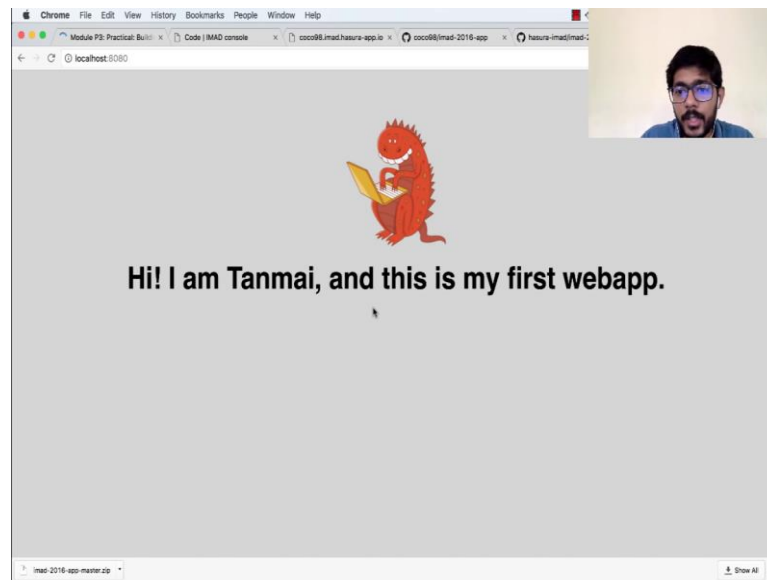
That is how npm install knows what modules to install. Now once our module is installed, all we need to do was run node server dot js, and it says that our course app is listing on port 8080.

(Refer Slide Time: 19:23)



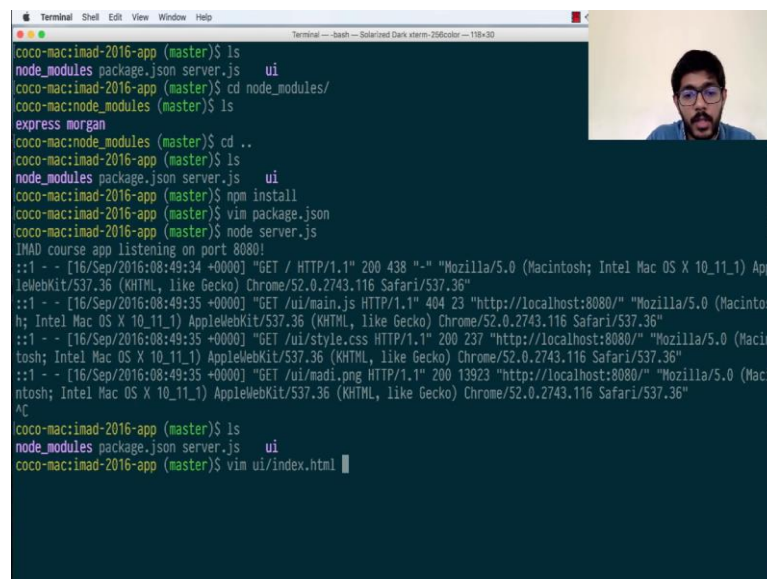
Let us head to the browser. Let us go to local host 8080.

(Refer Slide Time: 19:29)



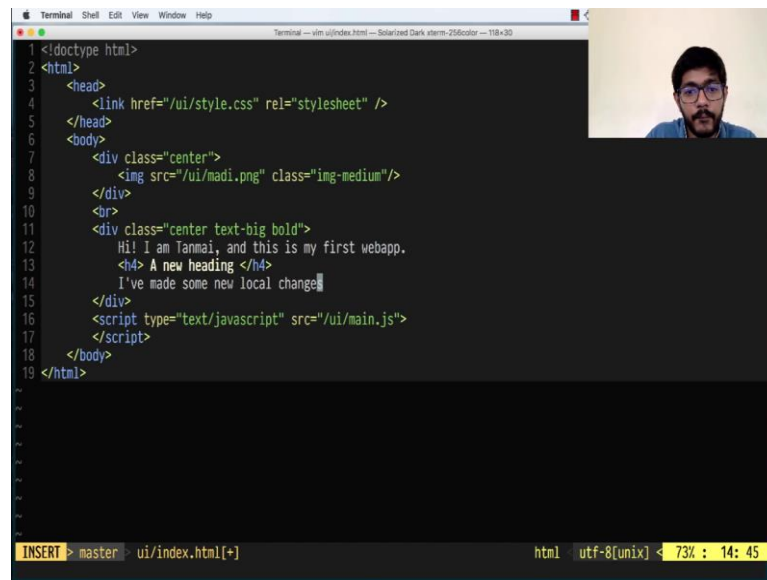
And here you can see that our app is running, and this is the app that we changed.

(Refer Slide Time: 19:34)



So let us try to make some changes. Let us go to the UI folder index dot HTML.

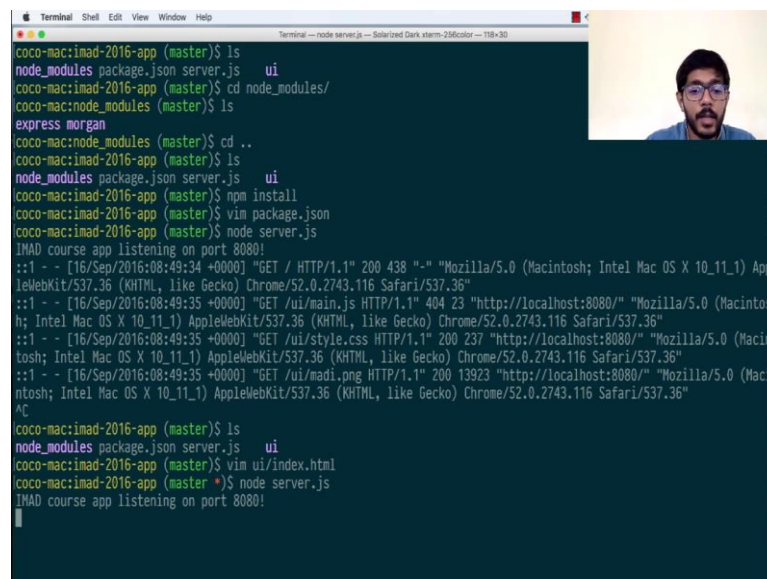
(Refer Slide Time: 19:39)



```
1 <!doctype html>
2 <html>
3   <head>
4     <link href="/ui/style.css" rel="stylesheet" />
5   </head>
6   <body>
7     <div class="center">
8       
9     </div>
10    <br>
11    <div class="center text-big bold">
12      Hi! I am Tanmai, and this is my first webapp.
13      <h4> A new heading </h4>
14      I've made some new local change
15    </div>
16    <script type="text/javascript" src="/ui/main.js">
17    </script>
18  </body>
19 </html>
```

And let us say right, so I saved that.

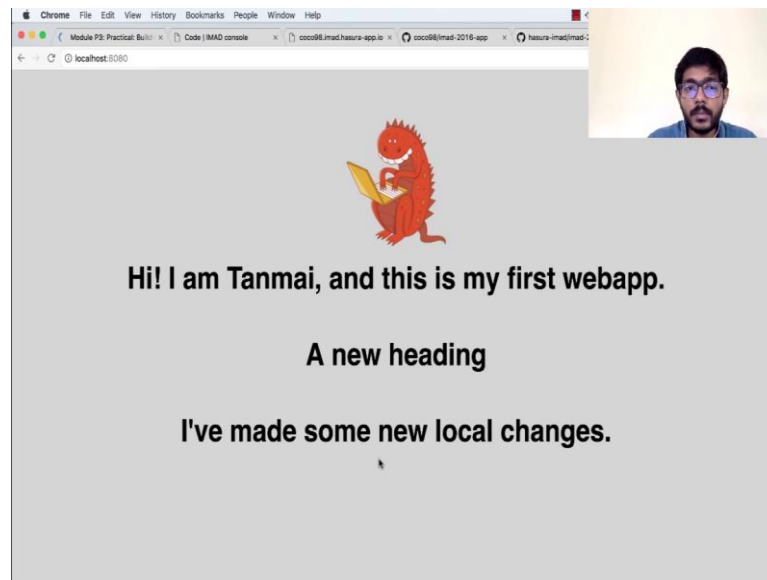
(Refer Slide Time: 20:00)



```
coco-mac:imad-2016-app (master)$ ls
node_modules package.json server.js ui
coco-mac:imad-2016-app (master)$ cd node_modules/
coco-mac:node_modules (master)$ ls
express morgan
coco-mac:node_modules (master)$ cd ..
coco-mac:imad-2016-app (master)$ ls
node_modules package.json server.js ui
coco-mac:imad-2016-app (master)$ npm install
coco-mac:imad-2016-app (master)$ vim package.json
coco-mac:imad-2016-app (master)$ node server.js
IMAD course app listening on port 8080!
::1 - - [16/Sep/2016:08:49:34 +0000] "GET / HTTP/1.1" 200 438 "-" "Mozilla/5.0 (Macintosh; Intel Mac OS X 10_11_1) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/52.0.2743.116 Safari/537.36"
::1 - - [16/Sep/2016:08:49:35 +0000] "GET /ui/main.js HTTP/1.1" 404 23 "http://localhost:8080/" "Mozilla/5.0 (Macintosh; Intel Mac OS X 10_11_1) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/52.0.2743.116 Safari/537.36"
::1 - - [16/Sep/2016:08:49:35 +0000] "GET /ui/style.css HTTP/1.1" 200 237 "http://localhost:8080/" "Mozilla/5.0 (Macintosh; Intel Mac OS X 10_11_1) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/52.0.2743.116 Safari/537.36"
::1 - - [16/Sep/2016:08:49:35 +0000] "GET /ui/madi.png HTTP/1.1" 200 13923 "http://localhost:8080/" "Mozilla/5.0 (Macintosh; Intel Mac OS X 10_11_1) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/52.0.2743.116 Safari/537.36"
coco-mac:imad-2016-app (master)$ ls
node_modules package.json server.js ui
coco-mac:imad-2016-app (master)$ vim ui/index.html
coco-mac:imad-2016-app (master)$ node server.js
IMAD course app listening on port 8080!
```

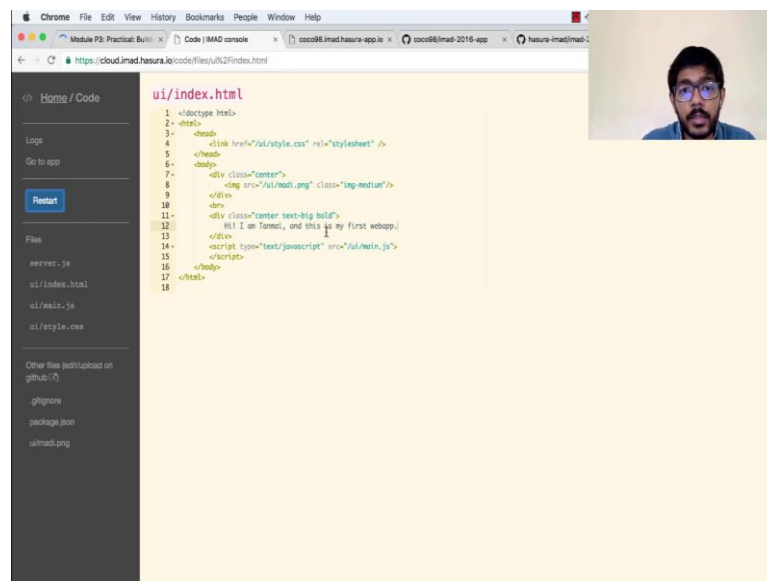
Once again I use the editor vim you guys can use the editor sublime or atom if it is more comfortable to you. I would highly recommend both sublime and atom these are fairly friendly text editors. You can just double click on the file and edit it and save it and everything will be the exact same. There is no need to be worried or confused about getting vim to work on your machines. Now, once you have the setup done, you can just run node server dot js right.

(Refer Slide Time: 20:29)



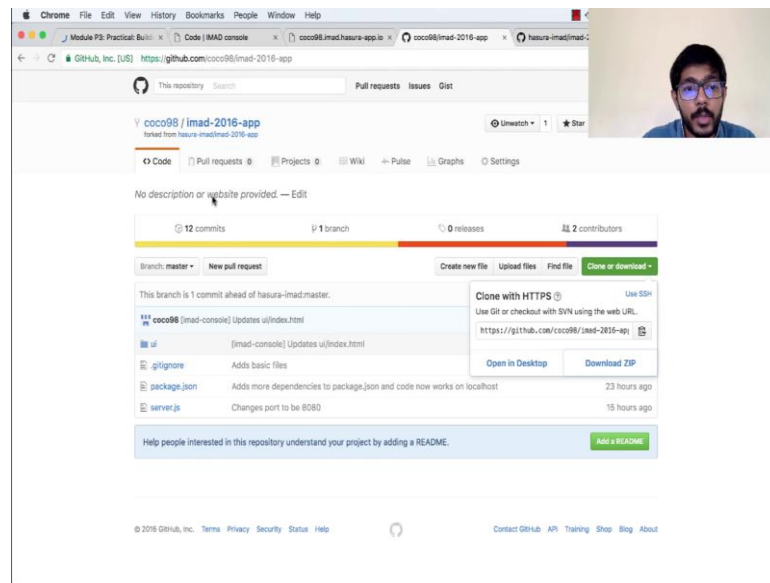
We have restarted our server and you can see there some new changes have come right.

(Refer Slide Time: 20:43)



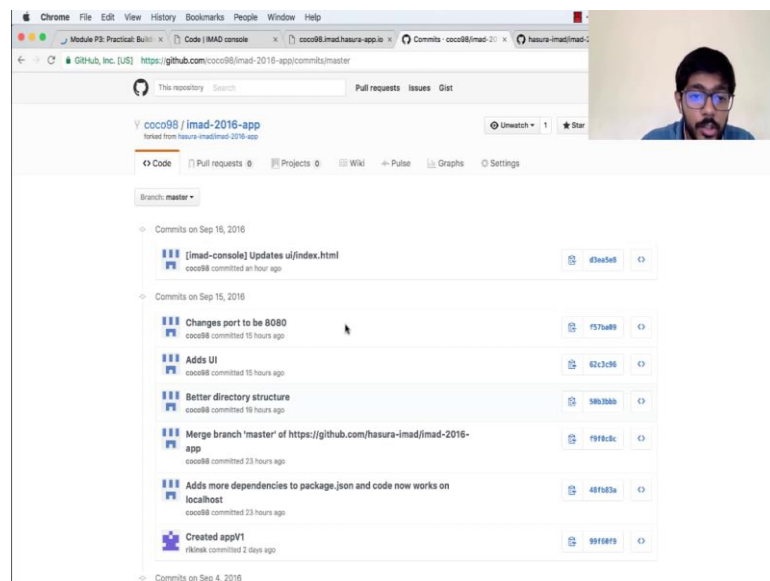
Let us save these changes right so that, just like how when we edited code on our console; right.

(Refer Slide Time: 20:46)



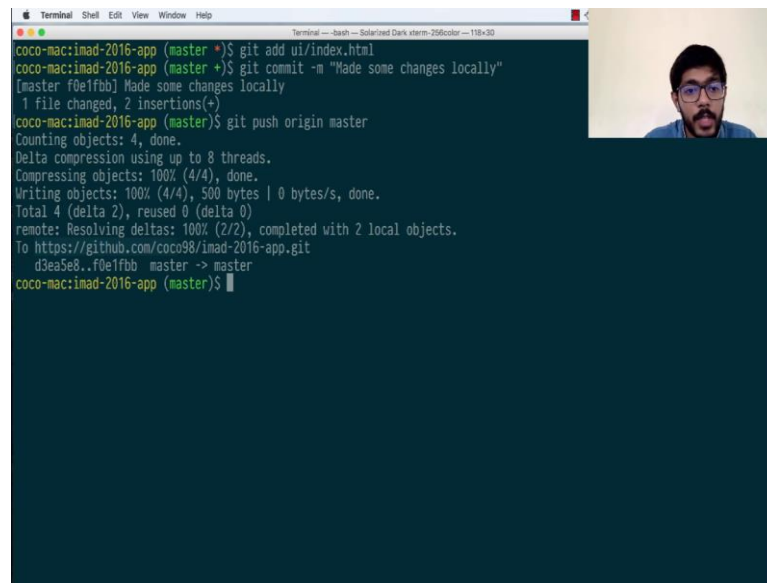
And it got saved to github which we saw.

(Refer Slide Time: 20:50)



In which we saw in the comment history, we also want to save our code.

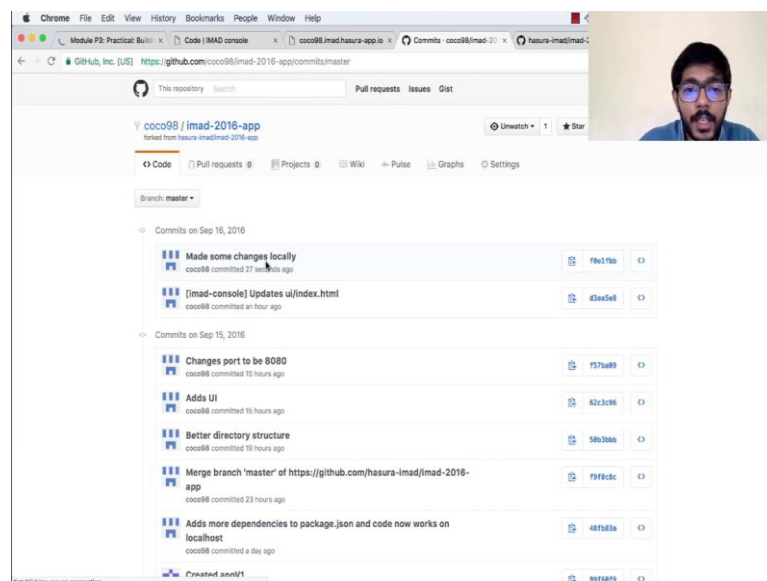
(Refer Slide Time: 20:52)



```
coco-mac:imad-2016-app (master) $ git add ui/index.html
coco-mac:imad-2016-app (master) $ git commit -m "Made some changes locally"
[master f0e1fbb] Made some changes locally
1 file changed, 2 insertions(+)
coco-mac:imad-2016-app (master) $ git push origin master
Counting objects: 4, done.
Delta compression using up to 8 threads.
Compressing objects: 100% (4/4), done.
Writing objects: 100% (4/4), 500 bytes | 0 bytes/s, done.
Total 4 (delta 2), reused 0 (delta 0)
remote: Resolving deltas: 100% (2/2), completed with 2 local objects.
To https://github.com/coco98/imad-2016-app.git
d3ea5e8..f0e1fbb master -> master
coco-mac:imad-2016-app (master) $
```

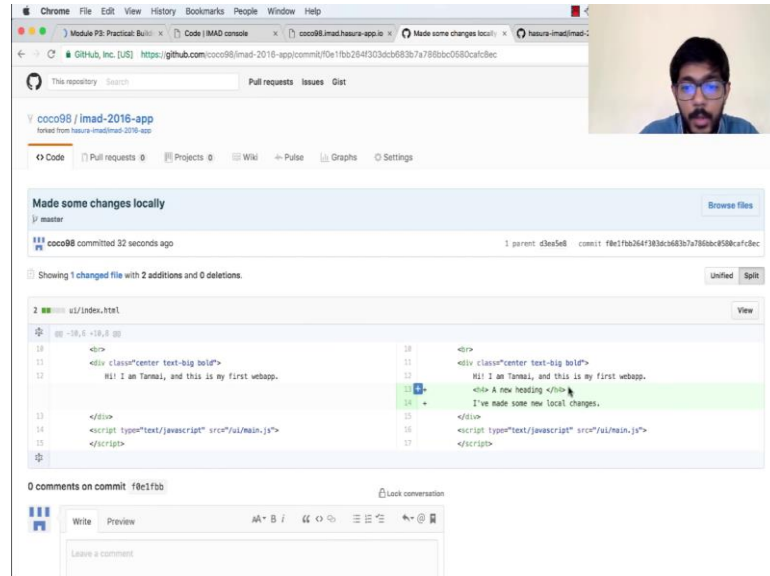
Let us do git add ui slash index dot html, because we have made changes to that and we want to add it to our next commit. Similarly, I can add more files that have been changed. Once I am done adding the files that are changed, I say commit and I say minus m to send a commit message, which is made some changes locally and once I make these changes I will push it back to the central depository which is on github dot com. So, I say git push origin master and it is saying that it is done to https github dot com slash coco 98 imad 2016 app dot git right it is saying that it is pushed.

(Refer Slide Time: 21:13)



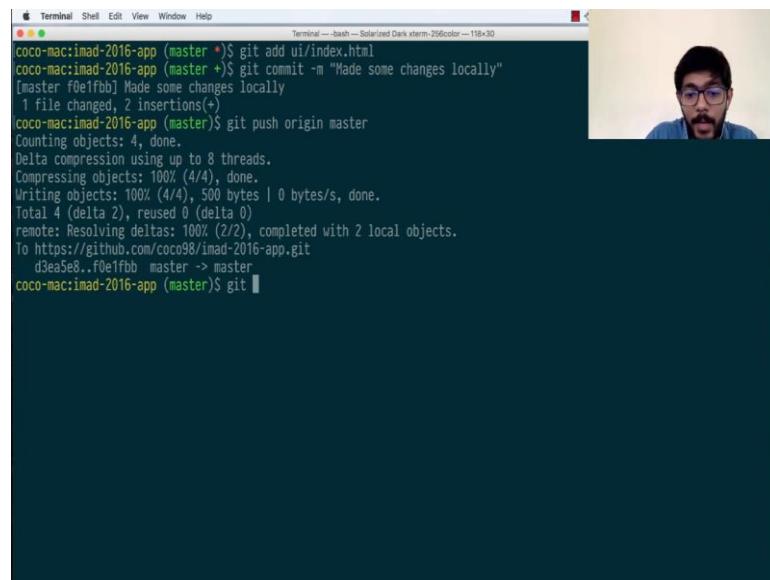
Let us go back and refresh this page and you can see that the new changes have come up here.

(Refer Slide Time: 21:50)



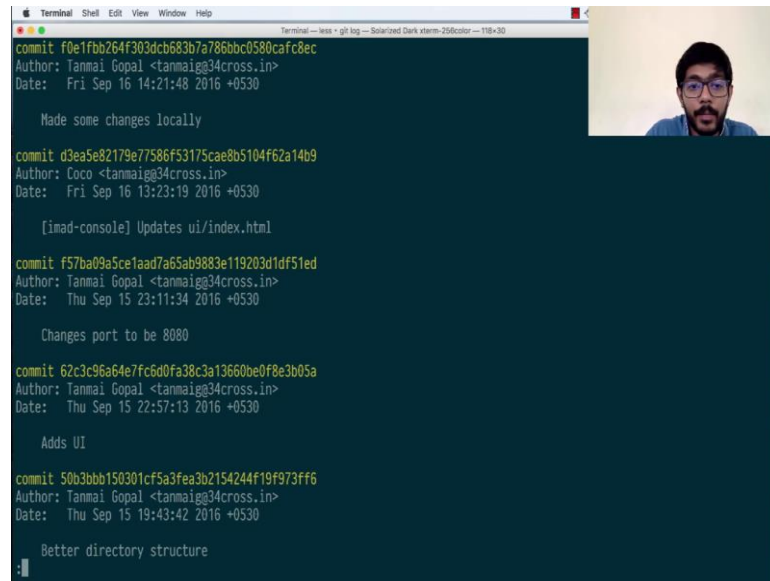
And if you click on this commit again you will be able to visualize what changes you can see here; incidentally github.com powered by git as well.

(Refer Slide Time: 21:57)



So, you can run the same command here to see what changes have been made by doing a git log.

(Refer Slide Time: 22:02)



```
Terminal — less + git log — Solarized Dark xterm-256color — 118x30
commit f0e1fbb264f303dc6b83b7a786bbc0580cfc8ec
Author: Tanmai Gopal <tanmaigg34cross.in>
Date: Fri Sep 16 14:21:48 2016 +0530

    Made some changes locally

commit d3ea5e82179e77586f53175cae8b5104f62a14b9
Author: Coco <tanmaigg34cross.in>
Date: Fri Sep 16 13:23:19 2016 +0530

    [imad-console] Updates ui/index.html

commit f57ba09a5ce1aad7a65ab9883e119203d1df51ed
Author: Tanmai Gopal <tanmaigg34cross.in>
Date: Thu Sep 15 23:11:34 2016 +0530

    Changes port to be 8080

commit 62c3c96a64e7fc6d0fa38c3a13660be0f8e3b05a
Author: Tanmai Gopal <tanmaigg34cross.in>
Date: Thu Sep 15 22:57:13 2016 +0530

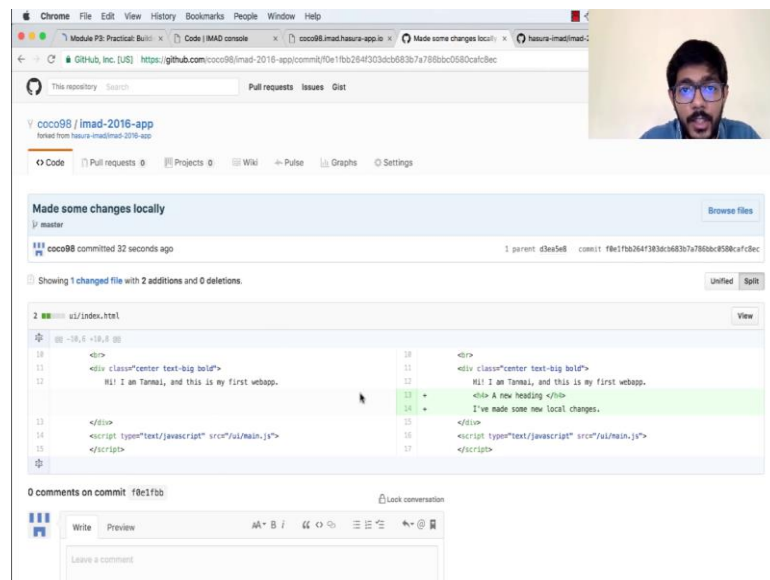
    Adds UI

commit 50b3bbb150301cf5a3fea3b2154244f19f973ff6
Author: Tanmai Gopal <tanmaigg34cross.in>
Date: Thu Sep 15 19:43:42 2016 +0530

    Better directory structure
```

And you can see the commit history although not is nicely in visually in a manner that is as usually appealing as it is on github.com. You can see that I have made some changes locally, and before that the imad console on our behalf updated the ui index.

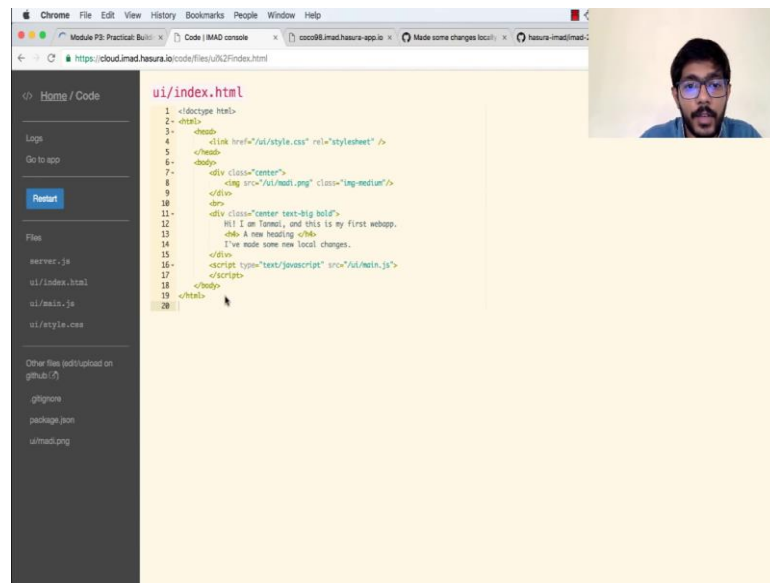
(Refer Slide Time: 22:18)



This screenshot shows the GitHub commit page for the file `ui/index.html`. The commit is titled "Made some changes locally" and was made by user "coco98" 32 seconds ago. The commit message is "I've made some new local changes." The diff view shows the following changes:

```
10 <div class="center text-big bold">
11   Hi! I am Tanmai, and this is my first webapp.
12 </div>
13 + <div class="center text-big bold">
14 +   Hi! I am Tanmai, and this is my first webapp.
15 +   I've made some new local changes.
16 + </div>
17 </div>
```

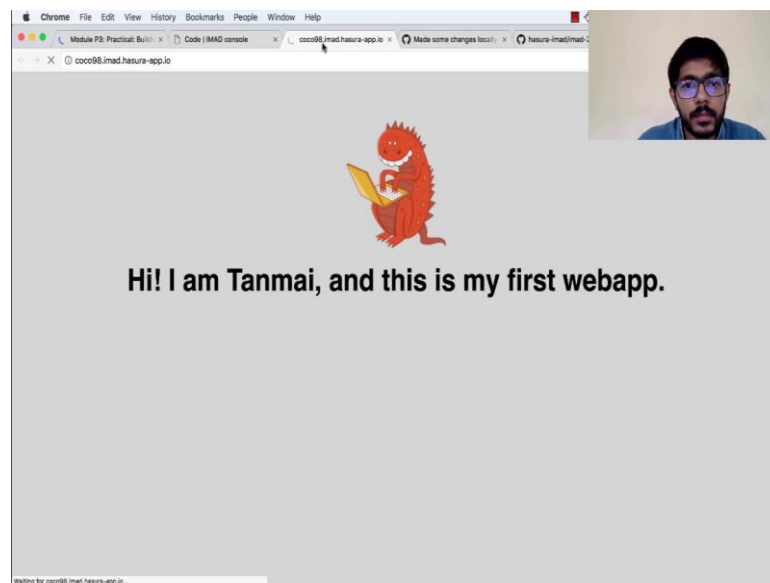
(Refer Slide Time: 22:20)



```
1 <!doctype html>
2 <html>
3 <head>
4 <link href="/ui/style.css" rel="stylesheet" />
5 </head>
6 <body>
7 <div class="center">
8 
9 </div>
10 <br>
11 <div class="center text-big bold">
12 Hi I am Tanmai, and this is my first webapp.
13 <h2 A new heading </h2>
14 I've made some new local changes.
15 </div>
16 <script type="text/javascript" src="/ui/main.js">
17 </script>
18 </body>
19 </html>
20
```

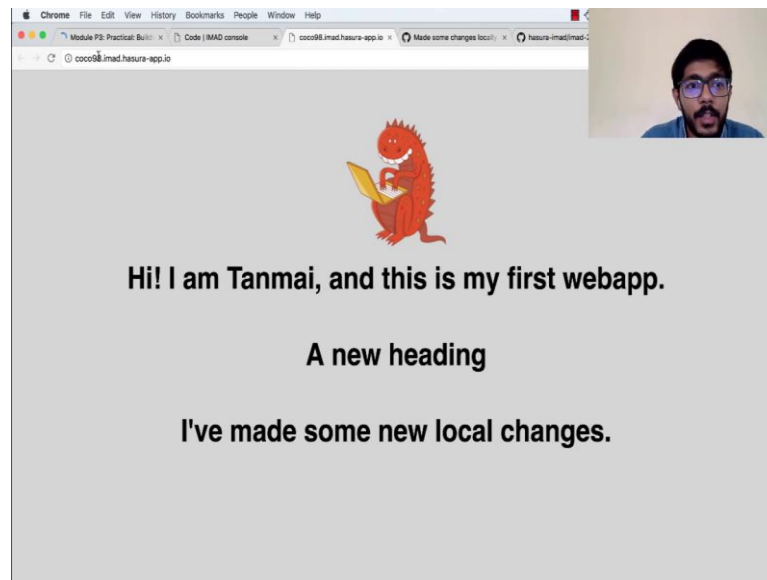
Once the changes are here in github, we can even go back to our console and we can refresh this page, and you will have to wait a while it fetches the files. And you can see that this the console is also refreshed itself, because it is also fetching your files from your github account your github account is the essential place where all changes have been kept in this example. And once this is done, I can click on restart again.

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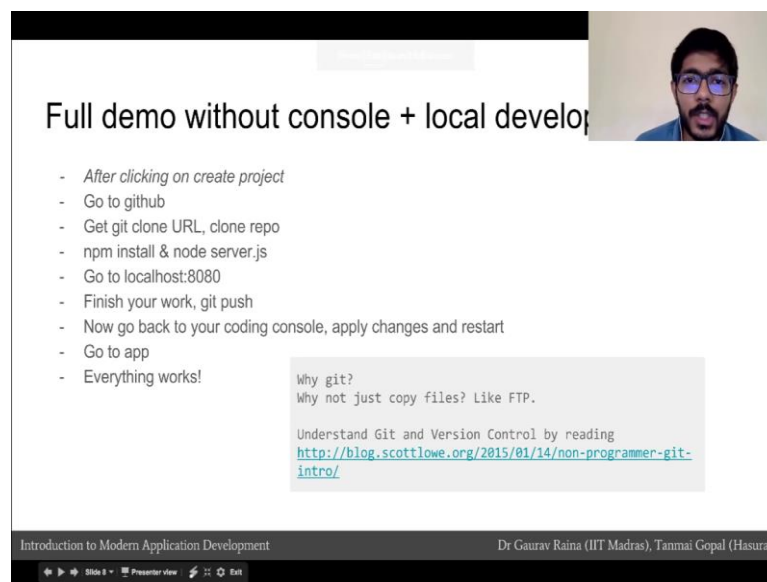
And if I restart my server, I should be able to see my changes on the server as while. Let us give it a while.

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And you can see that the new changes have come up here right. This is exactly the same what I had on a local host, and now I have it public on the web, so that anybody else can also view these changes.

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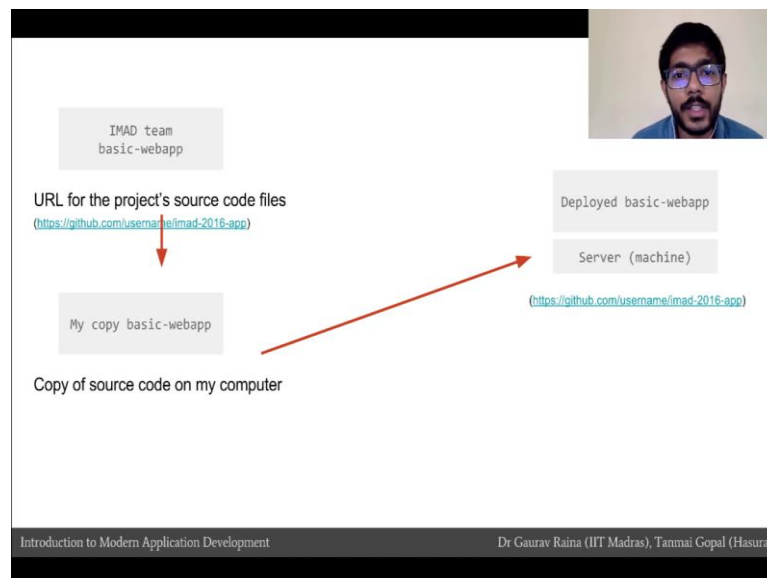
So, why did we use git, why are we using github.com, why are we just copying files, why did we just not copy a zip file and use that to create a copy of the webapp that we wanted to use? Why did we just not copy a zip file and then save it on our local machines and then once you made the changes, create a new zip file and then upload that zip file

somewhere, we can we can collaborate on for example, on Google drive or even on drop box.

The reason why we using git is because of all those little features that I showed you, I showed you a commit history I showed you what changes have been made in every single commit and git has the power to let us role back to a particular commit. By if we make any changes or we make any changes that we want to discard, or we want to pull changes from an earlier commit, all of these things are possible with git. And doing this is called versioning your code and git is an example of a vcs one of the most popular vcs a version control system is out that today.

Just an interesting fact git was also invented by the inventor of Linux Linus Tarwals and he invented both Linux and git. And he jokes that his named both the pieces of software after himself. You can read more about git and version control in general by heading to this link that I have mentioned on the slides. And you should read up and understand because git is a powerful piece of software that is very, very useful in all kinds of software engineering.

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Let us just quickly recap because we covered a lot of complicated concepts. We have a basic webapp with some source code files that has been created by the IMAD team. These were copied when you clicked on the create project button these were copied and a new github project was created automatically for you which was accessible on github dot

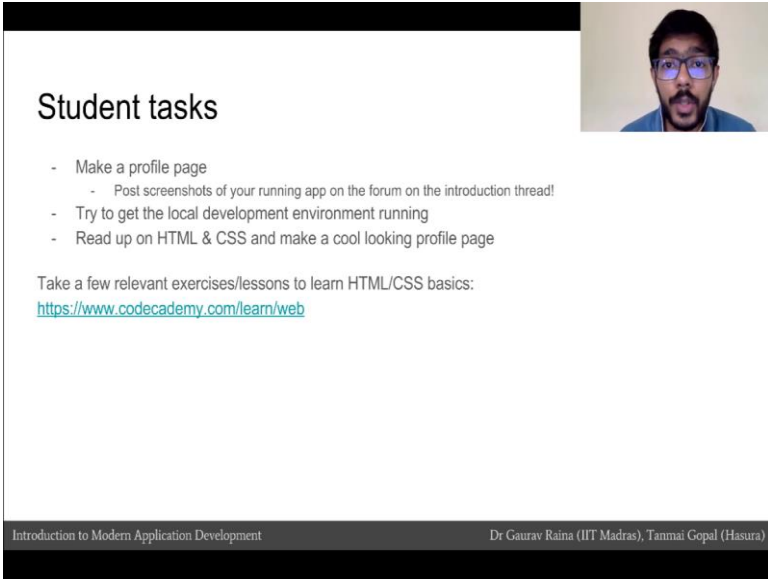
com slash username slash imad 2016 app. We copied those files on to our local machine by using the command git clone, and we got them on our local machine.

And then after that we pushed it back to our github project; and after pushing it back, when we deployed it those changes were deployed on to our server. And effectively what we were able to do was deploy source code from our computer to our server via github. This might not be how you typically deploy a web server in a more typical setup, you might actually end up copying files, because you have your own server machine you might actually copy files or copy your source code files from your local machine to your server. This is not a recommended practise.

It is always best to use git to or any other version control systems or version your code and then only deploy versions of your code on the server, so that no random files are or mistakes are copied to your server. Again it is also important to understand that everything all the components that we used are fairly optional.

For example, we used github dot com for this particular, we are using github dot com for this course, but you might as well be using bitbucket dot org or gitlab dot com which is all alternative pieces of software that do the same thing. The same thing here being hosting a git project or on the web right; git is a separate piece of software, it is not related to github, it is a separate piece of software that runs on machines. So, it is running on the github server, it is running on our computer, it is running on the IMAD server.

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Student tasks

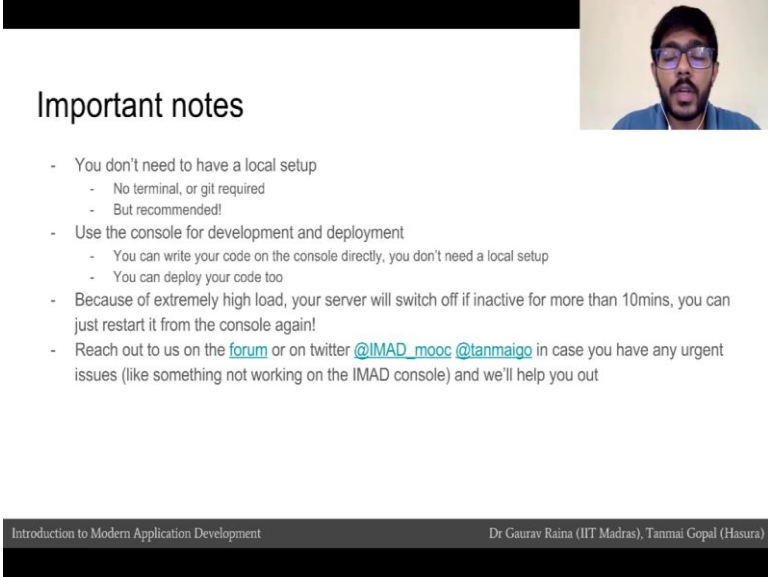
- Make a profile page
 - Post screenshots of your running app on the forum on the introduction thread!
- Try to get the local development environment running
- Read up on HTML & CSS and make a cool looking profile page

Take a few relevant exercises/lessons to learn HTML/CSS basics:
<https://www.codecademy.com/learn/web>

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What you guys should do next is go on to the console, create your project, and start trying to write some code modify bits in pieces of code keep experimenting and read up a little bit about HTML and CSS basics to try to modify it. And try to make a profile page, you guys can make some profile make a profile page that describes yourself and what you do and post the screenshots of that on the forum.

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Important notes

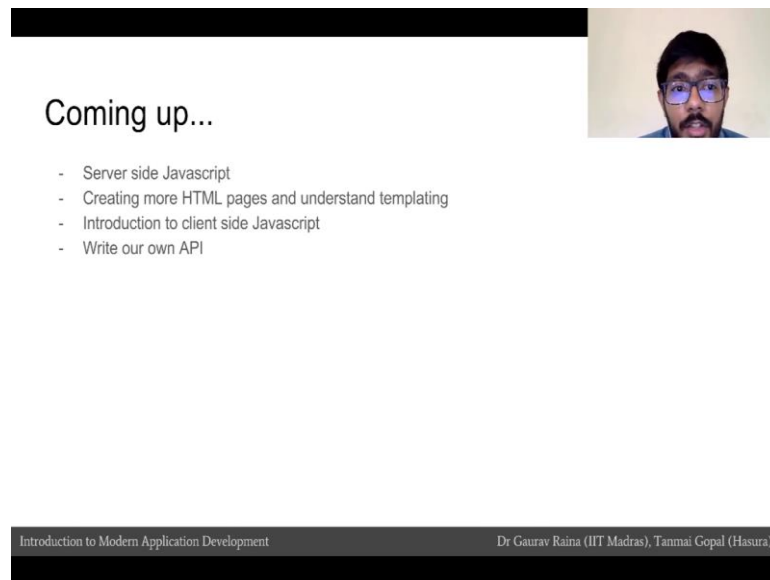
- You don't need to have a local setup
 - No terminal, or git required
 - But recommended!
- Use the console for development and deployment
 - You can write your code on the console directly, you don't need a local setup
 - You can deploy your code too
- Because of extremely high load, your server will switch off if inactive for more than 10mins, you can just restart it from the console again!
- Reach out to us on the [forum](#) or on twitter [@IMAD_mooc](#) [@tanmaigo](#) in case you have any urgent issues (like something not working on the IMAD console) and we'll help you out

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You do not need to have the local setup portion to do the basic app development and deployment that is required that is strictly optional. However, it is recommended because if you are going to go on to do slightly more advanced things, and become a developer you will need to have a local setup ready. You can use the IMAD console for development and deployment you can write your code directly on IMAD.

And you do not have to be worried about your changes being lost because all your changes as soon as you click on co commit are saved to github, because of the high load that we will experienced during this course your server might switch off due to inactivity if it is more if it is inactive for more than 10 minutes, you can always restart it just by going back to your console and clicking on restart. In case you have any issues with the forum, in case you have any issues with the console, please feel free to reach out to us directly on the forum or on a twitter handles. And we will make sure that we fix it for you.

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Coming up...

- Server side Javascript
- Creating more HTML pages and understand templating
- Introduction to client side Javascript
- Write our own API

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In the next sessions, we will be looking at server side javascript, and understanding how HTML works, we will also be looking at client side javascript. So, although we have not introduced what the source code files are, and how they are working, we will be getting into that from the very next lecture.