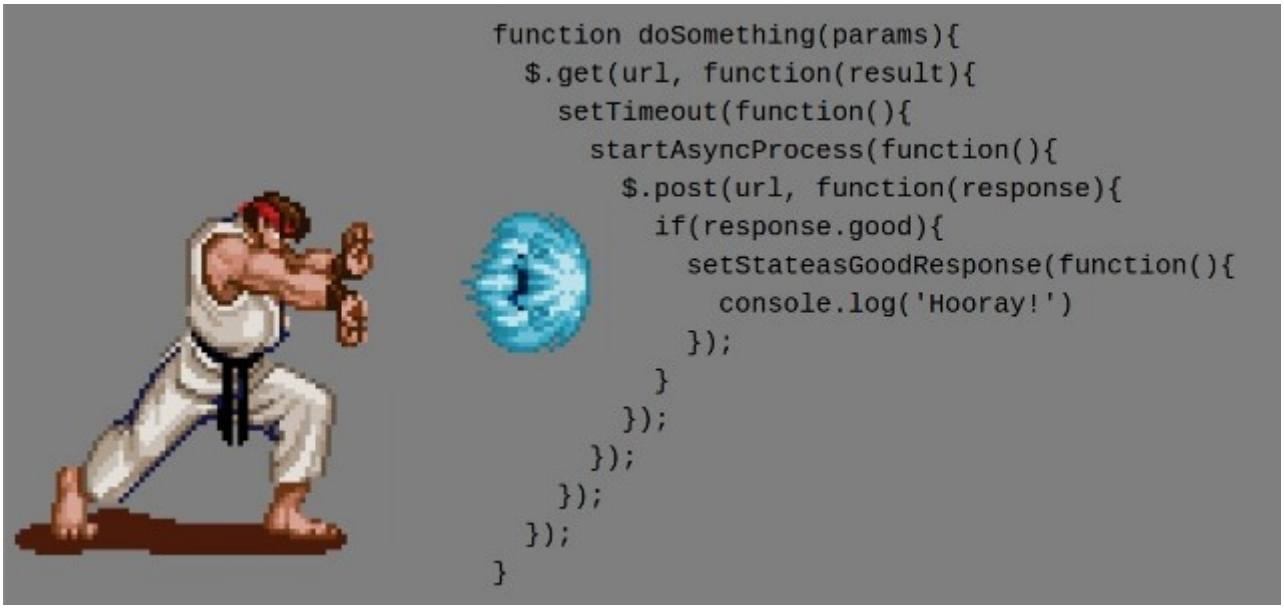
/

> “ /

- [Basic] Promise
- [Doc] Events ( )
- [Doc] Timers ( )
- [Point] /
- [Point] /

? .

Promise



[Callback Hell] Q, async, EventProxy [Promise] , ES6 JavaScript .

Promise .

> “ Promise .then .catch ?

We have a problem with promises

, , Promise :

```
let doSth = new Promise((resolve, reject) => {
  console.log('hello');
  resolve();
});

doSth.then(() => {
  console.log('over');
});
```

:

```
hello
over
```

, Promise , then ?

`setTimeout` 10s`.then` `hello` 10s , ?

```
let doSth = new Promise((resolve, reject) => {
  console.log('hello');
  resolve();
});

setTimeout(() => {
  doSth.then(() => {
    console.log('over');
  })
}, 10000);
```

): (

```
setTimeout(function() {
  console.log(1)
}, 0);
new Promise(function executor(resolve) {
  console.log(2);
  for( var i=0 ; i<10000 ; i++ ) {
```

```
    i == 9999 && resolve();
  }
  console.log(3);
}).then(function() {
  console.log(4);
});
console.log(5);
```

, . Promise , Promise , Promise ,

Events

`Events` Node.js core , node`Stream` (`Events` `fs`, `net`, `http` `Stream`, `Events`

EventEmitter node event , emitter, (emit) cb listener. D

> Eventemitter emit ?

Node.js Eventemitter emit . :

> The EventListener calls all listeners synchronously in the order in which they were registered. This is important to ensure the proper sequencing of events and to avoid race conditions or logic errors.

`hi 1` `hi 2`?

```
const EventEmitter = require('events');

let emitter = new EventEmitter();

emitter.on('myEvent', () => {
  console.log('hi 1');
});

emitter.on('myEvent', () => {
  console.log('hi 2');
});
```

```
emitter.emit('myEvent');
```

?

```
const EventEmitter = require('events');

let emitter = new EventEmitter();

emitter.on('myEvent', () => {
  console.log('hi');
  emitter.emit('myEvent');
});

emitter.emit('myEvent');
```

?

```
const EventEmitter = require('events');

let emitter = new EventEmitter();

emitter.on('myEvent', function sth () {
  emitter.on('myEvent', sth);
  console.log('hi');
});

emitter.emit('myEvent');
```

emitter , TCP , , .emit .once

, emitter , emitter, emitter listener

/

> “ ? ?

, node .

- console.log

- IO

, IO , setTimeout .

> “ , koa , A, A . , ,

Node.js js . , , pop . ① sleep ,

> “ sleep ? ①

```
function sleep(ms) {
  var start = Date.now(), expire = start + ms;
  while (Date.now() < expire) ;
  return;
}
```

, libuv (C/C++ libev libevent) .

, , , , js , .

> “ reduce? (: reduce)

reduce , n n+1 , n+2 . , .

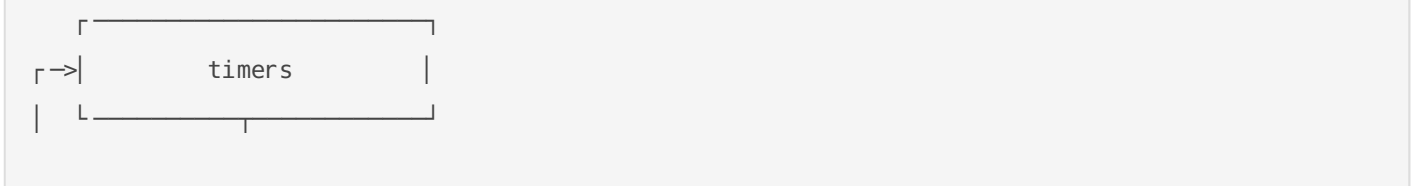
Timers

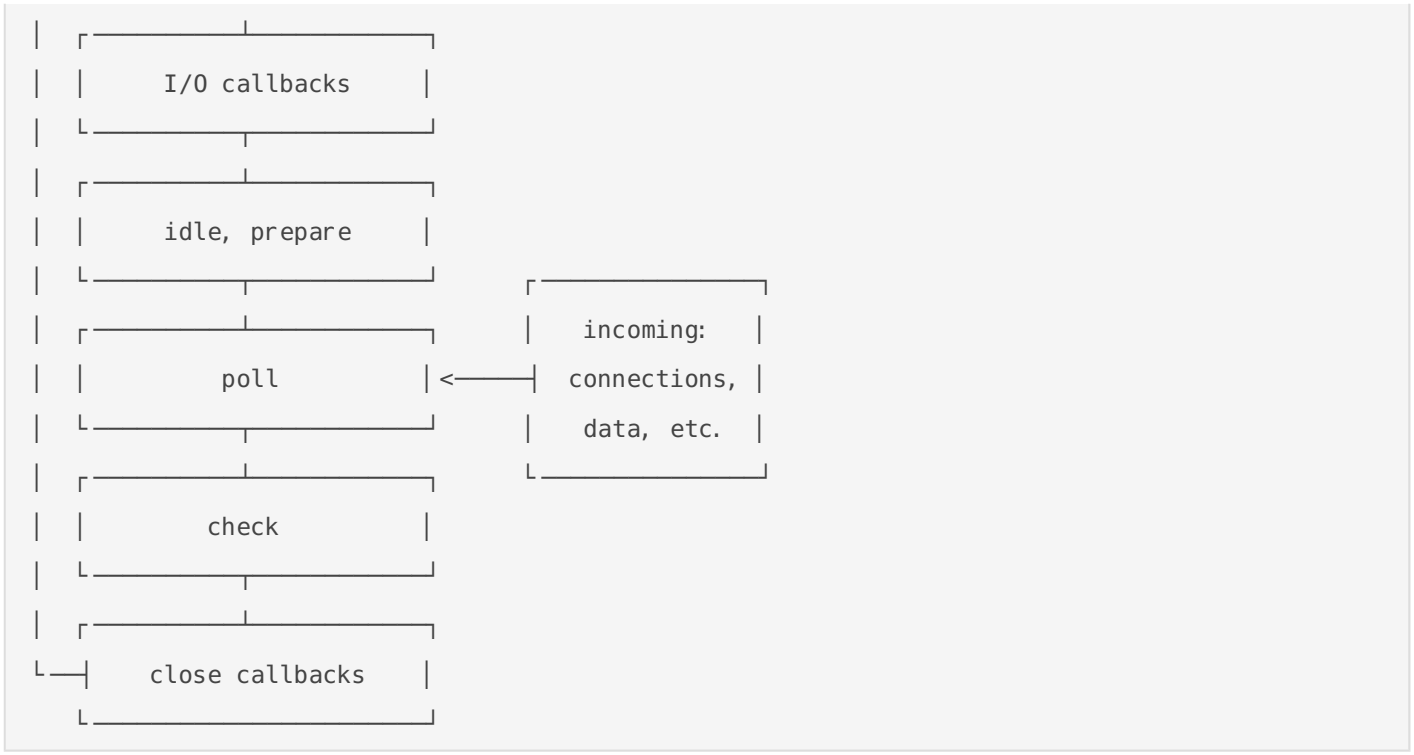
Node.js , .

IO libuv . , readFileSync, execSync , node ,

, setTimeout nextTick, setTimeout setImmediate

Event loop



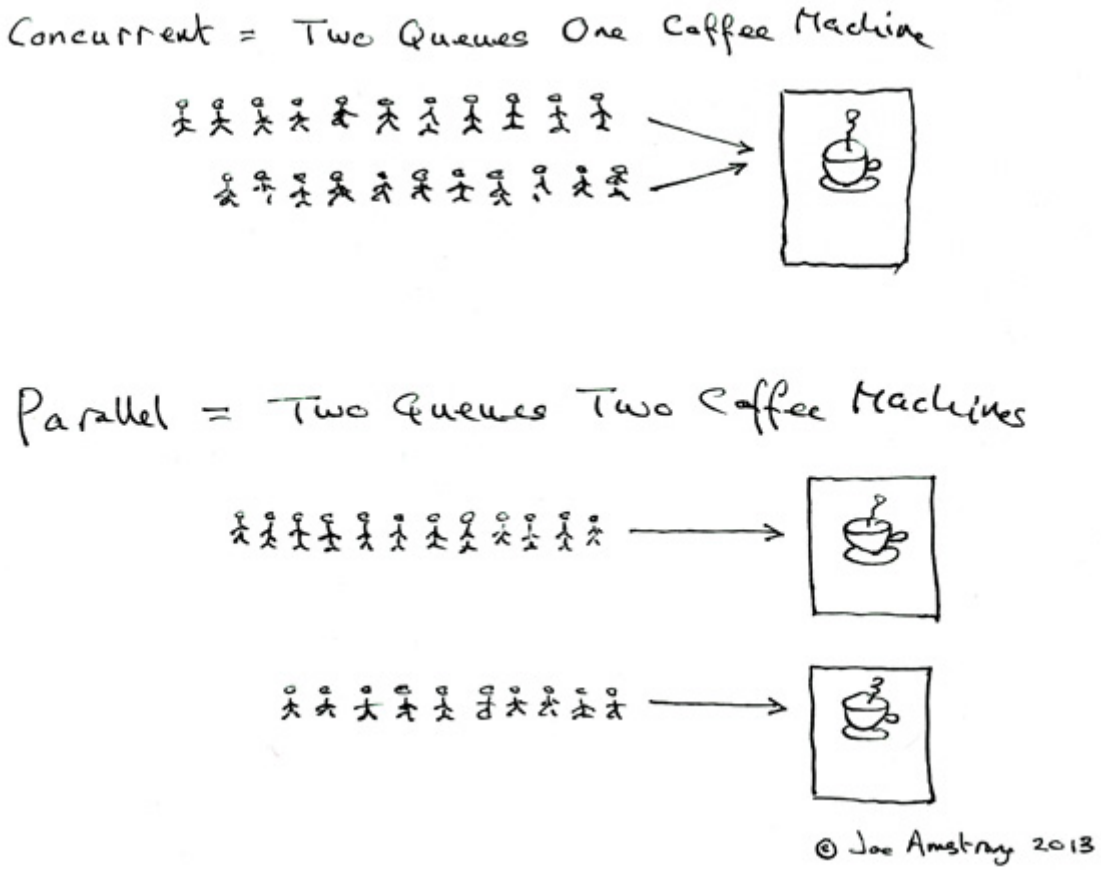


, Timers nextTick The Node.js Event Loop, Timers, and process.nextTick() Tasks, microtasks, queues and schedules

/

(Parallel) (Concurrent) .

Erlang Joe Armstrong Concurrent and Parallel)



(Concurrent) = 2 1 .

(Parallel) = 2 2 .

Node.js 2 1 Task /, , .

node , cluster .

Revision #2
Created 19 July 2021 15:22:34 by
Updated 19 July 2021 15:26:57 by