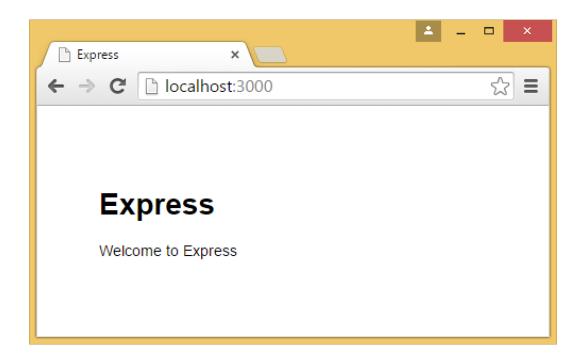
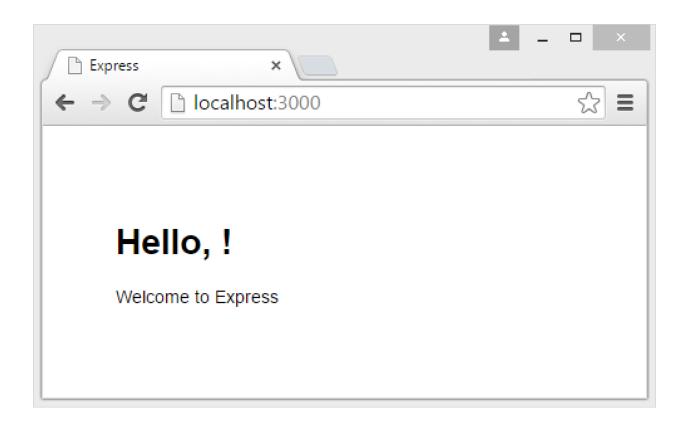
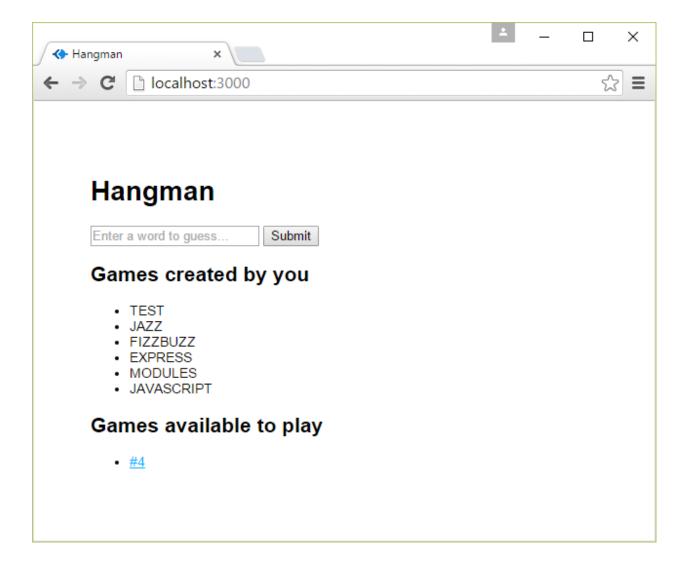
# **Chapter 2: Getting Started with Node.js**





# **Chapter 5: Creating Dynamic Websites**





#### **Chapter 6: Testing Node.js Applications**

```
Game service
list of available games
√ should include games set by other users

1 passing (8ms)
```

```
Game service

list of available games

/ should include games set by other users

1) should not include games set by the same user

1 passing (10ms)
1 failing

1) Game service list of available games should not include games set by the same user:

AssertionError: 2 == 1

+ expected - actual

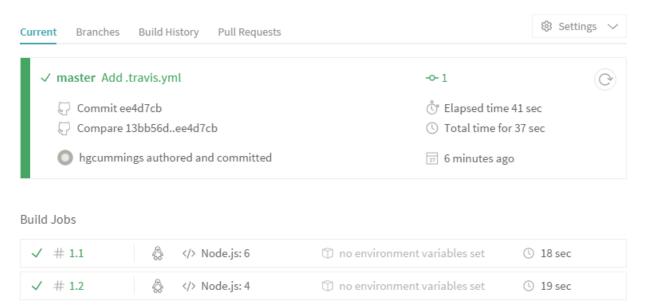
-2

+1
```

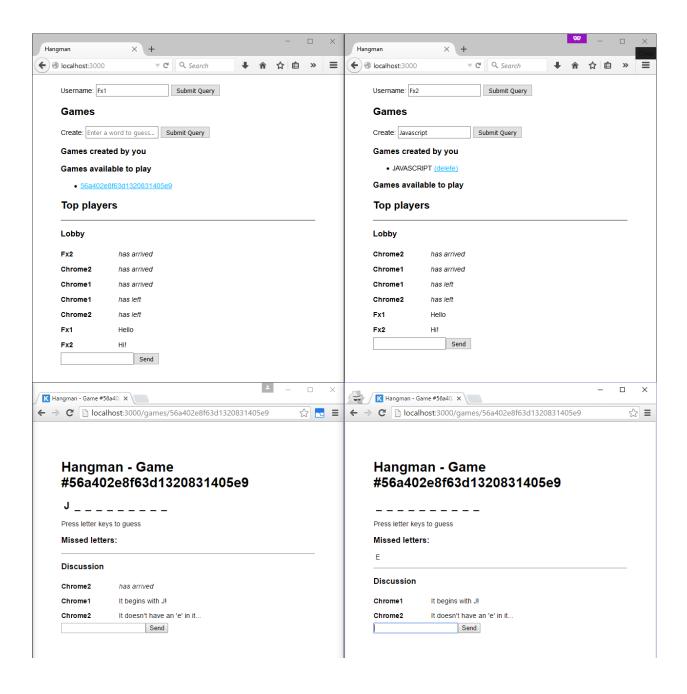
## **Chapter 7: Setting up an Automated Build**



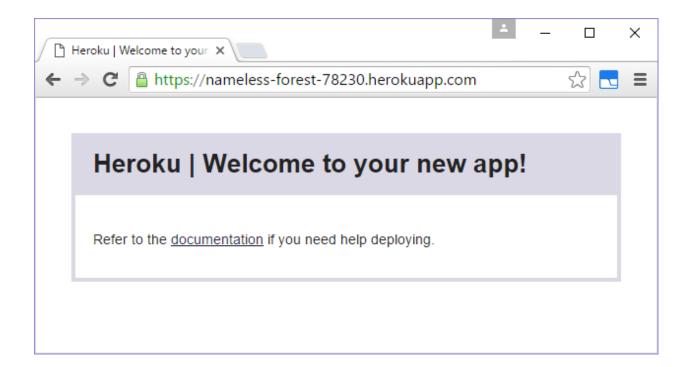
# hgcummings / chapter06 © build passing

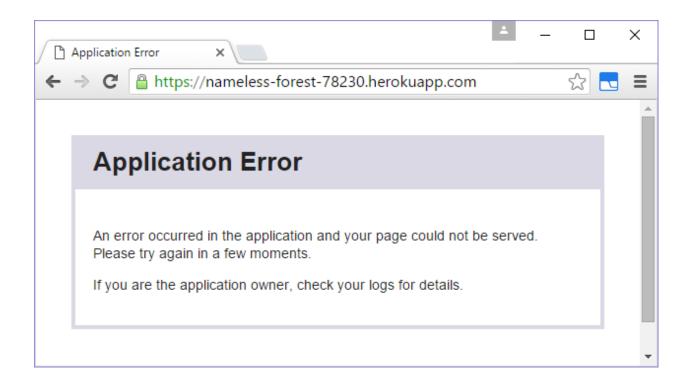


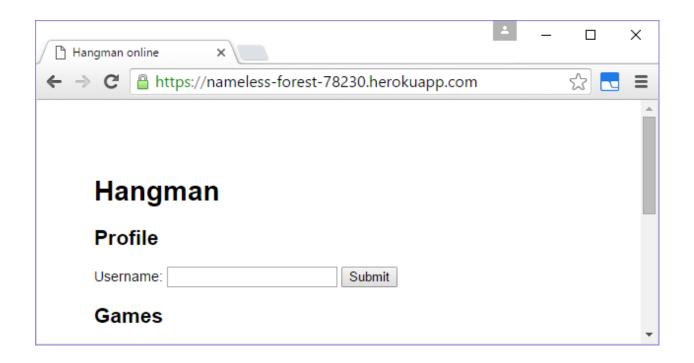
## **Chapter 10: Creating Real-time Web Apps**



## **Chapter 11: Deploying Node.js Applications**







```
1010 [12:12:38] Finished 'test' after 1.76 s
  1011 [12:12:38] Starting 'default'...
  1012 [12:12:38] Finished 'default' after 9.2 μs
  1013 [12:12:38] Starting 'integration-test'...
  1014 [12:12:39] Finished 'integration-test' after 1.19 s
  1017 The command "gulp default integration-test" exited with 0.
                                                                     dp1.0
▶ 1018 Fetching: dpl-1.8.11.gem (100%)
                                                                               24.895
                                                                     dpl.1
▶ 1023 Installing deploy dependencies
▶ 1035 Preparing deploy
                                                                     dp1.2
▶ 1042 Deploying application
                                                                     dp1.3
  1110 Already up-to-date!
  1111 # HEAD detached at 475853f
  1112 nothing to commit, working directory clean
  1113 Dropped refs/stash@{0} (53cc1305f2a045bc92e306e1b8741c08e4304060)
  1116 Done. Your build exited with 0.
                                                                                 Top ▲
```

#### **Chapter 13: Creating JavaScript Packages**

red lorry	
yellow lorry	
red lorry	
yellow lolly	
{"red":2,"lorry":3,"yellow":2,"lolly":1}	

```
🛍 NodeJS
                                                                                 ×
E:\Stuff\projects\nodejs\autotoc>node demo.js
 - Home (http://hgc.io)
   - About (http://hgc.io/about)
   - Speaking (http://hgc.io/speaking)
     - Image credits (http://hgc.io/speaking#credits-ndc2014)
   - Archive (http://hgc.io/archive)
   - Categories (http://hgc.io/categories)
     - .NET (http://hgc.io/categories#.NET-ref)
     - General (http://hgc.io/categories#General-ref)
     - JavaScript (http://hgc.io/categories#JavaScript-ref)
     - Shell (http://hgc.io/categories#Shell-ref)
   - Tags (http://hgc.io/tags)
     - agile (http://hgc.io/tags#agile-ref)
     - bash (http://hgc.io/tags#bash-ref)
     - books (http://hgc.io/tags#books-ref)
     - browserify (http://hgc.io/tags#browserify-ref)
     - c# (http://hgc.io/tags#c#-ref)
     - competitions (http://hgc.io/tags#competitions-ref)
     gamedev (http://hgc.io/tags#gamedev-ref)
     - grunt (http://hgc.io/tags#grunt-ref)

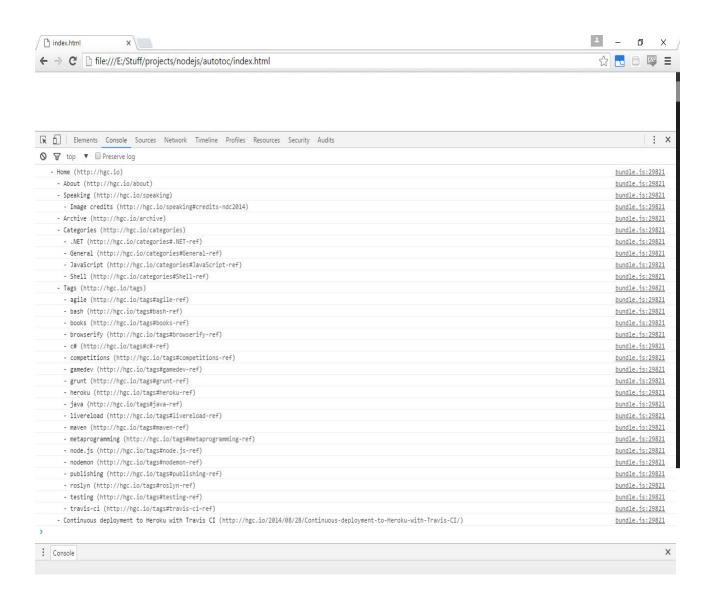
    heroku (http://hgc.io/tags#heroku-ref)

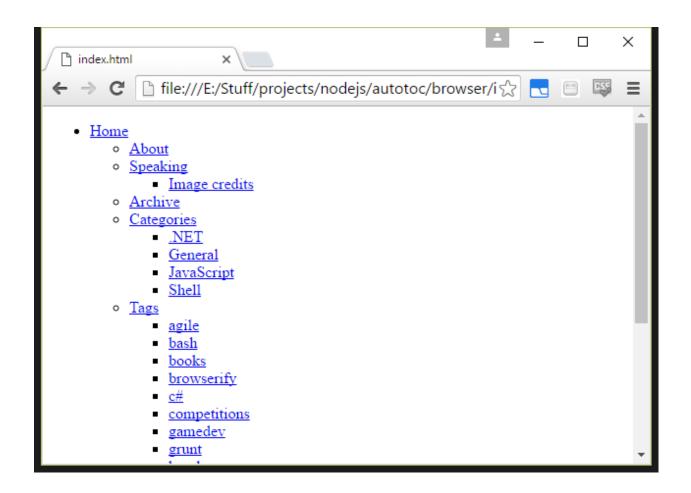
     - java (http://hgc.io/tags#java-ref)

    livereload (http://hgc.io/tags#livereload-ref)

     - maven (http://hgc.io/tags#maven-ref)

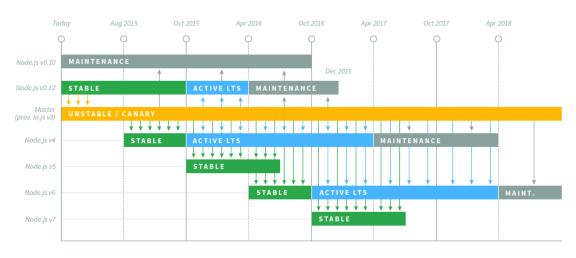
    metaprogramming (http://hgc.io/tags#metaprogramming-ref)
```





# Chapter 14: Node.js and Beyond

#### Node.js Long Term Support Release Schedule



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