# Node.js in Practice

ALEX YOUNG MARC HARTER



For online information and ordering of this and other Manning books, please visit www.manning.com. The publisher offers discounts on this book when ordered in quantity. For more information, please contact

Special Sales Department Manning Publications Co. 20 Baldwin Road PO Box 761 Shelter Island, NY 11964 Email: orders@manning.com

©2015 by Manning Publications Co. All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by means electronic, mechanical, photocopying, or otherwise, without prior written permission of the publisher.

Many of the designations used by manufacturers and sellers to distinguish their products are claimed as trademarks. Where those designations appear in the book, and Manning Publications was aware of a trademark claim, the designations have been printed in initial caps or all caps.

Recognizing the importance of preserving what has been written, it is Manning's policy to have the books we publish printed on acid-free paper, and we exert our best efforts to that end. Recognizing also our responsibility to conserve the resources of our planet, Manning books are printed on paper that is at least 15 percent recycled and processed without the use of elemental chlorine.



Manning Publications Co. 20 Baldwin Road Te PO Box 761 Shelter Island, NY 11964

Development editor: Cynthia Kane Technical development editor: Jose Maria Alvarez Rodriguez Copyeditor: Benjamin Berg Proofreader: Katie Tennant Typesetter: Gordan Salinovic Cover designer: Marija Tudor

ISBN 9781617290930 Printed in the United States of America 1 2 3 4 5 6 7 8 9 10 – EBM – 19 18 17 16 15 14

## brief contents

- 1 Getting started 3
- 2 Globals: Node's environment 15
- 3 Buffers: Working with bits, bytes, and encodings 39
- 4 Events: Mastering EventEmitter and beyond 64
- 5 Streams: Node's most powerful and misunderstood feature 82
- 6 File system: Synchronous and asynchronous approaches to files 114
- 7 Networking: Node's true "Hello, World" 136
- 8 Child processes: Integrating external applications with Node 174
- - 9 The Web: Build leaner and meaner web applications 199
  - 10 Tests: The key to confident code 260

#### BRIEF CONTENTS

	11 -	Debugging: Designing for introspection and resolving issues 293	Ş
	12	Node in production: Deploying applications safely	326
Part 3	WRITING MO	DULES	9
	13	Writing modules: Mastering what Node is all about	361

## contents

foreword xiii preface xv acknowledgments xvi about this book xviii about the cover illustration xx

### Part 1 Node fundamentals.....1

### Getting started 3

- 1.1 Getting to know Node 4 Why Node? 4 • Node's main features 6
  - 1.2 Building a Node application 8
     Creating a new Node project 9 Making a stream class 9
     Using a stream 10 Writing a test 12
  - 1.3 Summary 13

2.1

### **Globals: Node's environment** 15

Modules16TECHNIQUE1Installing and loading modules16TECHNIQUE2Creating and managing modules17

#### CONTENTS

		Technique 3 Technique 4	Loading a group of related modules 19 Working with paths 21
	2.2	Standard I/O an	id the console object 22
		Technique 5	Reading and writing to standard $I/O$ 22
		TECHNIQUE 6	Logging messages 24
		Technique 7	Benchmarking a program 25
	2.3	Operating system	n and command-line integration 27
		TECHNIQUE 8	Getting platform information 27
		TECHNIQUE 9	Passing command-line arguments 28 Exiting a program 20
		TECHNIQUE 10	Responding to signals 31
	2.4	Delaying executi	on with timers 32
		Technique 12	Executing functions after a delay with
		Troubuour 19	setTimeout 32
		TECHNIQUE 15	timers 34
		Technique 14	Safely managing asynchronous APIs 35
	2.5	Summary 38	
2	Buffer	rs: Working with	bits, bytes, and encodings 39
	3.1	Changing data e	ncodings 40
		Technique 15	Converting buffers into other formats 40
		Technique 16	Changing string encodings using buffers 41
	3.2	Converting binar	ry files to JSON 44
		Technique 17	Using buffers to convert raw data 44
	3.3	Creating your ov	vn binary protocol 58
		Technique 18	Creating your own network protocol 58
	3.4	Summary 63	
1	Event	s: Mastering Eve	entEmitter and beyond 64
4	4.1	Basic usage 65	-
		Technique 19	Inheriting from EventEmitter 65
		TECHNIQUE 20	Mixing in EventEmitter 68
	4.2	Error handling	69

TECHNIQUE21Managing errors69TECHNIQUE22Managing errors with domains71

### 4.3 Advanced patterns 73

Technique	23	Reflection 73	
Technique	24	Detecting and exploiting EventEmitter	75
TECHNIQUE	25	Categorizing event names 77	

	4.4	Third-party mo	dules and extensions 78 Alternatives to EventEmitter 78
	4.5	Summary 80	
5	Stream	ns: Node's most	powerful and misunderstood feature 82
	5.1	Introduction to	streams 83
		Types of streams Streams in third EventEmitter	83 • When to use streams 84 • History 85 -party modules 85 • Streams inherit from 87
	5.2	Built-in streams	88
		Technique 27	Using built-in streams to make a static web server 88
		Technique 28	Stream error handling 90
	5.3	Third-party mo	dules and streams 91
		Technique 29	Using streams from third-party modules 91
	5.4	Using the stream	n base classes 94
		Technique 30	Correctly inheriting from the stream base classes 94
		Technique 31	Implementing a readable stream 96
		TECHNIQUE 32	Implementing a writable stream 99 Transmitting and receiving data with dupley
		TECHNIQUE 55	streams 101
		Technique 34	Parsing data with transform streams 103
	5.5	Advanced patte	rns and optimization 105
		Technique 35	Optimizing streams 105
		Technique 36	Using the old streams API 108
		TECHNIQUE 37	destination 109
		Technique 38	Testing streams 111
	5.6	Summary 113	
6	File sy to files	ostem: Synchron s 114	ous and asynchronous approaches

6.1	An overview of the fs me	odule 115	lule 115		
	POSIX file I/O wrappers	115 • Streaming	117 • Bulk file I/O	117	

File watching 118 • Synchronous alternatives 118

TECHNIQUE	39	Loading configuration files 119
TECHNIQUE	40	Using file descriptors 120
TECHNIQUE	41	Working with file locking 121
TECHNIQUE	42	Recursive file operations 125

	Technique 43 Technique 44	Writing a file database 128 Watching files and directories 132
6.2	Summary 134	
Netwo	orking: Node's t	rue "Hello, World" 136
7.1	Networking in	Node 137
	Networking tern Non-blocking n	ninology 137 • Node's networking modules 141 etworking and thread pools 142
7.2	TCP clients and	l servers 143
	Technique 45	Creating a TCP server and tracking clients 143
	TECHNIQUE 46	Testing TCP servers with clients 145
	Technique 47	Improve low-latency applications 147
7.3	UDP clients and	d servers 149
	Technique 48 Technique 49	Transferring a file with UDP 149 UDP client server applications 153
7.4	HTTP clients a	nd servers 156
	Technique 50	HTTP servers 156
	Technique 51	Following redirects 158
<b>L</b>	Technique 52	HTTP proxies 162
7.5	Making DNS re	equests 165
	Technique 53	Making a DNS request 165
7.6	Encryption 16	57
	Technique 54	A TCP server that uses encryption 167
	Technique 55	Encrypted web servers and clients 170
7.7	Summary 173	
Child	processes. Inter	rating external applications

# *S* Child processes: Integrating external applications with Node 174

8.1	Executing exte	ernal applications 175
	TECHNIQUE 56 Paths and the secuting external	Executing external applications 176 PATH environment variable 176 • Errors when nal applications 177
	Technique 57 Stringing exter	Streaming and external applications 178 <i>nal applications together</i> 179
	Technique 58	Executing commands in a shell 180

Security and shell command execution 181

7

#### CONTENTS

		TECHNIQUE 59 Detaching a child process 182 Handing I/O between the child and parent processes 183 • counting and child processes 184	Reference
	8.2	Executing Node programs 185	
		TECHNIQUE 60Executing Node programs185TECHNIQUE 61Forking Node modules186TECHNIQUE 62Running jobs188Job pooling190 • Using the pooler module191	
	8.3	Working synchronously 192	
		TECHNIQUE 63 Synchronous child processes 192	
	8.4	Summary 194	
Part 2	REAL The W	WORLD RECIPES	197 199
9	9.1	Front-end techniques 200	
	0.9	TECHNIQUE 64Quick servers for static sites200TECHNIQUE 65Using the DOM in Node204TECHNIQUE 66Using Node modules in the browser2Server side techniques200	07
	5.4	TECHNIQUE 67 Express route separation 209	
		TECHNIQUE 68 Automatically restarting the server 215	2
		TECHNIQUE 69 Configuring web applications 215	
		TECHNIQUE 70 Elegant error handling 219	
		TECHNIQUE 71 RESTRUI Web applications 222 TECHNIQUE 72 Using custom middleware 931	
		TECHNIQUE 73 Using events to decouple functionality	236
		TECHNIQUE 74 Using sessions with WebSockets 238	
		TECHNIQUE 75 Migrating Express 3 applications to Express 4 242	
	9.3	Testing web applications 246	
		TECHNIQUE 76 Testing authenticated routes 246	
		TECHNIQUE 77 Creating seams for middleware injection 948	
		TECHNIQUE 78 Testing applications that depend on remote services 250	
	9.4	Full stack frameworks 256	
	9.5	Real-time services 257	
	9.6	Summary 258	

10	Tests:	The key to confident code 260	
10	10.1	Introduction to testing with Node 261	
	10.2	Writing simple tests with assertions 262	
		TECHNIQUE79Writing tests with built-in modules263TECHNIQUE80Testing for errors265TECHNIQUE81Creating custom assertions268	
	10.3	Test harnesses 270	
		TECHNIQUE 82 Organizing tests with a test harness 270	
	10.4	Test frameworks 273	
		TECHNIQUE83Writing tests with Mocha273TECHNIQUE84Testing web applications with Mocha276TECHNIQUE85The Test Anything Protocol280	
	10.5	Tools for tests 282	
		TECHNIQUE86Continuous integration283TECHNIQUE87Database fixtures285	
	10.6	Further reading 291	
	10.7	Summary 292	
11	Debug	ging: Designing for introspection and resolving issues 29	)3
			-
	11.1	Designing for introspection 294	-
	11.1	Designing for introspection 294 Explicit exceptions 294 • Implicit exceptions 295 • The error event 295 • The error argument 296	-
11	11.1	Designing for introspection 294         Explicit exceptions 294 • Implicit exceptions 295 • The error event 295 • The error argument 296         TECHNIQUE 88       Handling uncaught exceptions 296         TECHNIQUE 89       Linting Node applications 299	_
	11.1 11.2	Designing for introspection 294         Explicit exceptions 294 • Implicit exceptions 295 • The error event 295 • The error argument 296         TECHNIQUE 88       Handling uncaught exceptions 296         TECHNIQUE 89       Linting Node applications 299         Debugging issues 300	-
	11.1	<ul> <li>Designing for introspection 294</li> <li><i>Explicit exceptions</i> 294 • <i>Implicit exceptions</i> 295 • <i>The error</i> event 295 • <i>The error argument</i> 296</li> <li>TECHNIQUE 88 Handling uncaught exceptions 296</li> <li>TECHNIQUE 89 Linting Node applications 299</li> <li>Debugging issues 300</li> <li>TECHNIQUE 90 Using Node's built-in debugger 300</li> <li>TECHNIQUE 91 Using Node Inspector 306</li> <li>TECHNIQUE 92 Profiling Node applications 308</li> <li>TECHNIQUE 93 Debugging memory leaks 311</li> <li>TECHNIQUE 94 Inspecting a running program with a REPL 316</li> </ul>	_
	11.1	<ul> <li>Designing for introspection 294</li> <li>Explicit exceptions 294 • Implicit exceptions 295 • The error event 295 • The error argument 296</li> <li>TECHNIQUE 88 Handling uncaught exceptions 296</li> <li>TECHNIQUE 89 Linting Node applications 299</li> <li>Debugging issues 300</li> <li>TECHNIQUE 90 Using Node's built-in debugger 300</li> <li>TECHNIQUE 91 Using Node Inspector 306</li> <li>TECHNIQUE 92 Profiling Node applications 308</li> <li>TECHNIQUE 93 Debugging memory leaks 311</li> <li>TECHNIQUE 94 Inspecting a running program with a REPL 316</li> <li>TECHNIQUE 95 Tracing system calls 322</li> </ul>	_
	<ul><li>11.1</li><li>11.2</li><li>11.3</li></ul>	<ul> <li>Designing for introspection 294</li> <li>Explicit exceptions 294 • Implicit exceptions 295 • The error event 295 • The error argument 296</li> <li>TECHNIQUE 88 Handling uncaught exceptions 296</li> <li>TECHNIQUE 89 Linting Node applications 299</li> <li>Debugging issues 300</li> <li>TECHNIQUE 90 Using Node's built-in debugger 300</li> <li>TECHNIQUE 91 Using Node Inspector 306</li> <li>TECHNIQUE 92 Profiling Node applications 308</li> <li>TECHNIQUE 93 Debugging memory leaks 311</li> <li>TECHNIQUE 94 Inspecting a running program with a REPL 316</li> <li>TECHNIQUE 95 Tracing system calls 322</li> <li>Summary 325</li> </ul>	
11	<ul> <li>11.1</li> <li>11.2</li> <li>11.3</li> <li>Node</li> </ul>	<ul> <li>Designing for introspection 294</li> <li>Explicit exceptions 294 • Implicit exceptions 295 • The error event 295 • The error argument 296</li> <li>TECHNIQUE 88 Handling uncaught exceptions 296</li> <li>TECHNIQUE 89 Linting Node applications 299</li> <li>Debugging issues 300</li> <li>TECHNIQUE 90 Using Node's built-in debugger 300</li> <li>TECHNIQUE 91 Using Node Inspector 306</li> <li>TECHNIQUE 92 Profiling Node applications 308</li> <li>TECHNIQUE 93 Debugging memory leaks 311</li> <li>TECHNIQUE 94 Inspecting a running program with a REPL 316</li> <li>TECHNIQUE 95 Tracing system calls 322</li> <li>Summary 325</li> </ul>	
11	<ul> <li>11.1</li> <li>11.2</li> <li>11.3</li> <li>Node</li> <li>12.1</li> </ul>	<ul> <li>Designing for introspection 294</li> <li>Explicit exceptions 294 • Implicit exceptions 295 • The error event 295 • The error argument 296</li> <li>TECHNIQUE 88 Handling uncaught exceptions 296</li> <li>TECHNIQUE 89 Linting Node applications 299</li> <li>Debugging issues 300</li> <li>TECHNIQUE 90 Using Node's built-in debugger 300</li> <li>TECHNIQUE 91 Using Node Inspector 306</li> <li>TECHNIQUE 92 Profiling Node applications 308</li> <li>TECHNIQUE 93 Debugging memory leaks 311</li> <li>TECHNIQUE 94 Inspecting a running program with a REPL 316</li> <li>TECHNIQUE 95 Tracing system calls 322</li> <li>Summary 325</li> <li><i>in production: Deploying applications safely 326</i></li> <li>Deployment 327</li> </ul>	

TECHNIQUE 97 Using Node with Apache and nginx 332

PART 3

		TECHNIQUE 98 Safely running Node on port 80 335
		TECHNIQUE 99 Keeping Node processes running 336
		TECHNIQUE 100 Using WebSockets in production 338
	12.2	Caching and scaling 342
		TECHNIQUE 101 HTTP caching 342
		TECHNIQUE 102 Using a Node proxy for routing and scaling 344
		TECHNIQUE 103 Scaling and resiliency with cluster 347
	12.3	Maintenance 351
		TECHNIQUE 104 Package optimization 351
		TECHNIQUE 105 Logging and logging services 353
	12.4	Further notes on scaling and resiliency 356
	12.5	Summary 357
ART 3	WRIT	TING MODULES
12	Writin	ig modules: Mastering what Node is all about 361
ノノ	13.1	Brainstorming 363
	10.1	

	13.1	Brainstorming	363
		A faster Fibonad	cci module 363
		Technique 106 Technique 107	Planning for our module363Proving our module idea366
	13.2	Building out the	e package.json file     370
		Technique 108 Technique 109 Technique 110	Setting up a package.json file 370 Working with dependencies 373 Semantic versioning 377
	13.3	The end user ex	xperience 379
		Technique 111 Technique 112 Technique 113	Adding executable scripts 379 Trying out a module 381 Testing across multiple Node versions 383
	13.4	Publishing 38	5
		Technique 114 Technique 115	Publishing modules 385 Keeping modules private 387
	13.5	Summary 388	
app	endix	Community 39 index 395	1

## foreword

You have in your hands a book that will take you on an in-depth tour of Node.js. In the pages to come, Alex Young and Marc Harter will help you grasp Node's core in a deep way: from modules to real, networked applications.

Networked applications are, of course, an area where Node.js shines. You, dear reader, are likely well aware of that; I daresay it is your main reason for purchasing this tome! For the few of you who actually read the foreword, let me tell you the story of how it all began.

In the beginning, there was the C10K problem. And the C10K problem raised this question: if you want to handle 10,000 concurrent network connections on contemporary hardware, how do you go about that?

You see, for the longest time operating systems were terrible at dealing with large numbers of network connections. The hardware was terrible in many ways, the software was terrible in other ways, and when it came to the interaction between hardware and software ... linguists had a field day coming up with proper neologisms; plain *terrible* doesn't do it justice. Fortunately, technology is a story of progress; hardware gets better, software saner. Operating systems improved at managing large numbers of network connections, as did user software.

We conquered the C10K problem a long time ago, moved the goal posts, and now we've set our sights on the C100K, C500K, and C1M problems. Once we've comfortably crossed those frontiers, I fully expect that the C10M problem will be next.

#### FOREWORD

Node.js is part of this story of ever-increasing concurrency, and its future is bright: we live in an increasingly connected world and that world needs a power tool to connect everything. I believe Node.js is that power tool, and I hope that, after reading this book, you will feel the same way.

> Ben Noordhuis Cofounder, StrongLoop, Inc.

preface

When Node.js arrived in 2009, we knew something was different. JavaScript on the server wasn't anything new. In fact, server-side JavaScript has existed almost as long as client-side JavaScript. With Node, the speed of the JavaScript runtimes, coupled with the event-based parallelism that many JavaScript programmers were already familiar with, were indeed compelling. And not just for client-side JavaScript developers, which was our background—Node attracted developers from the systems level to various server-side backgrounds, PHP to Ruby to Java. We all found ourselves inside this movement.

At that time, Node was changing a lot, but we stuck with it and learned a whole lot in the process. From the start, Node focused on making a small, low-level core library that would provide enough functionality for a large, diverse user space to grow. Thankfully, this large and diverse user space exists today because of these design decisions early on. Node is a lot more stable now and used in production for numerous startups as well as established enterprises.

When Manning approached us about writing an intermediate-level book on Node, we looked at the lessons we had learned as well as common pitfalls and struggles we saw in the Node community. Although we loved the huge number of truly excellent third-party modules available to developers, we noticed many developers were getting less and less education on the core foundations of Node. So we set out to write *Node in Practice* to journey into the roots and foundations of Node in a deep and thorough manner, as well as tackle many issues we personally have faced and have seen others wrestle with.

## acknowledgments

We have many people to thank, without whose help and support this book would not have been possible.

Thanks to the Manning Early Access Program (MEAP) readers who posted comments and corrections in the Author Online forum.

Thanks to the technical reviewers who provided invaluable feedback on the manuscript at various stages of its development: Alex Garrett, Brian Falk, Chris Joakim, Christoph Walcher, Daniel Bretoi, Dominic Pettifer, Dylan Scott, Fernando Monteiro Kobayashi, Gavin Whyte, Gregor Zurowski, Haytham Samad, JT Marshall, Kevin Baister, Luis Gutierrez, Michael Piscatello, Philippe Charrière, Rock Lee, Shiju Varghese, and Todd Williams.

Thanks to the entire Manning team for helping us every step of the way, especially our development editor Cynthia Kane, our copyeditor Benjamin Berg, our proofreader Katie Tennant, and everyone else who worked behind the scenes.

Special thanks to Ben Noordhuis for writing the foreword to our book, and to Valentin Crettaz and Michael Levin for their careful technical proofread of the book shortly before it went into production.

#### Alex Young

I couldn't have written this book without the encouragement and support of the DailyJS community. Thanks to everyone who has shared modules and libraries with me over the last few years: keeping up to date with the Node.js community would have been impossible without you. Thank you also to my colleagues at Papers who have allowed me to

use my Node.js skills in production. Finally, thanks to Yuka for making me believe I can do crazy things like start companies and write books.

### **Marc Harter**

I would like thank Ben Noordhuis, Isaac Schlueter, and Timothy Fontaine for all the IRC talks over Node; you know the underlying systems that support Node in such a deep way that learning from you makes Node even richer. Also, I want to thank my coauthor Alex; it seems rare to have such a similar approach to writing a book as I did with Alex, plus it was fun for a Midwestern US guy to talk shop with an English chap. Ultimately my heart goes out to my wife, who really made this whole thing possible, if I'm honest. Hannah, you are loved; thank you.

## about this book

*Node.js in Practice* exists to provide readers a deeper understanding of Node's core modules and packaging system. We believe this is foundational to being a productive and confident Node developer. Unfortunately, this small core is easily missed for the huge and vibrant third-party ecosystem with modules prebuilt for almost any task. In this book we go beyond regurgitating the official Node documentation in order to get practical and thorough. We want the reader to be able to dissect the inner workings of the third-party modules they include as well as the projects they write.

This book is not an entry-level Node book. For that, we recommend reading Manning's *Node.js In Action*. This book is targeted at readers who already have experience working with Node and are looking to take it up a notch. Intermediate knowledge of JavaScript is recommended. Familiarity with the Windows, OS X, or Linux command line is also recommended.

In addition, we're aware that many Node developers have come from a client-side JavaScript background. For that reason, we spend some time explaining less-familiar concepts such as working with binary data, how underlying networking and file systems work, and interacting with the host operating system—all using Node as a teaching guide.

### Chapter roadmap

This book is organized into three parts.

Part 1 covers Node's core fundamentals, where we focus our attention on what's possible using only Node's core modules (no third-party modules). Chapter 1 recaps

Node.js's purpose and function. Then chapters 2 through 8 each cover in depth a different core aspect of Node from buffers to streams, networking to child processes.

Part 2 focuses on real-world development recipes. Chapters 9 through 12 will help you master four highly applicable skills—testing, web development, debugging, and running Node in production. In addition to Node core modules, these sections include the use of various third-party modules.

Part 3 guides you through creating your own Node modules in a straightforward manner that ties in all kinds of ways to use npm commands for packaging, running, testing, benchmarking, and sharing modules. It also includes helpful tips on versioning projects effectively.

There are 115 techniques in the book, each module covering a specific Node.js topic or task, and each divided into practical Problem/Solution/Discussion sections.

#### Code conventions and downloads

All source code in the book is in a fixed-width font like this, which sets it off from the surrounding text. In many listings, the code is annotated to point out the key concepts, and numbered bullets are sometimes used in the text to provide additional information about the code.

This book's coding style is based on the Google JavaScript Style Guide.<sup>1</sup> That means we've put var statements on their own lines, used camelCase to format function and variable names, and we always use semicolons. Our style is a composite of the various JavaScript styles used in the Node community.

Most of the code shown in the book can be found in various forms in the sample source code that accompanies it. The sample code can be downloaded free of charge from the Manning website at www.manning.com/Node.jsinPractice, as well as from GitHub at the following link: https://github.com/alexyoung/nodeinpractice.

### **Author Online forum**

Purchase of *Node.js in Practice* includes free access to a private web forum run by Manning Publications where you can make comments about the book, ask technical questions, and receive help from the authors and from other users. To access the forum and subscribe to it, point your web browser to www.manning.com/Node.jsinPractice. This page provides information on how to get on the forum once you're registered, what kind of help is available, and the rules of conduct on the forum.

The Author Online forum and the archives of previous discussions will be accessible from the publisher's website as long as the book is in print.

You can also contact the authors at the following Google Group URL: https://groups.google.com/forum/#!forum/nodejsinpractice.

<sup>&</sup>lt;sup>1</sup> https://google-styleguide.googlecode.com/svn/trunk/javascriptguide.xml

## about the cover illustration

The caption for the illustration on the cover of *Node.js in Practice* is "Young Man from Ayvalik," a town in Turkey on the Aegean Coast. The illustration is taken from a collection of costumes of the Ottoman Empire published on January 1, 1802, by William Miller of Old Bond Street, London. The title page is missing from the collection and we have been unable to track it down to date. The book's table of contents identifies the figures in both English and French, and each illustration bears the names of two artists who worked on it, both of whom would no doubt be surprised to find their art gracing the front cover of a computer programming book ... two hundred years later.

The collection was purchased by a Manning editor at an antiquarian flea market in the "Garage" on West 26th Street in Manhattan. The seller was an American based in Ankara, Turkey, and the transaction took place just as he was packing up his stand for the day. The Manning editor didn't have on his person the substantial amount of cash that was required for the purchase, and a credit card and check were both politely turned down. With the seller flying back to Ankara that evening, the situation was getting hopeless. What was the solution? It turned out to be nothing more than an old-fashioned verbal agreement sealed with a handshake. The seller simply proposed that the money be transferred to him by wire, and the editor walked out with the bank information on a piece of paper and the portfolio of images under his arm. Needless to say, we transferred the funds the next day, and we remain grateful and impressed by this unknown person's trust in one of us. It recalls something that might have happened a long time ago.

We at Manning celebrate the inventiveness, the initiative, and, yes, the fun of the computer business with book covers based on the rich diversity of regional life of two centuries ago, brought back to life by the pictures from this collection.