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CONF42:

Supercharging Server
side Javascript with
Nitro 

Talk Agenda



1. Intro/Principles
2. Features
3. Code Demo
4. Deployment
5. UnJS Ecosystem



About Me.

- Software Engineer 🧑💻
- Technical Writer. 📝
- Nitro community team member ⚡
- Occasional meme poster. 🤡
- I like to run. 🏃
- @codiini on Github & X

What is Nitro?



Nitro is a universal server-toolkit for creating type-safe & performant universal web servers.

Nitro can be used either as a standalone server or as a server engine for full-stack frameworks.



Principles of Nitro



- > Agnostic at all costs 🙅
- > Integrate, not compete 🤝
- > Deployment Via Presets ⚙️
- > Web Standards Compatibility 🌐

Nitro Key Features



Zero-Config

No setup required, Fully and end-to-end typed APIs, Great Developer Experience.

File-system Routing

Nitro provides a file-system based router that is highly configurable and customizable.

Automatic Imports

Auto import utilities & modules while keeping your code minimal. Nitro also supports tree-shaking

Nitro Key Features

Contd.



Caching

Easily setup caching either on specific routes or on all routes. Customizable storage options.

Universal deployment

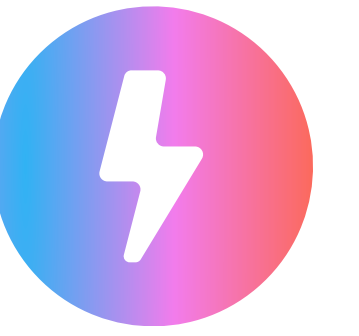
Generate output formats suitable for your preferred provider using readily available presets.

Hackable

Nitro is easily extendable using its hooks API.

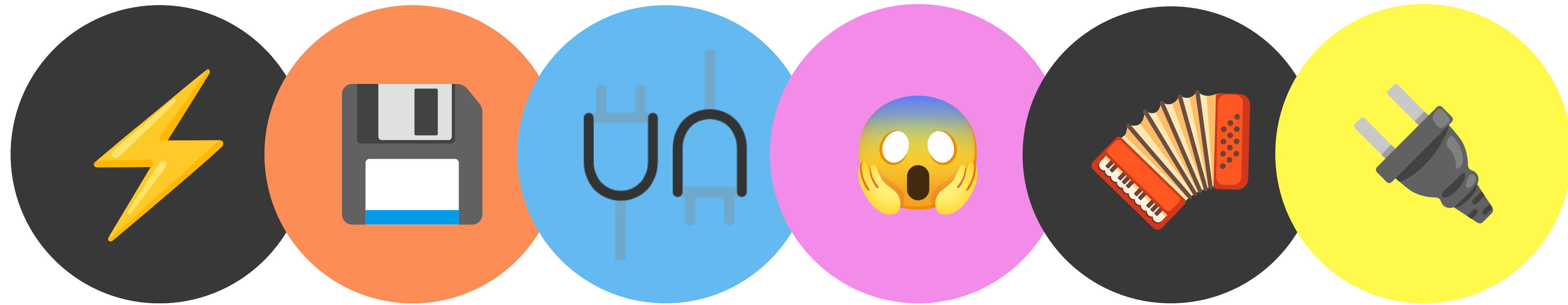


Coding Time



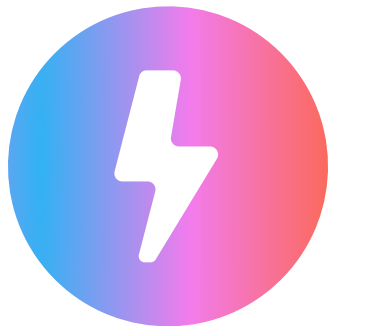
Deployment

un JS Ecosystem



& Many more

JS Ecosystem



- > 63 Packages
- > 421M+ monthly downloads
- > 49k+ Github Stars
- > 200+ Contributors
- > 5k+ Commits

What's next: Nitro v3



- > More Stable features
 - > Smaller output bundle
 - > Remove Node 18 fetch polyfills
 - > Experimental Vite Integration
- & Many more



Thank you!

<https://nitrojs.dev/>

<https://github.com/unjs/community>