

System Overview

August 17, 2026

Hono (narrator proof)

Overview

Auto-generated technical documentation for **Hono (narrator proof)** — 814 entities (291 functions, 191 types, 102 doc comments, 72 constants).

Entry Points

- ALL / → handler
- GET /content-length → handler
- GET /Cache-Control → handler
- GET / → header
- GET /Cache-Control → handler
- GET / → directive
- GET /Vary → handler
- PUT / → res
- PUT / → res
- GET /Content-Type → handler
- GET /Content-Type → handler
- GET /Content-Length → handler
- GET /Vary → handler
- DELETE /Content-Length → handler
- GET /ETag → handler
- GET /Cache-Control → handler
- DELETE /Content-Length → handler
- DELETE /Content-Type → handler
- GET /ETag → handler

- `DELETE /` → key
- `GET /` → headerName
- `GET /` → headerName
- `GET /` → handler
- `DELETE /Allow` → handler
- `DELETE /Content-Length` → handler
- `GET /` → methodFormName
- `DELETE /` → methodFormName
- `DELETE /content-type` → handler
- `DELETE /content-length` → handler
- `DELETE /` → headerName

Key Components

The most-referenced entities — start here.

- **HTTPException** (class) — referenced 12×
- **html** (function) — referenced 11×
- **METHOD_NAME_ALL** (constant) — referenced 10×
- **useContext** (function) — referenced 7×
- **DOM_RENDERER** (constant) — referenced 6×
- **UnsupportedPathError** (class) — referenced 4×
- **getCookie** (function) — referenced 4×
- **decodeBase64** (function) — referenced 4×
- **HtmlEscapedCallbackPhase** (constant) — referenced 4×
- **resolveCallback** (function) — referenced 4×

Subsystems

Ordered by how much of the rest of the system depends on them, not by how much code they

contain. A small module many things import shapes this codebase more than a large one nothing

imports.

Subsystem	Depended on by	Entities	Starts at
Utils	6	148	Accept , parseAccept
Helper	5	109	Accept , acceptsConfig
Jsx	2	147	RenderToStringOptions , RenderToReadableStreamOptions
Middleware	1	110	handler , handler
Client	1	25	BuildSearchParamsFn , ClientRequestOptions
Docs	0	73	Contributor Covenant Code of Conduct , Contribution Guide
Adapter	0	71	getConnInfo , LambdaEvent
Router	0	21	LinearRouter , PatternRouter

Client , Docs depend on no other subsystem here — they are the leaves.

How this code is named

These conventions cover most of the codebase. Learning them is faster than reading an index —

each one lets you find any member of its family without looking it up.

Pattern	Where	Count	Examples
use*	exported symbols	23	useId , useRef , useMemo , useState
create*	exported symbols	17	createRef , createBody , createRoot , createPool
jsx*	exported symbols	6	jsxFn , jsxDEV , jsxAttr , jsxEscape
build*	exported symbols	5	buildNode , buildDataStack , buildInitParams , buildStyleString
parse*	exported symbols	5	parseBody , parseAccept , parseSigned , parseResponse
serve*	exported symbols	5	serveStatic