

Connecting to the Default Server

Some libraries also provide a special way to connect to a *default* url, which is generally

```
nats://localhost:4222:
```

Go

```
nc, err := nats.Connect(nats.DefaultURL)
if err != nil {
    log.Fatal(err)
}
defer nc.Close()

// Do something with the connection
```

Java

```
Connection nc = Nats.connect();

// Do something with the connection

nc.close();
```

JavaScript

```
const nc = await connect();
// Do something with the connection
doSomething();
// When done close it
await nc.close();
```

Python

```
nc = NATS()
await nc.connect()
```

```
# Do something with the connection
```

```
await nc.close()
```

C#

```
// dotnet add package NATS.Net
using NATS.Net;

await using var client = new NatsClient();

// It's optional to call ConnectAsync()
// as it will be called when needed automatically
await client.ConnectAsync();
```

Ruby

```
require 'nats/client'

NATS.start do |nc|
  # Do something with the connection

  # Close the connection
  nc.close
end
```

C

```
natsConnection      *conn = NULL;
natsStatus           s;

s = natsConnection_ConnectTo(&conn, NATS_DEFAULT_URL);
if (s != NATS_OK)
    // handle error

// Destroy connection, no-op if conn is NULL.
natsConnection_Destroy(conn);
```

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📄 cocobook-sync 📄 2026-10-28 11:11:03 UTC

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