

2 Create Node .JS application to display some message by using Client Server model

Server-side code:

```
const http = require('http');

const hostname = '127.0.0.1';
const port = 3000;

const server = http.createServer((req, res) => {
  res.statusCode = 200;
  res.setHeader('Content-Type', 'text/plain');
  res.end('Hello World\n');
});

server.listen(port, hostname, () => {
  console.log(`Server running at http://${hostname}:${port}/`);
});
```

This code creates an HTTP server using the http module, and sets up a listener on the specified hostname and port (in this case, 127.0.0.1:3000). When a request is received, the server sends a response with a status code of 200 (indicating success), a content type of text/plain, and the message "Hello World".

Client-side code:

```
const http = require('http');

const options = {
  hostname: '127.0.0.1',
  port: 3000,
  path: '/'
};
```

```
const req = http.request(options, res => {  
  console.log(`statusCode: ${res.statusCode}`);  
  res.on('data', d => {  
    process.stdout.write(d);  
  });  
});  
  
req.on('error', error => {  
  console.error(error);  
});  
  
req.end();
```

This code creates an HTTP request using the `http` module, and sends it to the server using the `options` object that specifies the hostname, port, and path. When a response is received, the status code is logged to the console, and the response data is written to `stdout`.