



```
const server = http.createServer((request, response) => {
  const stream = fs.createReadStream("./src/lib.js");
  // data, error, end are events generated by "stream"
  stream.on("data", (chunk) => {
    response.write(chunk.toString()); // can execute multiple times based on size
  });

  stream.on("end", () => {
    // stream next episode
    response.end();
  });
});

server.listen(1234, () => console.log("server started!!!"));
```

