

14. Running script.js in Node

Monday, May 22, 2023

6:16 PM

vscode terminal

```
mkdir ./node;
```

```
cd ./node;
```

```
touch script.js;
```

```
vi ./script.js;
```

```
IGS@DESKTOP-MOIESJC MINGW64 ~/Desktop/Web/vscode (main)
$ cd node

IGS@DESKTOP-MOIESJC MINGW64 ~/Desktop/Web/vscode/node (main)
$ touch script.js

IGS@DESKTOP-MOIESJC MINGW64 ~/Desktop/Web/vscode/node (main)
$ vim ./script.js
```

```
const a = 4;
```

```
const b = 5;
```

```
console.log('a+b', a+b);
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

```
const a = 4;
const b = 5;
console.log('a + b', a+b);
```

```
~
~
~
~
~
~
~
~
~
~
~
~
~
```

```
./script.js [unix] (18:23 22/05/2023)
"./script.js" [unix] 3L, 53B
```

```
// Using Node.js runtime to run scripts
node ./script.js;
```

```
vim ./script.js;
```

```
// Node runtime ./script.js will run in 3 seconds
node ./script.js
```

```
IGS@DESKTOP-MOIESJC MINGW64 ~/Desktop/Web/vscode/node (main)
$ node ./script.js
a + b
9
```

// Create script2.js

```
const a = 4;
const b = 5;
console.log(__dirname);
```

node ./script2.js;

```
IGS@DESKTOP-MOIESJC MINGW64 ~/Desktop/Web/vscode/node (main)
$ node ./script2.js
C:\Users\IGS\Desktop\Web\vscode\node
```