Edit a Node.js Application
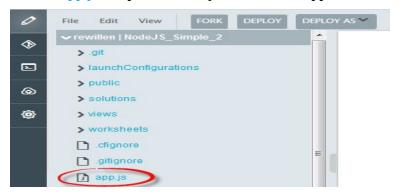
1 In your web browser, go to IBM Bluemix™ at https://ibm.biz/bluemix4kids and LOG IN.

2 On a separate tab in your browser, go to DevOps Services at https://hub.jazz.net/ and SIGN IN.

3 Open the sample project *rewillen | NodeJS_Simple_1* in your browser.

Note: if you are working from a hardcopy type: https://ibm.biz/nodejs1 or EXPLORE for "rewillen"

4 Click on EDIT CODE

5 FORK the Application and give it a new name.

6 In the left tree view, click on app.js to open the nodejs code for the application.

7 Edit the line that says 'Hello from Ruth' to say your name.

```
15   var userCount = 0;
16   var userbytwo = 0; /* added the var definition for your new variable, userbytwo here */
17
18⊝  /**
19    * This is the function that handles incoming requests
20   **/
21   var serverHandler = function(req,res) {
22       userCount++;
23       res.write('Hello from Ruth\n');     /* edit this line to say your name */
24       res.write('We have had '+userCount+' visits!\n');
25       res.write('We can also count by two.  We have had '+userbytwo+' visits!\n'); /*copied and changed for userbytwo */
26       res.end('Good Bye');
27   };
28
```

8 DEPLOY the application, go to Manual Deployment, and open the application in the browser like you did on card 1. You should see your changes in the browser.

9 Back in app.js under var userCount = 0, add a new variable *userbytwo* and initialize it to 0.

```
15   var userCount = 0;
16   var userbytwo = 0; /* added the var definition for your new variable, userbytwo here */
17
```

10 Under the line that increments userCount, add a line to increment *userbytwo* by 2 .

```
21   var serverHandler = function(req,res) {
22        userCount++;
23        userbytwo = userbytwo + 2; /* added incrementing userbytwo by two */
```

11 Copy and paste the write statement for userCount, and modify it to print out userbytwo.

```
25        res.write('We have had '+userCount+' visits!\n');
26        res.write('We can also count by two.  We have had '+userbytwo+' visits!\n'); /*copied and changed
```

12 Check that your code looks like this.

```
15   var userCount = 0;
     var userbytwo = 0; /* added the var definition for your new variable, userbytwo here */
17
18⊖ /**
19    * This is the function that handles incoming requests
20   **/
21   var serverHandler = function(req,res) {
22        userCount++;
         userbytwo = userbytwo + 2; /* added incrementing userbytwo by two */
24        res.write('Hello from Your name here\n');     /* edit this line to say your name */
25        res.write('We have had '+userCount+' visits!\n');
         res.write('We can also count by two.  We have had '+userbytwo+' visits!\n'); /*copied and changed
27        res.end('Good Bye');|
28   };
```

13 DEPLOY, and use the Manual Deployment page to access the application. Click Refresh button.
*What happens? Does the counter increment by two?

14 Share the link with your friends.

15 See what else you can do with javascript. For example, add javascript to the server to get a random number, test if the number is odd or even, and then print out a message that includes the number and whether it is odd or even.