QAP 1 JavaScript

Core Global Objects

By

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The 3 core objects I chose are the Global, OS, and Path modules.

**Global Module:**

**The global module** in Node.js serves as a shared space for variables and functions accessible throughout an application. It's handy for defining global configurations or functions used across different parts of the code.

**OS Module:**

**The os module** provides insights into the operating system, offering details like platform, architecture, memory, and network interfaces. It's useful for developing application based on the host system, allowing developers to adapt applications to different operating environments.

**Path Module:**

**In Node.js,** the path module is your go-to for handling file paths. It enable some of its cross-platform compatibility, allowing easy creation, extraction, and validation of file paths. It's particularly useful for tasks involving file path handling.

**Task 1**

To test the npm init files the commands are:

**keyinstudent@MacBook-Pro QAP1\_S3\_JS % node Path**

File path: /Users/keyinstudent/Documents/Semester 3 Keyin Software Dev./Full Stack JavaScript/QAP1\_S3\_JS/PathExample.txt (for my own notes.)

**keyinstudent@MacBook-Pro QAP1\_S3\_JS % node Globals**

**keyinstudent@MacBook-Pro QAP1\_S3\_JS % node OS**

**Task 2 test code**

**keyinstudent@MacBook-Pro QAP1\_S3\_JS % lsof -i :4000**

**keyinstudent@MacBook-Pro QAP1\_S3\_JS % kill <enter shown PID #>**

(terminates process or else next command may throw back error.)

**keyinstudent@MacBook-Pro QAP1\_S3\_JS % node npmExpress**

**Task 3**