

Learning To Program

Objects Make The World Go Round

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Objects?

console

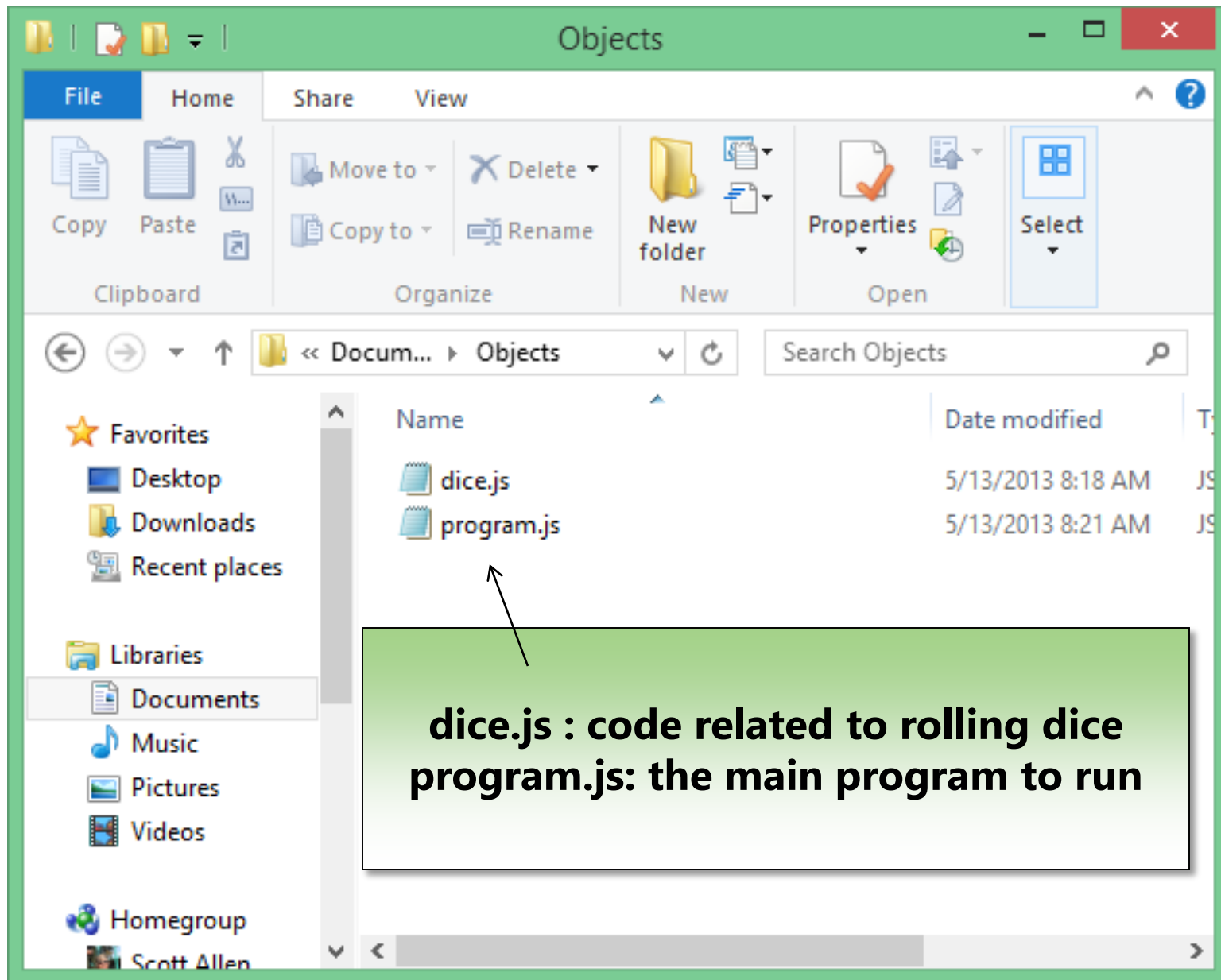
log
warn
error
...

`console.log("Hello");`

process

argv
exit
title
...

`console.log(process.title);`

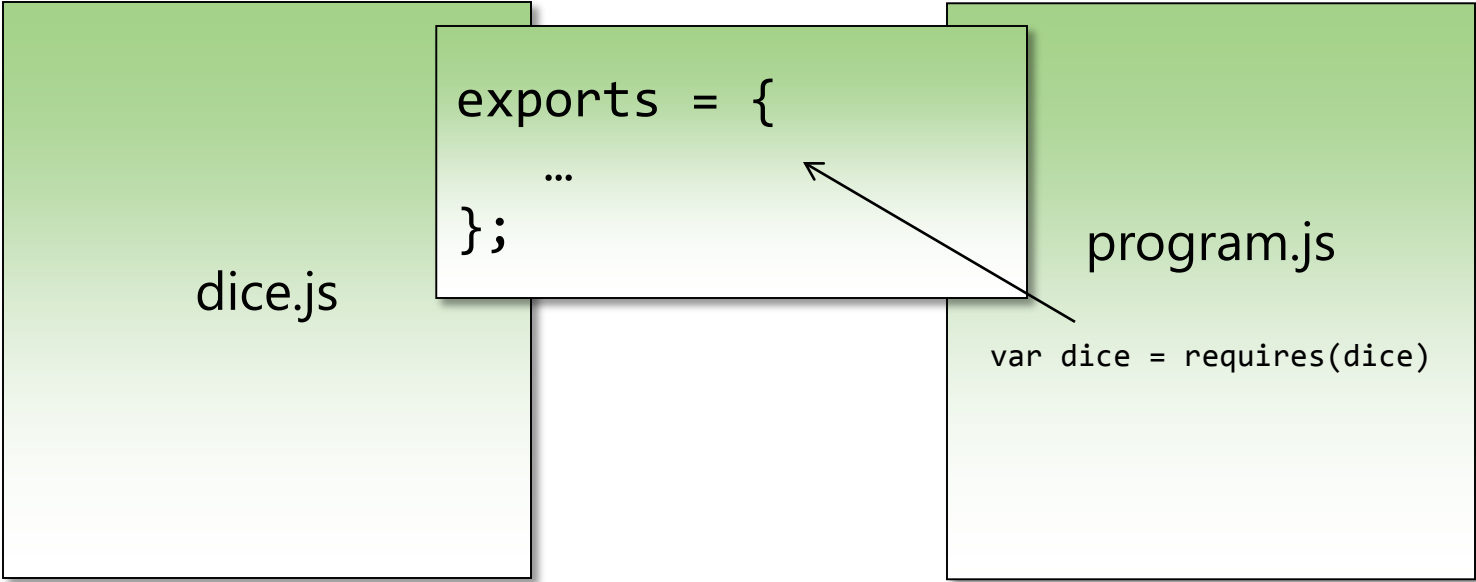


dice.js

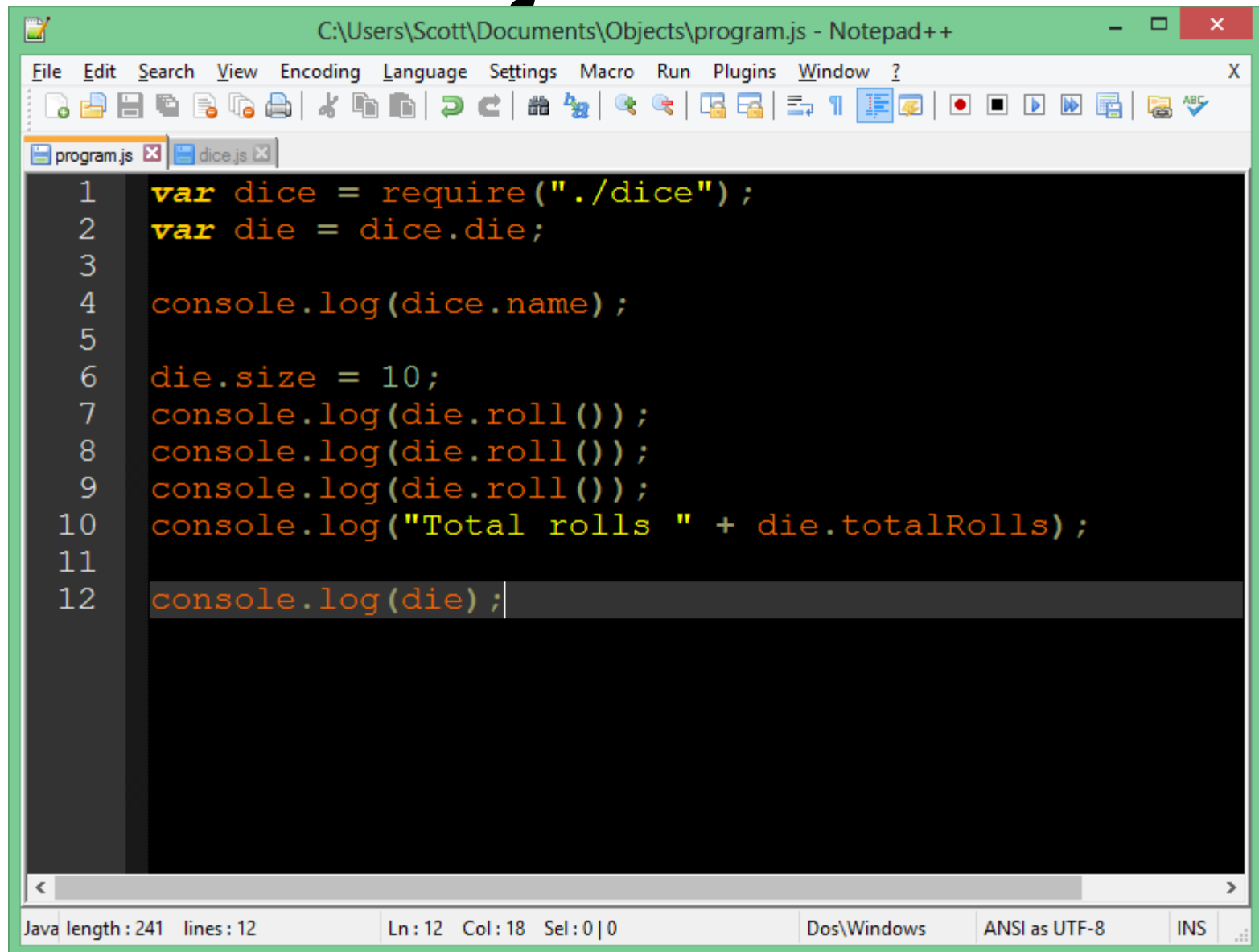
```
exports = {  
  ...  
};
```

program.js

```
var dice = requires(dice)
```



The diagram illustrates a module dependency. A light green box on the left is labeled 'dice.js'. A light green box on the right is labeled 'program.js'. A white rectangular box is positioned over the top of both boxes. Inside this white box, the text 'exports = {', followed by an ellipsis '...', and then '};' is displayed. An arrow originates from the text 'var dice = requires(dice)' in the 'program.js' box and points to the opening curly brace of the 'exports' object in the white box. This indicates that 'program.js' is using the 'requires' function to load the 'dice' module, which is represented by the 'exports' object in 'dice.js'.



C:\Users\Scott\Documents\Objects\program.js - Notepad++

File Edit Search View Encoding Language Settings Macro Run Plugins Window ?

program.js x dice.js x

```
1 var dice = require("./dice");
2 var die = dice.die;
3
4 console.log(dice.name);
5
6 die.size = 10;
7 console.log(die.roll());
8 console.log(die.roll());
9 console.log(die.roll());
10 console.log("Total rolls " + die.totalRolls);
11
12 console.log(die);
```

Java length: 241 lines: 12 Ln: 12 Col: 18 Sel: 0|0 Dos\Windows ANSI as UTF-8 INS