

Introduction To NodeJs

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Prerequisites

- HTML
- JavaScript



What is HTML

- Stands for HyperText Markup Language
- HyperText: Link between web pages.
- Markup Language: Text between tags which defines structure.
- It is a language to create web pages
- HTML defines how the web page looks and how to display content with the help of elements
- It forms or defines the structure of our Web Page
- Need to save your file with .html extension



Features Of HTML

- Learning curve is very easy (easy to modify)
- Creating effective presentations
- Adding Links wherein we can add references
- Can display documents on platforms like Mac, Windows, Linux etc
- Adding videos, graphics and audios making it more attractive.
- Case insensitive language



What is JavaScript

- It is a verb of the web page that defines all the actions to be performed on a webpage
- Its an object oriented programming language that uses JIT compiler
- It is everywhere and all web browsers are installed with it.
- JS application ranges from web development, mobile development etc
- JS is easy, simple and very compatible with HTML-CSS
- It is must to have skill for any software engineer role



What is Node JS

- Platform to run JavaScript on the server i.e outside the browser
- Node JS is not a framework
- Node JS is not a programming language
- Node Js can read, write, delete, etc files on the server
- Node Js can add, delete, modify data in database



Features of Node JS

- Scalable
- Uses JavaScript
- Easy to learn
- Fast
- Caching



Installing Node Js

- https://nodejs.org/en/
- Click and install
- To check
 - 1. Open command prompt
 - 2. node -v
 - Give the version of node js installed

Editors



- Visual Studio Code
- Sublime Text
- Atom
- CodeMix
- Brackets

Our First Program



- Open Sublime
 - Write : console.log("Hello World");
 - Save with .js extension
- Open cmd
 - Run command node name_of_file.js
- console.log(): display message on console.

REPL



- Stands for Read, Evaluate, Print and Loop
- Press node without file_name
 - R: read the input, parse in DS in JS, then store it
 - E: evaluates the DS
 - P: prints the result
 - L:Loops the above statements
- Simple expression
- Use variables
- _ is used get previous result
- To exit ctrl_c twice



Global Objects

- console.log()
- setTimeout(function (){
 Console.log("Prints after one sec");
 }, 1000);
- setInterval(function (){
 Console.log("Prints after every one sec");
 }, 1000); // ctrl+c
- __dirname: name of directory in which our file is located
- filename : includes file name as well





- It is referred to a code snippet that generally perform some operation
- It helps in modularization of code
- Enables reusability of it as and when required
- Make implementation and debugging efficient and easy
- Function can be 2 ways in general to define functions
 - Using function keyword
 - Function expression



Using Function Keyword

- Using function keyword
- Starts will function keyword
- Example
 function happy(){
 console.log("I am grateful");
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- Calling:
 - o happy();



Using Function Expression

- Starts with a var and assignment operator
- Example

```
var faith=function(){
console.log("hope");
}
```

Calling: faith()



Using Function Expression

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Calling: faith()



Thank You