Full Stack JavaScript (Node.js)

Quantitative Assessment Practice #1

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**Research**

**Task #1**

**Step 1: Core Global Objects of Node.js**

**http** – This method can be used to allow Node.js to have data transferred across the Hyper Text Transfer Protocol. It can be utilized to create a server that listens and responds to the client.

**events** – Used to initiate certain functions on a certain “event”. An “event” is any action taking place on the computer. For example when a file is opened/closed, something is clicked, etc.

**filesystem** – In this object the user gains access to the physical file system. Some of the common uses are to “read”, “create”, “update”, “delete” and “rename” files.

**console** – This object has built-in methods of printing information such as warnings, error messages and custom messages. I personally find it very useful for debugging as you can use console.log() to see what is happening with the data being processed.

**buffer** – The main purpose is used for large strings of data that may be problematic to completely retrieve. Buffer allows smaller portions of the data to be viewed in sequence. Dealing with binary data would be an example of where it would be used.

**globals** – When a variable is defined within this object the variable becomes “global”. A global variable means that the variable can be seen anywhere throughout the program.

**stream** – This is a type of data exchange that is read piece by piece. Traditionally data is completely read before any processing takes place. Stream allows processing to take place on each piece of data read to memory improving efficiency.

**url** – The purpose of URL is to separate a web address into smaller portions that can be more easily understood. Some properties returned by the object include “Host”, “PathName”, “Protocol” and “Href”.

**path** – Allows the user to work with file path and directories. There are different methods of path that return directory name, path name, file extension, etc.

**os** – Accesses information on the Operating System of a computer. Examples of the information available are memory, platform, user information, temporary directory, etc.

**process** – This object is an “EventEmitter”. It can be used to receive data on the current process. Events that can be emitted include “exit”, “beforeExit”, “uncaughtException” and “signalEvents”.

**Feedback Instructions:**

1.Hourly breakdown of practice (estimate):

Research global objects - 3 hrs

Findings write up - 1 hr

Folder/File creation - 1 hr

Coding global objects - 4 hrs

Coding Modules - 6 hrs

Sync to Github - 1 hr

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Total 16 hrs

2.Online Resources:

[www.w3schools.com](http://www.w3schools.com)

[www.geeksforgeeks.org](http://www.geeksforgeeks.org)

[www.nodejs.dev](http://www.nodejs.dev)

3.The practice was completed on my own

4.No questions were asked to instructor. Samples from class referenced.

5.The difficulty was moderate, and I found completing it a good learning experience. I feel confident in completing similar tasks.