



Node.js Events

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Node.js is perfect for event-driven applications.

Events in Node.js

Every action on a computer is an event. Like when a connection is made or a file is opened.

Objects in Node.js can fire events, like the `readStream` object fires events when opening and closing a file:

Example

```
var fs = require('fs');
var rs = fs.createReadStream('./demofile.txt');
rs.on('open', function () {
  console.log('The file is open');
});
```

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Events Module

Node.js has a built-in module, called "Events", where you can create-, fire-, and listen for- your own events.

To include the built-in Events module use the `require()` method. In addition, all event properties and methods are an instance of an `EventEmitter` object. To be able to access

these properties and methods, create an EventEmitter object:

```
var events = require('events');  
var EventEmitter = new events.EventEmitter();
```

The EventEmitter Object

You can assign event handlers to your own events with the EventEmitter object.

In the example below we have created a function that will be executed when a "scream" event is fired.

To fire an event, use the `emit()` method.

Example

```
var events = require('events');  
var EventEmitter = new events.EventEmitter();  
  
//Create an event handler:  
var myEventHandler = function () {  
  console.log('I hear a scream!');  
}  
  
//Assign the event handler to an event:  
eventEmitter.on('scream', myEventHandler);  
  
//Fire the 'scream' event:  
eventEmitter.emit('scream');
```

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