

1. Why require() function wraps your code before evaluating it?
2. What will be the output of running module2.js?

```
// module1.js
let count = 1;
const incr = () => count++;
exports = {count: count, incr: incr};
```

```
// module2.js
const obj = require('./module1');
obj.incr();
console.log(obj.count);
```

3. What will be the output of following code?

```
// module1.js
module.exports = {first: "Hello", second: "world"};
```

```
// module2.js
const module1 = require('./module1');
module1.first = 'HI';

console.log(require('./module1'));
```

4. What will be the output of following code?

```
const myEmitter = new EventEmitter();
myEmitter.emit('event');

myEmitter.on('event', () => {
  console.log('an event occurred!');
});
```

5. Why was Buffer data type added in Node.js?
6. How streams and events works together in Node.js?
7. Why is it good idea to use streams and pipes, instead of file operations, when serving requests?
8. Do you now have clear idea now our custom Emitter class is working? Have you tried to debug it?