## Getting user input from the NodeJS console

To accept user input from NodeJS console, you need to use the provided readline module.

You can require() the module as follows:

const readline = require("readline");

Then, you need to create an Interface instance that is connected to an input stream. You create the Interface using readline.createInterface() method, while passing the input and output options as an object argument.

Because you want the input and output to be written to the console, you need to write the input as process.stdin and output as process.stdout

Here’s an example of creating the readline interface:

const readline = require("readline");

const rl = readline.createInterface({

input: process.stdin,

output: process.stdout,

});

To ask for user input, you need to call the question() method from the Interface instance, which is assigned to rl variable on the code above.

The question() method receives two parameters:

* The string question you want to ask your user
* The options object (optional) where you can pass the 'abort' signal
* The callback function to execute when the answer is received, passing the answer to the function

You can skip the options object and pass the callback function as the second parameter.

Here’s how you use question() the method:

const readline = require("readline");

const rl = readline.createInterface({

input: process.stdin,

output: process.stdout,

});

rl.question("What is your name? ", *function* (answer) {

console.log(`Oh, so your name is ${answer}`);

});

Finally, you can close the rl interface by calling the rl.close() method inside the callback function:

const readline = require("readline");

const rl = readline.createInterface({

input: process.stdin,

output: process.stdout,

});

rl.question("What is your name? ", *function* (answer) {

console.log(`Oh, so your name is ${answer}`);

console.log("Closing the interface");

rl.close();

});

Save the file as ask.js, then call the script using NodeJS like this:

$ node ask.js

What is your name? Nathan

Oh, so your name is Nathan

Closing the interface

$

Getting user input from NodeJS using prompt-sync module

First, you need to install the prompt-sync module using NPM or Yarn as follows:

npm install prompt-sync

# or

yarn add prompt-sync

Then, you just need to require() the prompt-sync module and use the prompt() method like in the browser.

Take a look at the code below:

const prompt = require("prompt-sync")();

const input = prompt("What is your name? ");

console.log(`Oh, so your name is ${input}`);

Since the method is synchronous, your Node instance will wait for the input before executing the next line. For more information, you can visit the [prompt-sync module documentation](https://github.com/heapwolf/prompt-sync#readme)