

## \* OS module:

There are many methods stated in the OS module some of them are as follows:

(i) `os.freemem()` → (it returns the amount of free memory)

(ii) `os.totalmem()` → (about total memory)

(iii) `os.userInfo([options])` → (we get info about the current user)

(iv) `os.uptime()` → (uptime of this machine)  
etc.

→ In ECMAScript 6 / 2015 we have a feature called template string which helps us build a string without concatenations (+).  
Instead of single quote ('') we use backtick char (``).

e.g. `console.log(`Total Memory: ${totalMemory}`);`

So, we template string we don't have concatenation.

we want to add something dynamically so we use \$ sign & curly braces {} to add a placeholder for an argument.

→ before node we could not get this kind of info. using JS. JS used to run only inside of a browser & we could only work with the window/document obj. we ~~can~~ couldn't get info. about operating sys.

But when using node our JS code is executed outside of a browser / on the server with this we get info. about the OS, we can work with files, can work with network e.g. we can build a webserver ~~at~~ that listens for HTTP requests on a given port.