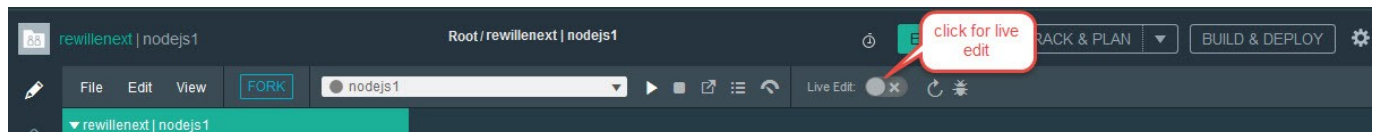


# Edit a Node.js Application

- 1 Go to DevOps Services at <https://hub.jazz.net/> and SIGN IN.
- 2 Continue with the project you used for Card 1.
- 3 In the left tree view, click on `app.js` to open the nodejs code for the application.
- 4 Edit the line that says 'Hello from Ruth' to say your name.

```
15 var userCount = 0;
16 var userbytwo = 0; /* added the var definition for your new variable, userbytwo here */
17
18 /**
19  * This is the function that handles incoming requests
20  */
21 var serverHandler = function(req,res) {
22     userCount++;
23     res.write('Hello from Ruth\n'); /* edit this line to say your name */
24     res.write('We have had '+userCount+' visits!\n');
25     res.write('We can also count by two. We have had '+userbytwo+' visits!\n'); /*copied and changed for userbytwo */
26     res.end('Good Bye');
27 };
28
```

- 5 Click to turn on Live Edit and then click OK on the message box to Re-deploy your application to enable live edit mode.



- 6 Follow the URL link to open the application in the browser like you did on card 1. You should see your changes in the browser.
- 7 Back in `app.js` under `var userCount = 0;`, add a new variable `userbytwo` and initialize it to 0.

```
15 var userCount = 0;
16 var userbytwo = 0; /* added the var definition for your new variable, userbytwo here */
17
```

- 8 Under the line that increments `userCount`, add a line to increment `userbytwo` by 2.

```
21 var serverHandler = function(req,res) {
22     userCount++;
23     userbytwo = userbytwo + 2; /* added incrementing userbytwo by two */

```

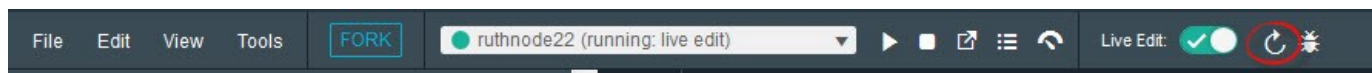
9 Copy and paste the write statement for userCount, and modify it to print out userbytwo.

```
25     res.write('We have had '+userCount+' visits!\n');
26     res.write('We can also count by two. We have had '+userbytwo+' visits!\n'); /*copied and changed
```

10 Check that your code looks like this.

```
15 var userCount = 0;
16 var userbytwo = 0; /* added the var definition for your new variable, userbytwo here */
17
18 /**
19  * This is the function that handles incoming requests
20  */
21 var serverHandler = function(req,res) {
22     userCount++;
23     userbytwo = userbytwo + 2; /* added incrementing userbytwo by two */
24     res.write('Hello from Your name here\n'); /* edit this line to say your name */
25     res.write('We have had '+userCount+' visits!\n');
26     res.write('We can also count by two. We have had '+userbytwo+' visits!\n'); /*copied and changed
27     res.end('Good Bye');|
28 };
```

11 Use the [Live Edit](#) Quick Restart to update your website.



12 Follow the URL link to your application. Click [Refresh](#) button. \*What happens? Does the counter increment by two?

13 Share the link with your friends.

14 See what else you can do with javascript. For example, add javascript to the server to get a random number, test if the number is odd or even, and then print out a message that includes the number and whether it is odd or even.