Getting Started with Node.js: Unleashing the Power of JavaScript on the Server
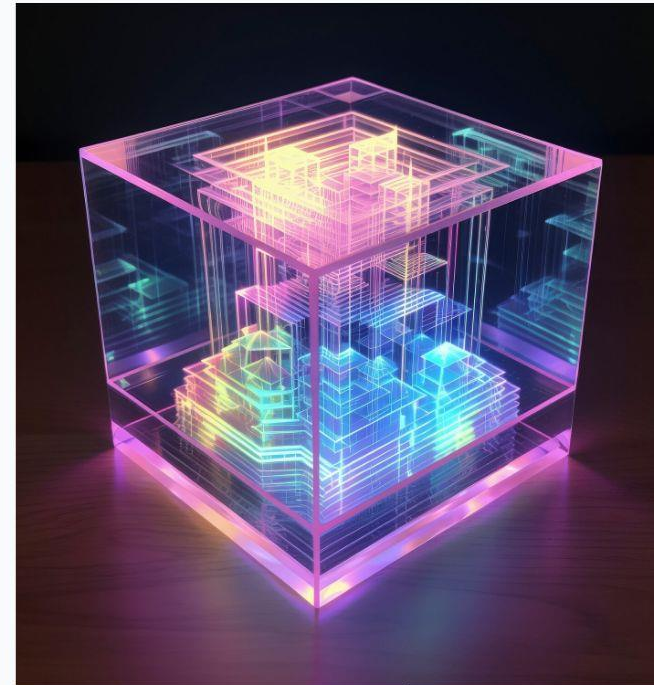
INTRODUCTION TO NODE.JS

Node.js is a **powerful** platform that allows you to run **JavaScript** on the server side. It uses an **event-driven** architecture, making it ideal for building scalable network applications. In this presentation, we will explore the **fundamentals** of Node.js and how it can enhance your development workflow.

WHAT IS NODE.JS?

Node.js is a **JavaScript** runtime built on Chrome's **V8 engine**. It allows developers to use **JavaScript** for server-side scripting, enabling them to create **dynamic** web applications. With its **non-blocking** I/O model, Node.js is designed for building **scalable** network applications that are efficient and lightweight.

KEY FEATURES OF NODE.JS

Node.js offers several **key features** such as asynchronous processing, a rich ecosystem of **modules**, and a built-in **package manager** called npm. These features allow developers to create **high-performance** applications quickly and efficiently, leveraging the power of **JavaScript** on the server side.

SETTING UP NODE.JS

To get started with Node.js, you need to install it on your machine. Visit the **official website** to download the installer for your operating system. After installation, you can verify the setup by running `node -v` in your command line to check the **version** of Node.js installed.

BUILDING YOUR FIRST APP

Creating your first Node.js app is simple. Start by creating a new **JavaScript** file, then use the `http` module to create a basic server. This server can respond to requests and serve content, showcasing the **capabilities** of Node.js in handling web traffic seamlessly.

Thanks!

Do you have any questions?
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