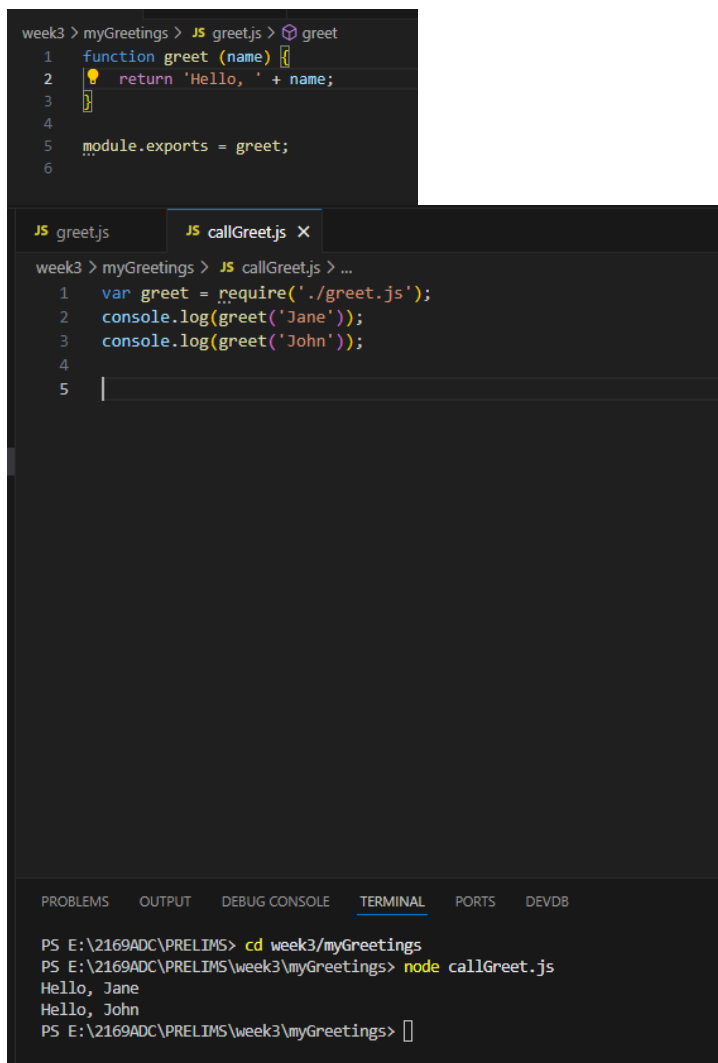# Laboratory Activity 2: Greeting Program

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WD – 301

1. Create a new directory inside your folder called "myGreetings"
   - Inside the "myGreetings" directory, create a new file called "greet.js"
   - In "greet.js", define a function called "greet" that takes a name as a parameter and returns the string "Hello, " followed by the name.
   - Export the "greet" function using module.exports
2. Inside the "myGreetings" directory, create a new file called "callGreet.js"
   - In "callGreet.js", require the "greet" module and assign it to a variable "greet"
   - Use the "greet" function from "greet" to greet "John" and "Jane" and print the result to the console
3. Test your program by running "callGreet.js" using the node command and verify that the program greets "John" and "Jane" correctly.

```
week3 > myGreetings > JS greet.js > greet
1    function greet (name) {
2        return 'Hello, ' + name;
3    }
4
5    module.exports = greet;
6
```

```
JS greet.js        JS callGreet.js ×

week3 > myGreetings > JS callGreet.js > ...
1    var greet = require('./greet.js');
2    console.log(greet('Jane'));
3    console.log(greet('John'));
4
5    |
```

```
PROBLEMS    OUTPUT    DEBUG CONSOLE    TERMINAL    PORTS    DEVDB

PS E:\2169ADC\PRELIMS> cd week3/myGreetings
PS E:\2169ADC\PRELIMS\week3\myGreetings> node callGreet.js
Hello, Jane
Hello, John
PS E:\2169ADC\PRELIMS\week3\myGreetings> []
```

Reflection:

Using node to create a simple greeting was fun, I was able to apply the previous methods and knowledge that I was able to learn.