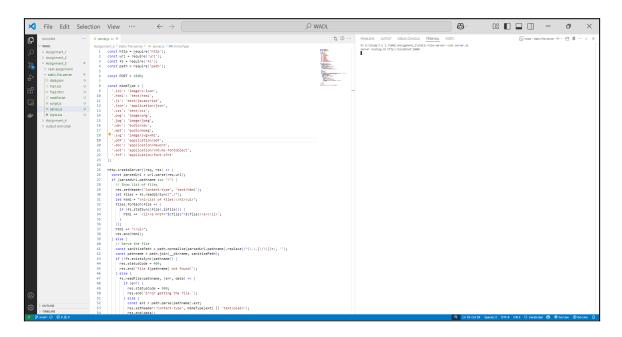
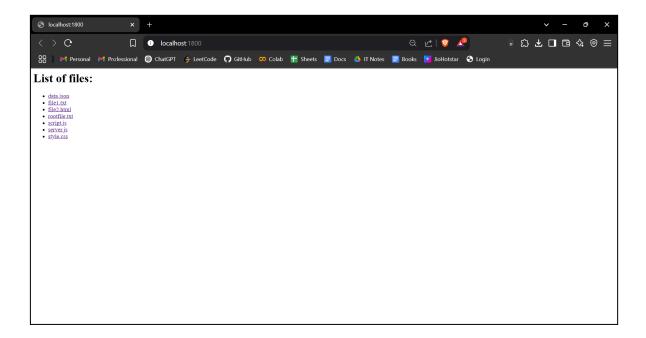
## 1. VScode Status while running server.js



## 2. Server running on localhost:1800



## 3. Contents of server.js

```
const http = require('http');
const url = require('url');
const fs = require('fs');
const path = require('path');
const PORT = 1800;
const mimeType = {
  '.ico': 'image/x-icon',
 '.html': 'text/html',
 '.js': 'text/javascript',
  '.json': 'application/json',
  '.css': 'text/css',
  '.png': 'image/png',
  '.jpg': 'image/jpeg',
  '.wav': 'audio/wav',
  '.mp3': 'audio/mpeg',
  '.svg': 'image/svg+xml'
  '.pdf': 'application/pdf',
  '.doc': 'application/msword',
 '.eot': 'application/vnd.ms-fontobject',
  '.ttf': 'application/font-sfnt'
http.createServer((req, res) => {
 const parsedUrl = url.parse(req.url);
  if (parsedUrl.pathname === "/") {
    // Show list of files
   res.setHeader('Content-type', 'text/html');
    let files = fs.readdirSync("./");
    let html = "<h1>List of files:</h1>";
    files.forEach(file => {
      if (fs.statSync(file).isFile()) {
       html += `<a href="${file}">${file}</a>`;
    });
   html += "";
    res.end(html);
  } else {
    // Serve the file
    const sanitizePath = path.normalize(parsedUrl.pathname).replace(/^(\.\.[\/\\])+/, '');
    const pathname = path.join( dirname, sanitizePath);
    if (!fs.existsSync(pathname)) {
     res.statusCode = 404;
      res.end(`File ${pathname} not found!`);
    } else {
      fs.readFile(pathname, (err, data) => {
        if (err) {
          res.statusCode = 500;
          res.end(`Error getting the file.`);
          const ext = path.parse(pathname).ext;
          res.setHeader('Content-type', mimeType[ext] || 'text/plain');
          res.end(data);
        }
      });
    }
 }
}).listen(PORT);
console.log(`Server running at http://localhost:${PORT}/`);
```