Node JS / TRUE or False

1. **Node.js** an open source and was developed by Ryan Dahl.

**True**

1. Node.js has different software packages and it’s a runtime environment for developing server-side and networking applications.

True

1. Node.js is a client-side platform built on a browser, and this browser is on Google Chrome’s JavaScript Engine.

False, server-side

1. I/O bound Applications Improves the performance of I/O bound computers through its memory and storage which is being transferred by a fast speed.

True

1. **Call** is an event which is called after the completion of a task.

**False, CallBack**

1. **Buffer class** is a global class that can be accessed in an application and its not necessary to import it using any keywords.

**True**

1. The Buffer.isEncoding(encoding) method returns true if the encoding is a valid encoding argument, false otherwise.

True

1. **Steam** is an abstract interface for working with data from a source or it can also write data to a specific destination in a streaming data.

**False, Stream**

1. **Express** is a project of the Node.js. Express is a minimal and flexible Node.js web application framework that provides a robust set of features to develop web and mobile applications.

**True**

1. The response object represents the HTTP request and has properties for the request query string, parameters, body, HTTP headers, and so on.

False, request object