

2- Synchronous

var fs = require('fs') ^{callback function}
fs.mkdir('stuff', function() {

fs.readFile('seedMe.txt', 'utf8', function() {

fs.writeFile('./stuff/writeMe.txt', data);

});



});

in stuff directory we
creating writeMe.txt file

To remove files

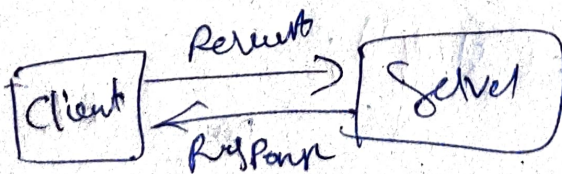
to remove file in directory.

fs.unlink('./stuff/writeMe.txt', function() {

fs.rmdir('stuff');

});

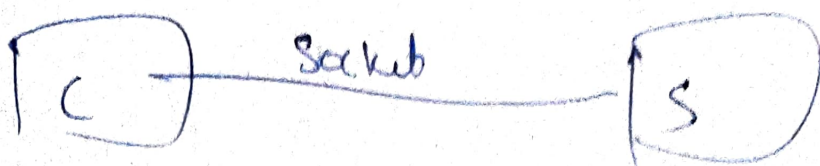
* Clients & Servers



both communicate with each other by

Protocol

↳ A set of communication rules that two sides agree to use when communicating.



IP: 76.121.126.79

IP: 72.28.226.84

if client wants to ^{make a request} connect to server
 then it first need to connect to IP address
 of server then it going will open
 socket b/w two computer ^{into which}
 is channel by ~~the~~ this information can be
 sent via Protocol TCP

TCP is used will split up the data
 into smaller sections & transfer them

along the socket. These smaller sections
 are called as packets

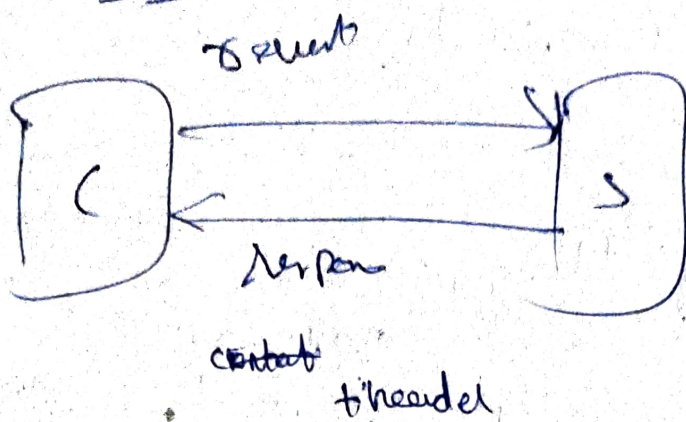
Ports:

A program running on a computer can listen
 to requests sent to a particular port number

ex: 172.24.86.76:80

Port no

① Creating a server:



Header

1. content-type (tells type of data)
2. status (ex: 200)

② HTTP is a core module used to

create server

④ http.createServer() is a method to
create server