Node.js events Module

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The event Module

Outline
What is an Event?
EventEmitter Class
Common Methods and Properties

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Node.js **events** Module

- Every **action** on a computer is an **event**.

- The **events** module provides us the **EventEmitter** class, which is key to working with events in Node.js.

- Steps to deal with events are:
    - Create an EventEmitter instance
    - Register event listeners/handlers
    - Trigger events

```
const events = require('events');

ee = new events.EventEmitter();
```

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Node.js **events** Module

- Common methods of the event emitter instance

Method	Description
ee.addListener()	Alias to ee.on()
ee.emit()	Emits an event. i.e. Triggers the event
ee.eventNames()	Returns the events registered list
ee.listenerCount()	Get a count of listener
ee.listeners()	Array of listeners of the event
ee.off()	Alias to ee.removeListener()
ee.on()	Adds a CBF to an event
ee.prependListener()	
ee.removeListener()	Remove a specific listener
ee.removeAllListeners	Removes all listeners
ee.setMaxListeners()	Max. listeners for an event
ee.getMaxListeners()	Get count of max. listeners

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Example Code

```javascript
/*
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    Date   :
    Purpose: Understanding Events, EventEmitter

*/
const events = require('events');
ee = new events.EventEmitter();

// Creating event handlers
const openFile = () => {
    console.log("Open a file.");
}
const processFile = () => console.log("Processed the opened file.");
const closeFile = () => console.log("Close the file.");

// Register the event handlers to the events
ee.on('open', openFile);
ee.on('process', processFile);
ee.on('close', closeFile);

console.log("Steps for processing a file are:");
// Trigger the events
ee.emit('open');
ee.emit('process');
ee.emit('close');
```

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