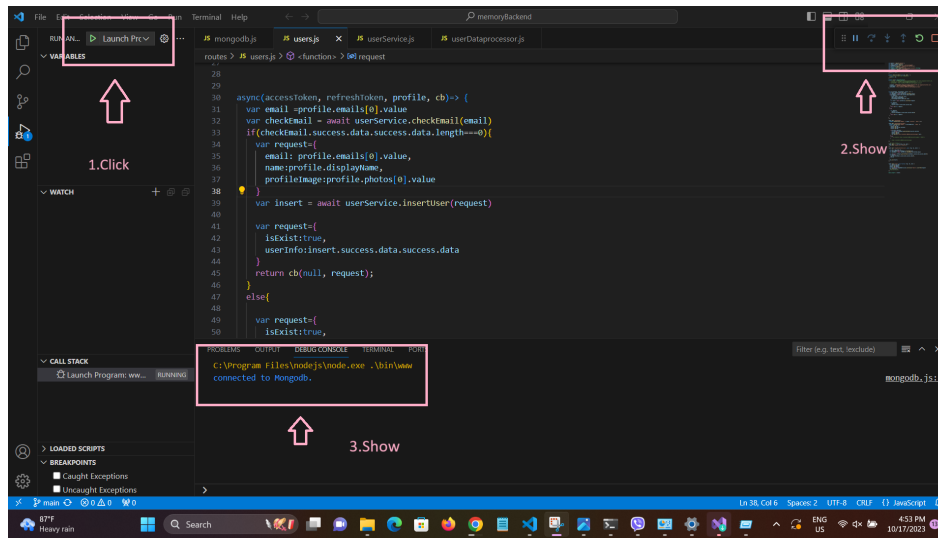
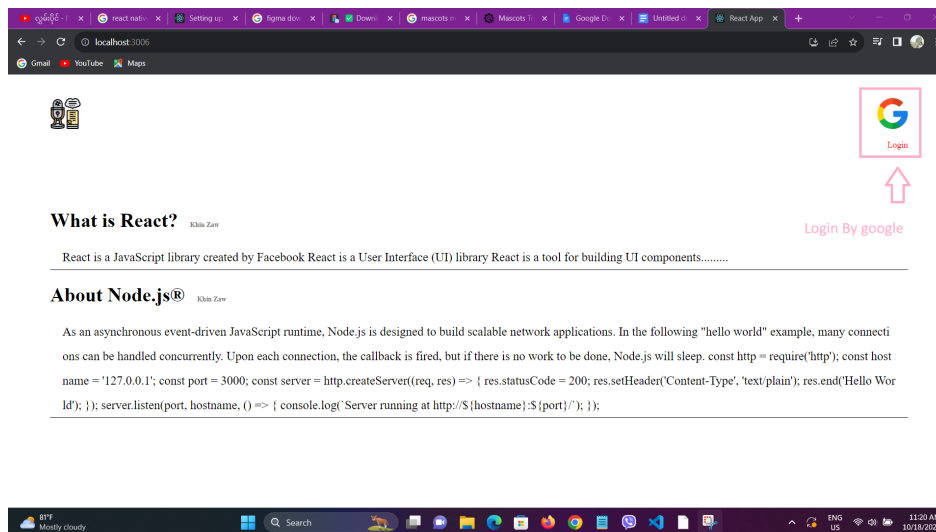


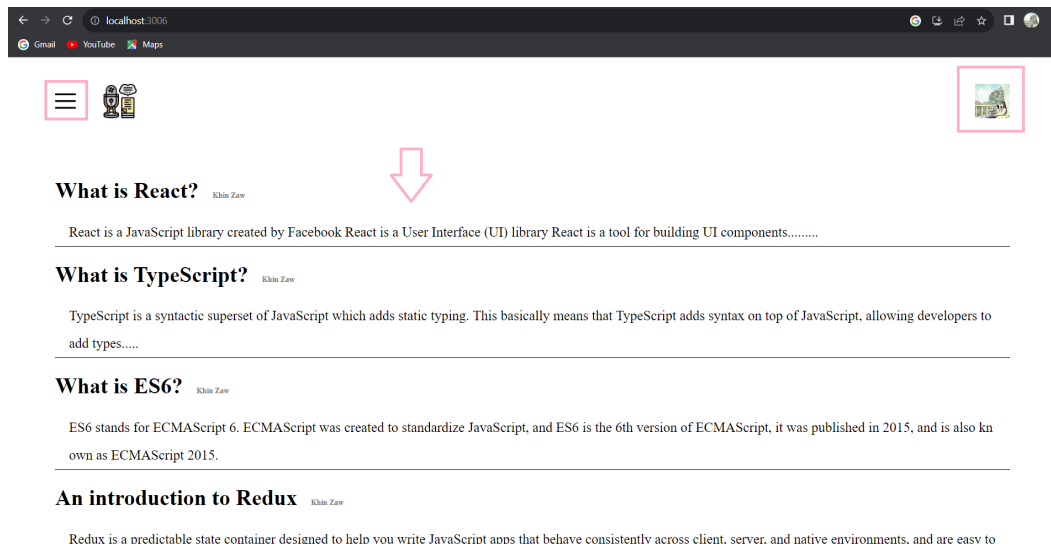
Open memoryBackend folder and run



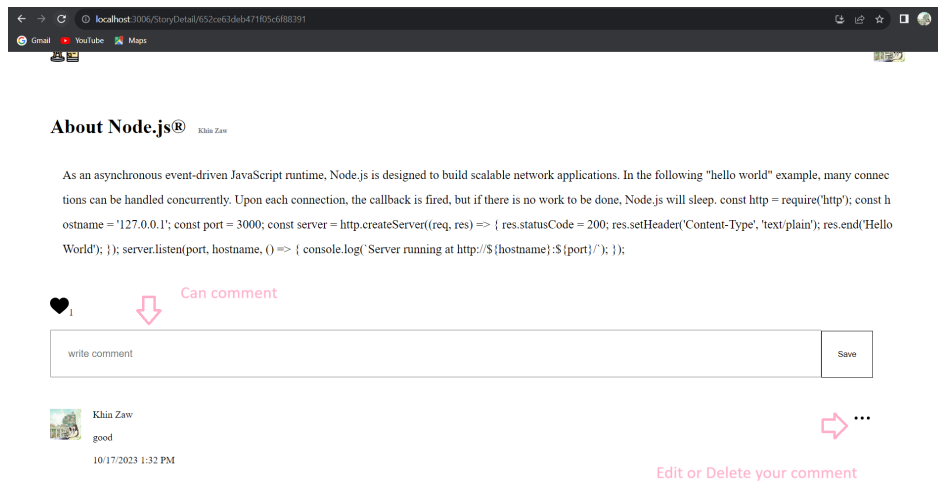
Login or create Account by Google



## After Login



## StoryDetail





## About Node.js® Khin Zaw

As an asynchronous event-driven JavaScript runtime, Node.js is designed to build scalable network applications. In the following "hello world" example, many connections can be handled concurrently. Upon each connection, the callback is fired, but if there is no work to be done, Node.js will sleep. `const http = require('http'); const hostname = '127.0.0.1'; const port = 3000; const server = http.createServer((req, res) => { res.statusCode = 200; res.setHeader('Content-Type', 'text/plain'); res.end('Hello World'); }); server.listen(port, hostname, () => { console.log('Server running at http://$hostname:$port/'); });`



Save



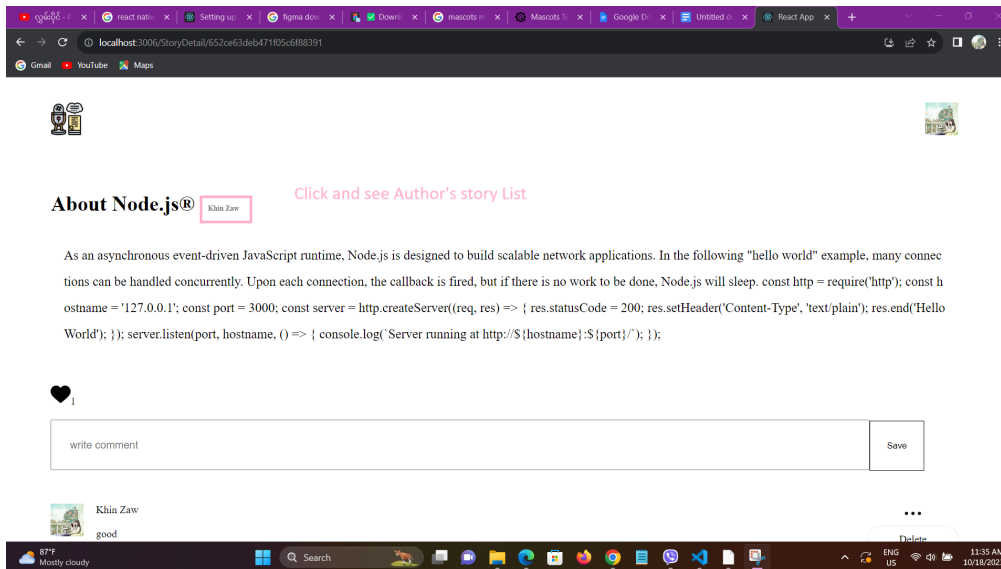
Khin Zaw  
good

10/17/2023 1:32 PM

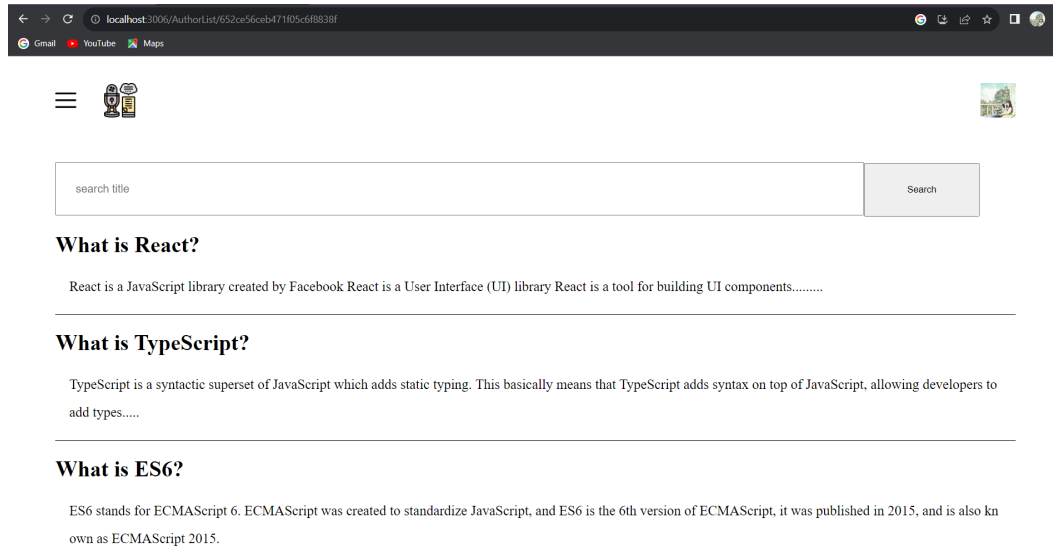


...

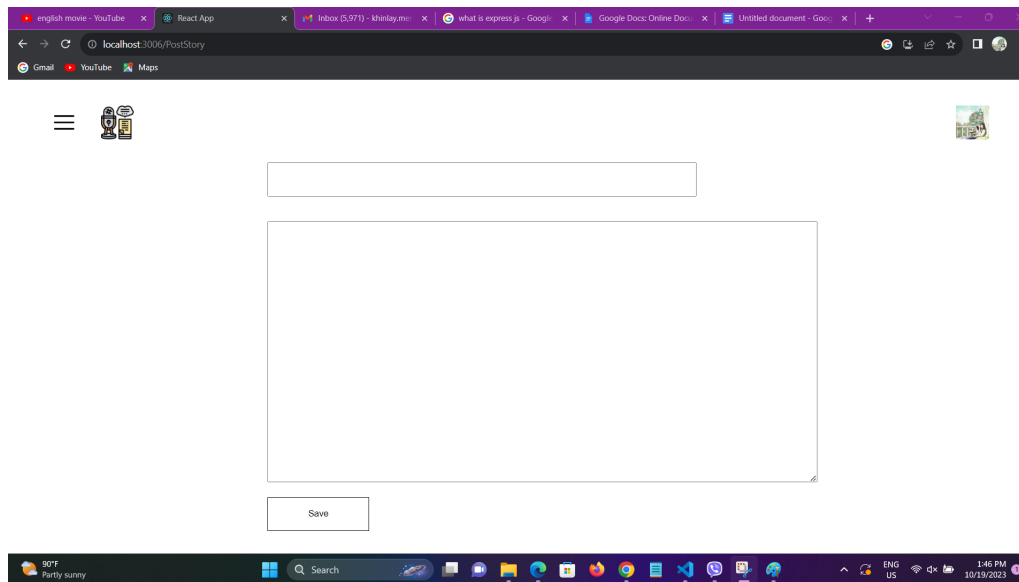
Delete  
Edit



## Author's Story List



## Post Story



## MyStory

write comment

Search

Approve

What is React?

☐ React is a JavaScript library created by Facebook React is a User Interface (UI) library React is a tool for building UI components.....

Select

What is TypeScript?

☐ TypeScript is a syntactic superset of JavaScript which adds static typing. This basically means that TypeScript adds syntax on top of JavaScript, allowing developers to add types.....

Select

What is ES6?

☐ ES6 stands for ECMAScript 6. ECMAScript was created to standardize JavaScript, and ES6 is the 6th version of ECMAScript, it was published in 2015. and is also known as ECMAScript 2015.

Select

## Edit Your Story

What is React?

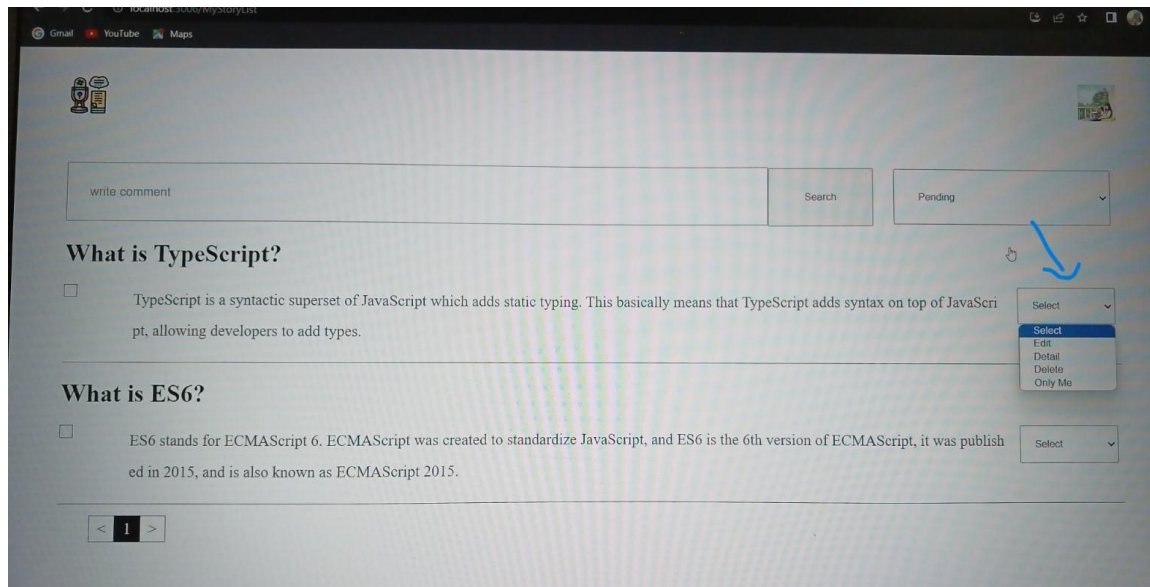
React is a JavaScript library created by Facebook

React is a User Interface (UI) library

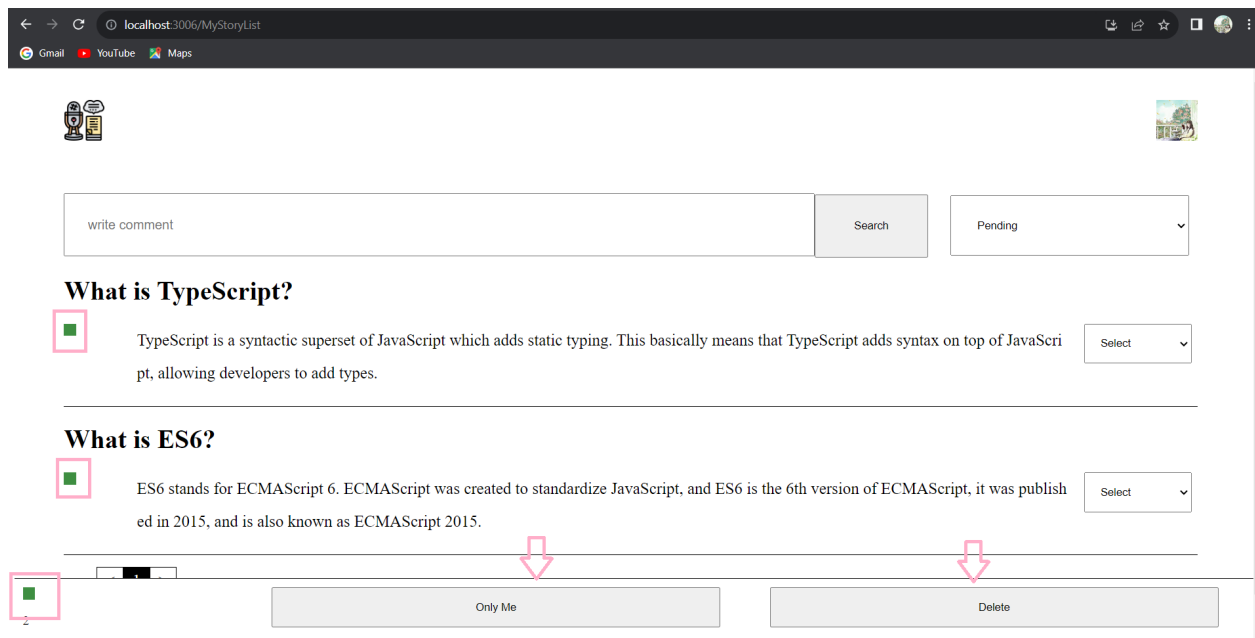
React is a tool for building UI components.....

Edit

After Post, your story is pending status. So open and run memoryAdmin folder. you can change status by single



you can change status by multiple



## Admin can see story detail and change

