1. In **Node**.**js** a **Buffer**  is and object used to represent binary data in the form of a sequence of bytes.
2. We use the buffer.copy() method. It comes with some parameters.

**target:** It is a buffer in which you need to copy all the values.

**targetStart:** It refers to the starting index from which the elements of target buffer will begin writing. Its default value is 0.

**sourceStart:** It is the index of input buffer from which the copying of values will start. Its default value is 0.

**sourceEnd:** The index of input buffer till which the copying of values will be done. Its default value is buffer.length size.

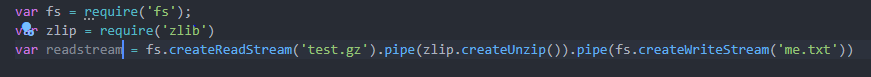
1. A module is a group of files or a file which has a particular functionality
2. In Node.JS, streams are objects that allow you to read or write data in a continuous fashion
3. In synchronous programing the block of code is executed at the same time with in asynchronous programing the code is executed at a later time
4. False
5. Readable streams are used only to read data, Writable streams are used only to write data and a Duplex streams are used for both reading and writing data.
6. - data

-end

- finish

- error

1. we use the pipe method to connect streams to one another



1. we either use the fs.open() and provide the flag “w” or we use the fs.readFile() method