**WEEK - 3 LAB.**

**Reflection for Today’s Lab.**

**In Week 3, I worked with Node.js's `os` module to gather system information like memory, CPU details, and network interfaces. The exercises helped me understand how to retrieve system data using methods like `os.tmpdir()`, `os.platform()`, `os.release()`, and `os.cpus()`.**

**Key Learnings:**

**- I learned how to use the `os` module to get system info, such as memory, CPU, and network configurations.**

**- The `util.inspect()` method was useful for formatting complex data into readable strings.**

**- Understanding system uptime and resources gave me insight into system performance and monitoring.**

**Challenges:**

**- Formatting complex objects, like CPU details and network interfaces, was difficult at first, but `util.inspect()` helped make the output clearer.**

**- Interpreting the data from `os.cpus()` and `os.networkInterfaces()` required some experimentation.**

**Insights:**

**- Node.js's `os` module allows easy access to system-level information, making it useful for creating monitoring tools or resource management applications.**

**- The knowledge gained can be applied to real-world projects, like building system monitoring applications.**

**Conclusion:**

**This lab deepened my understanding of interacting with system data in Node.js and provided valuable skills for future projects involving system monitoring or resource management.**