

## Practical No. 02

### Exercise - Create an application to demonstrate various Node.js Events

#### Implementation:

#### Program:

```
// Create Events Class Object
var events = require('events');

// Access EventEmitter Method from Events Class
var em = new events.EventEmitter();

// Created a Function
function turnOnBulb() {
    console.log('Bulb is on');
}

// Created a Function
function turnOffBulb() {
    console.log('Bulb is off');
}

// Syntax: emitter.on(event, listener);
em.on('turnOn', turnOnBulb);
em.on('turnOff', turnOffBulb);

// Syntax: emitter.emit(event);
// This will trigger the 'turnOn' event and call turnOnBulb
em.emit('turnOn');
em.emit('turnOff');
```

#### Output:

```
PS G:\MCA-Web-main\MCA-WEB-MAIN\Practical02> node practical2
Bulb is on
Bulb is off
PS G:\MCA-Web-main\MCA-WEB-MAIN\Practical02> █
```