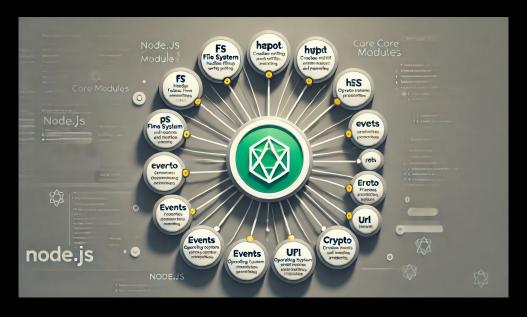


### 3.4 Node Core Modules



- 1. Built-in: Core modules are included with Node.js installation.
- 2. No Installation Needed: Directly available for use without npm install.
- 3. Performance: Highly optimized for performance.



### 3.4 Node Core Modules

- 1. fs (File System): Handles file operations like reading and writing files.
- 2. http: Creates HTTP servers and makes HTTP requests.
- 3. https: Launch a SSL Server.
- 4. path: Provides utilities for handling and transforming file
- 5. paths.os: Provides operating system-related utility methods and properties.
- 6. events: Handles events and event-driven programming.
- 7. crypto: Provides cryptographic functionalities like hashing and encryption.
- 8. url: Parses and formats URL strings.



## 3.5 Require Keyword

- 1. Purpose: Imports modules in Node.js.
- 2. Caching: Modules are cached after the first require call.
- 3. .js is added automatically and is not needed to at the end of module name.
- Path Resolution: Node.js searches for modules in core, node\_modules, and file paths.

```
Syntax:
const moduleName = require('module');
// Load the built-in http module
const http = require('http');
// Load the third party express module
const express = require('express');
// Load the custom myModule module
const myModule = require('./myModule');
```



```
// Simple Node.js server
   const http = require('http');
3
   function requestListener(req, res) {
5
       console.log(req);
6
   http.createServer(requestListener);
8
```



```
// Simple Node js server
   const http = require('http');
3
    http.createServer(function (req, res) {
5
      console.log(req);
   });
```



```
1 // Simple Node.js server
const http = require('http');
3
   http.createServer((req, res) => {
5
     console.log(req);
  });
```

Run the code with:

node app.js



```
// Simple Node.js server
const http = require('http');

const server = http.createServer((req, res) => {
    console.log(req);
});

server.listen(3000);
```

```
insecureHTTPParser: undefined,
requestTimeout: 300000,
headersTimeout: 60000.
keepAliveTimeout: 5000,
connectionsCheckingInterval: 30000,
requireHostHeader: true.
joinDuplicateHeaders: undefined,
rejectNonStandardBodyWrites: false,
events: [Object: null prototype].
eventsCount: 3,
_maxListeners: undefined,
_connections: 2,
handle: [TCP],
_usingWorkers: false,
workers: [],
unref: false,
_listeningId: 2,
allowHalfOpen: true,
pauseOnConnect: false,
noDelay: true,
keepAlive: false,
keepAliveInitialDelay: 0,
highWaterMark: 65536,
httpAllowHalfOpen: false,
timeout: 0,
maxHeadersCount: null,
```

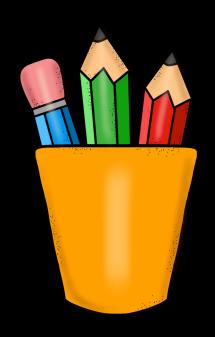


```
// Simple NodeJS server
    const http = require('http');
2
3
    const server = http.createServer((reg, res) => {
4
 5
      console.log(reg);
 6
    });
 7
8
    const PORT = 3000;
    server.listen(PORT, () => {
 9
      console.log(`Server running at http://localhost:${PORT}/`);
10
    });
11
```



#### Revision

- 1. How DNS Works?
- 2. How Web Works?
- 3. What are Protocols?
- 4. Node Core Modules
- 5. Require Keyword
- 6. Creating first Node Server





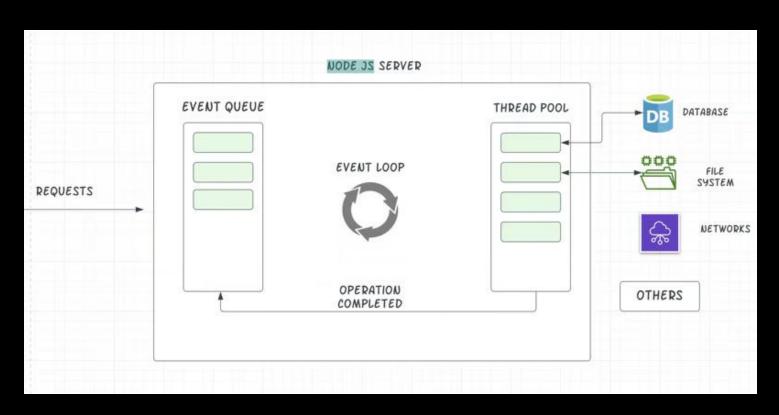


## 4. Request & Response

- 1. Node Lifecycle & Event Loop
- 2. How to exit Event Loop
- 3. Understand Request Object
- 4. Sending Response
- 5. Routing Requests
- 6. Taking User Input
- 7. Redirecting Requests



# 4.1 Node Lifecycle & Event Loop





## 4.2 How to exit Event Loop

```
// Simple Node.js server
    const http = require('http');
3
    const server = http.createServer((req, res) => {
5
      console.log(reg);
6
      process.exit(); // Stops event loop
    });
8
9
    const PORT = 3000;
    server.listen(PORT, () => {
10
      console.log(`Server running at http://localhost:${PORT}/`);
11
    });
12
```



## 4.3 Understand Request Object

```
[Symbol(kHeaders)]: {
    host: 'localhost:3000',
    connection: 'keep-alive',
    'cache-control': 'max-age=0'.
    'sec-ch-ua': '"Chromium";v="128", "Not;A=Brand";v="24", "Google Chrome";v="128"',
    'sec-ch-ua-mobile': '?0',
    'sec-ch-ua-platform': '"mac0S"',
    'upgrade-insecure-requests': '1'.
    'user-agent': 'Mozilla/5.0 (Macintosh; Intel Mac OS X 10 15 7) AppleWebKit/537.36
36'.
    accept: 'text/html,application/xhtml+xml,application/xml;g=0.9,image/avif,image/wet
nqe; v=b3; q=0.7'
    'sec-fetch-site': 'none',
    'sec-fetch-mode': 'navigate',
    'sec-fetch-user': '?1'.
    'sec-fetch-dest': 'document'.
    'accept-encoding': 'gzip, deflate, br, zstd',
    'accept-language': 'en-US,en-IN;g=0.9,en;g=0.8,hi-IN;g=0.7,hi;g=0.6',
    cookie: 'token=eyJhbGci0iJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJpZCI6ImM3M2Y0MzNjLTFlYzYtNDl
qvUSrMLqbP1uy5bTjnJEQHXc1c'
  },
  [Symbol(kHeadersCount)]: 32,
  [Symbol(kTrailers)]: null,
  [Symbol(kTrailersCount)]: 0
        TransinaMassass
```

https://developer.mozilla.org/en-US/docs/Web/HTTP/Headers



http://localhost:3000/products

## 4.3 Understand Request Object

```
// Simple NodeJS server
const http = require('http');
const server = http.createServer((req, res) => {
  console.log(req.url, req.method, req.headers);
});
const PORT = 3000;
server.listen(PORT, () => {
  console.log(`Server running at http://localhost:${PORT}/`);
});
Use the browser to access:
http://localhost:3000/
```



## 4.4 Sending Response

```
// Simple NodeJS server
    const http = require('http');
 3
    const server = http.createServer((reg, res) => {
 5
      //res.setHeader('Content-Type', 'json');
      res.setHeader('Content-Type', 'text/html');
 6
      res.write('<html>');
8
      res.write('<head><title>Complete Coding</title></head>');
9
      res.write('<body><h1>Like / Share / Subscribe</h1></body>');
10
      res.write('</html>');
      res.end();
11
    });
12
13
14
    const PORT = 3000;
15
    server.listen(PORT, () => {
      console.log(`Server running at http://localhost:${PORT}/`);
16
    });
17
```