Full Stack QAP1

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**Task #1:** Core Global Objects in Node.js

1. **File System (fs)**

Common uses for the File System module include:

fs.readFile() reading files

fs.open(), fs.writeFile(), fs.appendFile() create files

fs.unlink() delete files

fs.rename() rename files

1. **Console**

Node.js console module is a global object that provides a simple debugging console similar to JavaScript to display different levels of message. It is provided by web browsers. It allows you to output strings, variables, and other data to the terminal. This module is a global module, which means it's available in all modules without requiring it via require().

Common uses for the console module include:

console.log() outputs a message

console.error() outputs an error message

console.time() uses a timer to track operation duration

console.assert() writes an error message if assertion is false

1. **OS**

The OS module provides information about the computer's operating system.

Common uses for the os module include:

os.platform() retrieve operating system platform (ex: linux, win32)

os.totalmem() retrieve total system memory in bytes

os.freemem() retrieve free system memory in bytes

os.networkInterfaces() retrieve network interfaces and their details