

Week3: Introduction to Node.js and its Modules

Topics to Cover:

- What is Node.js?
- Installing Node.js.
- Using the Node.js REPL.
- Core modules (fs, path, os).
- Writing and running a simple script.

Project: System Utility Dashboard

- Objective: Create a node application that provides system information.

Tasks:

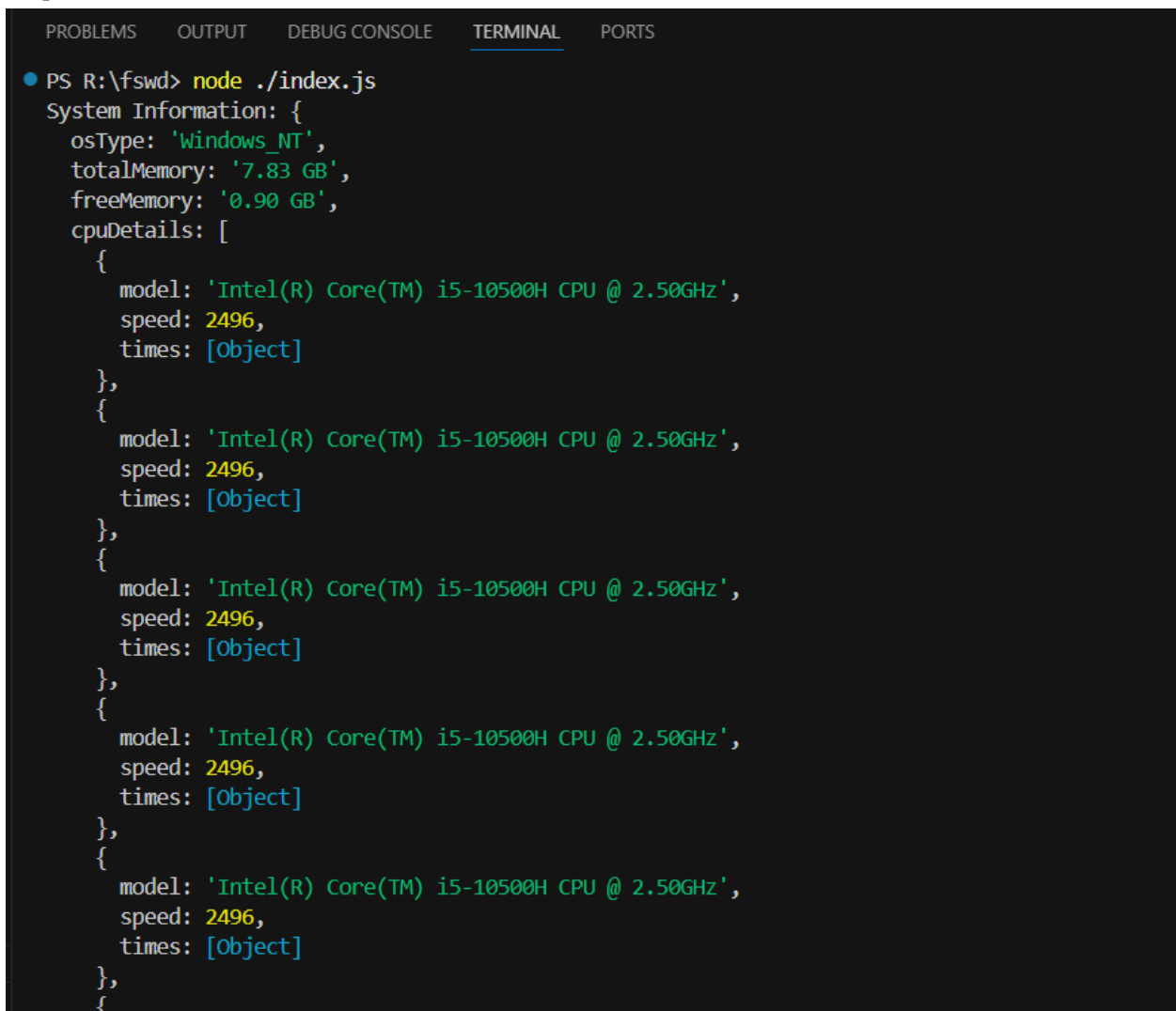
- Use the os module to display the OS type, total memory, free memory, and CPU details.
- Use the fs module to save the system information to a log file.
- Use the path module to ensure the file is saved in a standardized format (logs/system-info.txt).

Input: -const os = require('os');

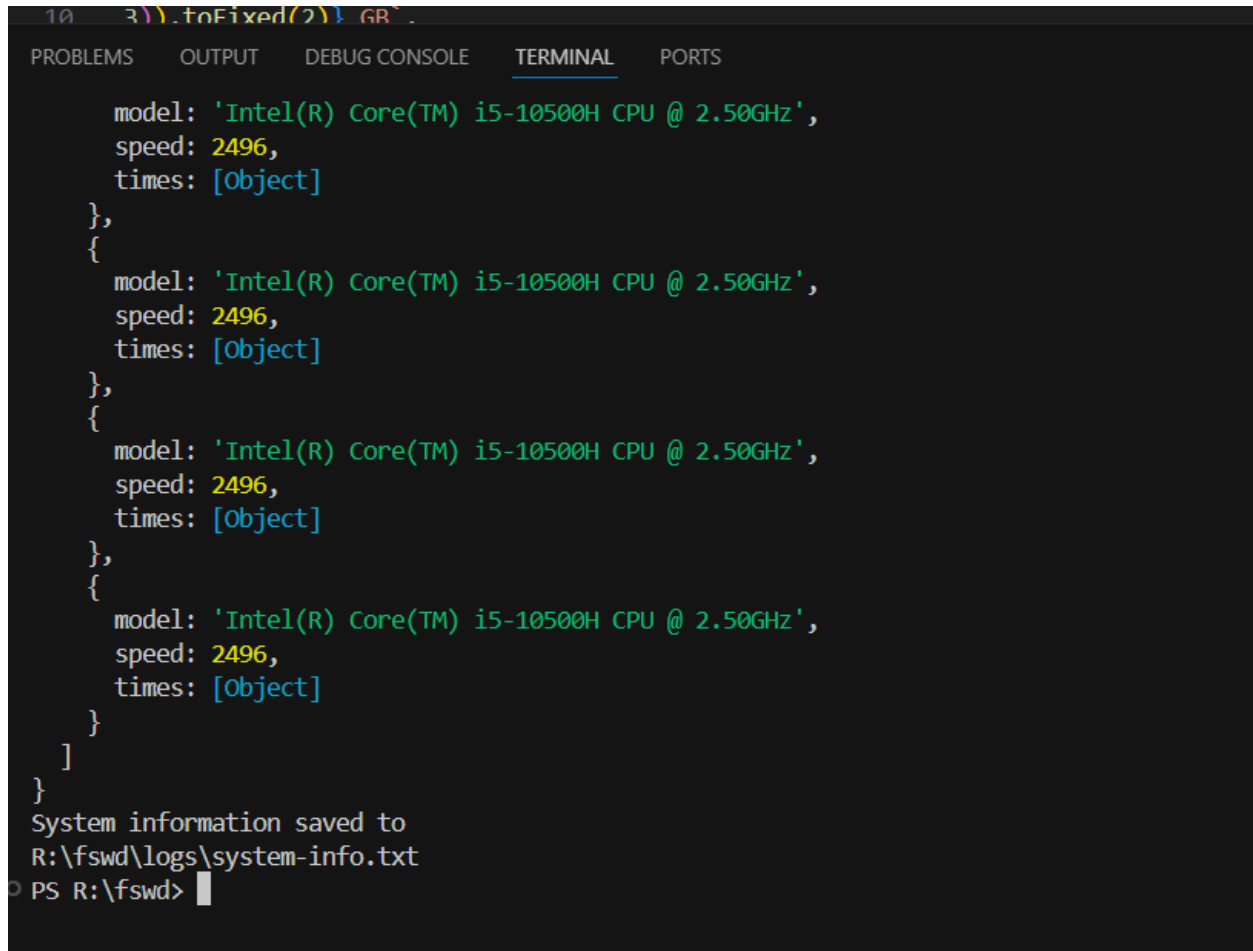
```
const fs = require('fs');
const path = require('path');
function getSystemInfo() {
  return {
    osType: os.type(),
    totalMemory: `${(os.totalmem() / (1024 **
3)).toFixed(2)} GB`,
    freeMemory: `${(os.freemem() / (1024 **
3)).toFixed(2)} GB`,
    cpuDetails: os.cpus()
  };
}
function saveSystemInfoToFile(info) {
  const logDir = path.join(__dirname, 'logs');
  const logFilePath = path.join(logDir,
'system-info.txt');
  if (!fs.existsSync(logDir)) {
    fs.mkdirSync(logDir);
  }
  const logData = `System Information:
OS Type: ${info.osType}
Total Memory: ${info.totalMemory}
```

```
Free Memory: ${info.freeMemory}
CPU Details: ${JSON.stringify(info.cpuDetails, null,
2)}
`;
fs.writeFileSync(logFilePath, logData, 'utf-8');
console.log(`System information saved to
${logFilePath}`);
}
const systemInfo = getSystemInfo();
console.log('System Information:', systemInfo);
saveSystemInfoToFile(systemInfo);
```

Output:-



```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS
● PS R:\fswd> node ./index.js
System Information: {
  osType: 'Windows_NT',
  totalMemory: '7.83 GB',
  freeMemory: '0.90 GB',
  cpuDetails: [
    {
      model: 'Intel(R) Core(TM) i5-10500H CPU @ 2.50GHz',
      speed: 2496,
      times: [Object]
    },
    {
      model: 'Intel(R) Core(TM) i5-10500H CPU @ 2.50GHz',
      speed: 2496,
      times: [Object]
    },
    {
      model: 'Intel(R) Core(TM) i5-10500H CPU @ 2.50GHz',
      speed: 2496,
      times: [Object]
    },
    {
      model: 'Intel(R) Core(TM) i5-10500H CPU @ 2.50GHz',
      speed: 2496,
      times: [Object]
    },
    {
      model: 'Intel(R) Core(TM) i5-10500H CPU @ 2.50GHz',
      speed: 2496,
      times: [Object]
    }
  ]
}
```

A screenshot of a Visual Studio Code terminal window. The terminal has tabs for PROBLEMS, OUTPUT, DEBUG CONSOLE, TERMINAL (selected), and PORTS. The output in the terminal is a JSON array of four objects, each containing system information like model, speed, and times. The text is color-coded: strings are green, numbers are yellow, and array/object literals are blue. At the bottom, a message states 'System information saved to R:\fswd\logs\system-info.txt' and the prompt 'PS R:\fswd>' is visible.

```
10 3)\.fnFixed(2)\.GR`
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

  model: 'Intel(R) Core(TM) i5-10500H CPU @ 2.50GHz',
  speed: 2496,
  times: [Object]
},
{
  model: 'Intel(R) Core(TM) i5-10500H CPU @ 2.50GHz',
  speed: 2496,
  times: [Object]
},
{
  model: 'Intel(R) Core(TM) i5-10500H CPU @ 2.50GHz',
  speed: 2496,
  times: [Object]
},
{
  model: 'Intel(R) Core(TM) i5-10500H CPU @ 2.50GHz',
  speed: 2496,
  times: [Object]
}
]
}
System information saved to
R:\fswd\logs\system-info.txt
PS R:\fswd>
```

Working with Custom Modules and HTTP

Topics to Cover:

- Custom modules: require and module.exports.
- Using the HTTP module to create a server.
- Handling different URL paths manually.

Project: Basic Static File Server

- Objective: Build an HTTP server to serve static files like HTML, CSS, and images.

Tasks:

- Create a simple HTML page with a welcome message and a few images.
- Use the http and fs modules to serve these files when the browser requests them.

- Add logic to handle 404 errors when a file is not found.

Input:-const http = require('http');

const fs = require('fs');

const path = require('path');

// Create the server

const server = http.createServer((req, res) => {

// Check if the requested file is an image or other static file

let filePath = path.join(__dirname, req.url === '/' ? 'image1.jpg' : req.url); // Default to 'image1.jpg'

// Get the file extension and set the appropriate content type

const extname = path.extname(filePath);

let contentType = 'application/octet-stream'; // Default content type

switch (extname) {

case '.jpg':

case '.jpeg':

contentType = 'image/jpeg';

break;

case '.png':

contentType = 'image/png';

break;

case '.gif':

contentType = 'image/gif';

break;

default:

contentType = 'application/octet-stream'; // Default for unsupported files

}

// Read the requested file from the filesystem

fs.readFile(filePath, (err, content) => {

if (err) {

if (err.code === 'ENOENT') {

// If file not found, send a 404 error response

res.writeHead(404, { 'Content-Type': 'text/plain' });

res.end('404 - File Not Found', 'utf-8');

} else {

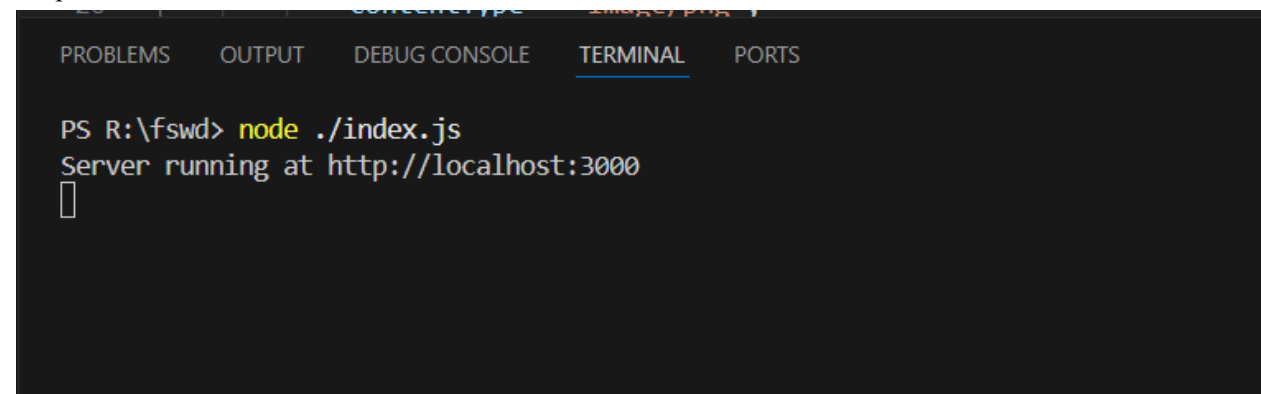
// Server error

```
    res.writeHead(500);
    res.end('500 - Server Error: ' + err.code);
  }
} else {
  // If file is found, serve it
  res.writeHead(200, { 'Content-Type': contentType });
  res.end(content, 'utf-8');
}
});
});

// Define the port the server will listen to
const port = 3000;

// Start the server
server.listen(port, () => {
  console.log(`Server running at http://localhost:${port}`);
});
```

Output:-



The screenshot shows a terminal window with the following content:

```
PS R:\fswd> node ./index.js
Server running at http://localhost:3000
█
```

The terminal window has tabs for PROBLEMS, OUTPUT, DEBUG CONSOLE, TERMINAL (selected), and PORTS.

