Buffer

A buffer is a way to store and manipulate binary data in Node.js. Examples of binary data include images, audio, video, and raw data from a network; buffers provide a fast and efficient way to store and manipulate binary data in Node.js. To use buffers you need to create a buffer constructor, once you have a buffer there are various ways to manipulate the data it contains such as: slice (Extract a portion of the data), concat (concatenate two or more buffers). Buffers provide a flexible and efficient way to store and manipulate binary data in Node.js.

File System

The nose.js file system allows the user to work with the file system on their computer. Some common uses for the file system are to read, create, update, delete, and rename files. In the example provided in VSCode, the File System module allowed my .js file to read the html file and returned the content.

Globals

Global objkects are the objects that are available in all modules, they are built-in objects that are part of JavaScript and can be used directly in the app without importing any module. The global objects are as follows

* Global
* Process
* Console
* Buffer
* setImmediate()
* clearImmediate()
* setInterval()
* clearInterval()
* setTimeout()
* clearTimeout()
* \_ \_ filename
* \_ \_dirname