var http\_obj=require('http');//importing http prebuilt fun and refering to var http object

var fs =require('fs');//server

http\_obj.createServer(function(req,res){

                                fs.readFile('anytxt\_file.txt',function (err,data)

                                                                        {

                                                            res.writeHead(200,{'Content-Type':'text/html/doc'});

                                                            res.write(data);

                                                            return res.end();

                                                                        });

                                        }).listen(3000);

                //------------OR-------------------//

var http\_obj=require('http');

var fs =require('fs');

//http\_obj instantiate createServer method passing a function operating over listen object which takes args in time(wait to connect)

http\_obj.createServer(createServer\_fun).listen(3000);

//creating sever fun with two agrs

var createServer\_fun=function(req,res){//one is txt file to write data on it

    fs.readFile('anytxt\_file.txt',fs.readFile\_fun);//second fun to(how data will written)

}

//readFile functon to read the website(html/txt file) on server with two agrs

readFile\_fun =function(err,data){//err to record if any error occurs

                                    //data to read data and write on txt file

    res.writeHead(200,{'Content-Type':'text/html/doc'});

    res.write(data);//write the data to file

    return res.end();   //close the file

}

var http\_obj=require('http');//importing http prebuilt fun and refering to var http object

var fs =require('fs');//server

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fs.readFile('anytxt\_file.txt',function (err,data)

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