

NodeJS Cheat Sheet

1. **Main File (app.js)** - **http** is the core build-in module. And **routes** is own file where routers are defined.

```
2. const http = require('http');
3.
4. const routes = require('./routes');
5.
6. const server = http.createServer(routes.handler);
7.
8. server.listen(3000);
```

2. **routes file** – **fs** is another one code build-in module stands for filesystem.

```
1. const fs = require('fs');
2.
3. const requestHandler = (req, res) => {
4.   const url = req.url;
5.   const method = req.method;
6.
7.   if (url === '/') {
8.     res.write('<html>');
9.     res.write('<head><title>Enter Message</title><head>');
10.    res.write(
11.      '<body><form action="/message" method="POST"><input type="text" name="message"><
button type="submit">Send</button></form></body>'
12.    );
13.    res.write('</html>');
14.    // End the response
15.    return res.end();
16.  }
17.
18.  if (url === '/message' && method === 'POST') {
19.    const body = [];
20.    // define event; here data event
21.    req.on('data', (chunk) => {
22.      console.log(chunk);
23.      body.push(chunk);
24.    });
25.
26.    // it will run when parsed completely the incoming data
27.    return req.on('end', () => {
28.      const parsedBody = Buffer.concat(body).toString();
29.      const message = parsedBody.split('=')[1];
30.      // fs.writeFileSync('message.txt', message);
31.      // Asynchronously writes data to a file, replacing the file if it already exists
32.      fs.writeFile('message.txt', message, (error) => {
33.        res.statusCode = 302;
34.        res.setHeader('Location', '/');
35.        return res.end();
36.      });
37.    });
38.  }
39.};
```

3. Different Types of export in NodeJS

```
1. // Method-1
2. module.exports.handler = requestHandler;
3. module.exports.someText = 'Some hard coded text';
4.
5. // Method-2
6. module.exports = {
7.   handler: requestHandler,
8.   someText: 'Some hard coded text'
9. };
10.
11. // Method-3
12. module.exports.handler = requestHandler;
13. module.exports.someText = 'Some hard coded text';
```