Earlier we used JavaScript to manipulate DOM and page for example pop up or add any kind of effect. Because JavaScript is a language that runs on a browser that allow us to interact with the page after it was loaded.

**Node.js** is an

* A platform which allows us to run JavaScript on a computer/server.
* Open-source
* Cross-platform Runtime environment

That allow developers to create all kinds of server-side tools and applications in JavaScript.

Runtime meant can be used outside a browser or running directly on a computer.

Environment add support for OS API’s including HTTP and file system libraries.

**Advantages or Benefits of using Node.js: -**

* **Great Performance,** Node was designed to optimize throughput and scalability in web applications and is a good solution for many common web-development problems (e.g. real-time web applications).
* Code is written in "JavaScript", which means that less time is spent dealing with "context shift" between languages when you're writing both client-side and server-side code.
* Node.js is portable. It is available on Microsoft Windows, macOS, Linux, Solaris, FreeBSD, OpenBSD, WebOS, and NonStop OS. Furthermore, it is well-supported by many web hosting providers, that often provide specific infrastructure and documentation for hosting Node sites.
* The node package manager (NPM) provides access to hundreds of thousands of reusable packages. It also has best-in-class dependency resolution and can also be used to automate most of the build toolchain.
* It has a very active third party ecosystem and developer community, with lots of people who are willing to help.

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What is JavaScript Engine?

* When we write JavaScript code computer itself doesn’t understand it. It takes a JavaScript engine to convert that code into machine language so that computer can understand it.
* Nodejs is written in C++ and it allow JavaScript to run on a local machine.