

Lesson 01 Demo 01

Write and Execute a JavaScript Program Using Node

Objective: To work on basics of Javascript programming

Tools required: Visual Studio Code

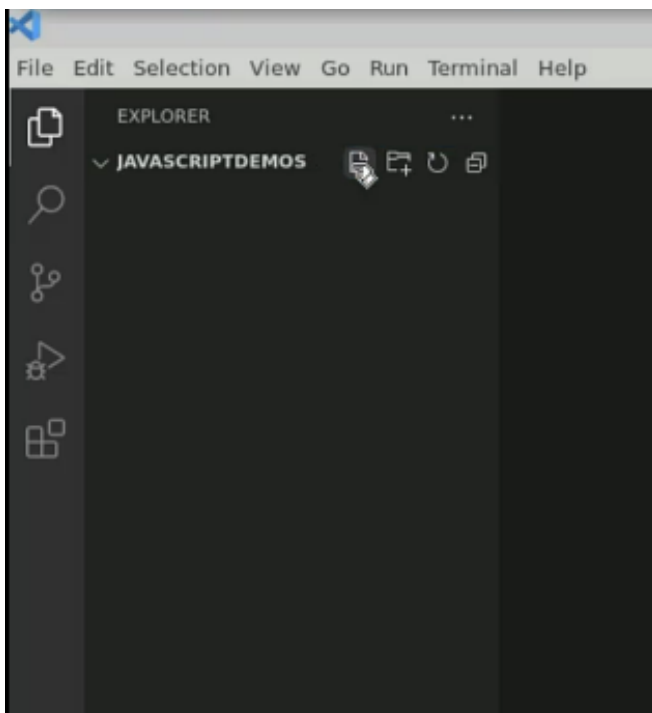
Prerequisites: HTML and CSS

Steps to be followed:

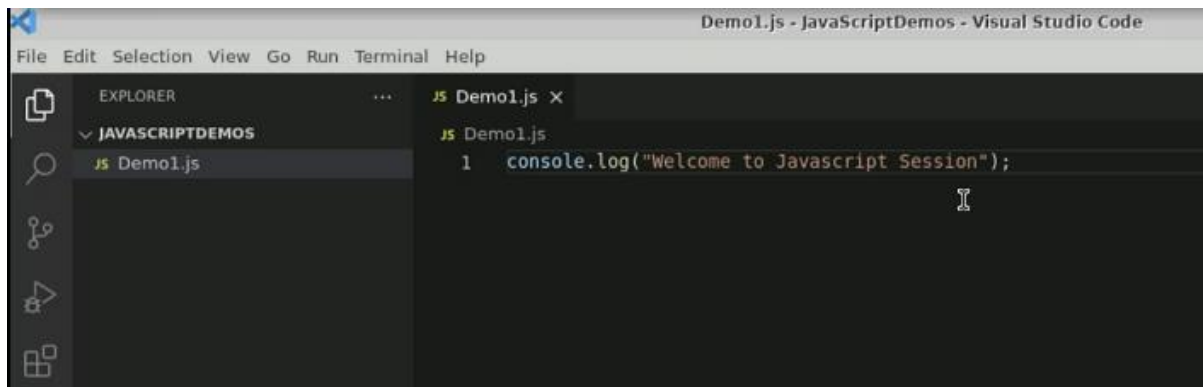
1. Create and execute Demo1.js
2. Add variables in Demo1.js
3. Use typeof operator

Step 1: Create and execute Demo1.js

1.1 In Visual Studio Code, create a directory by the name of **JAVASCRIPTDEMOS**



1.2 Create **Demo1.js** file



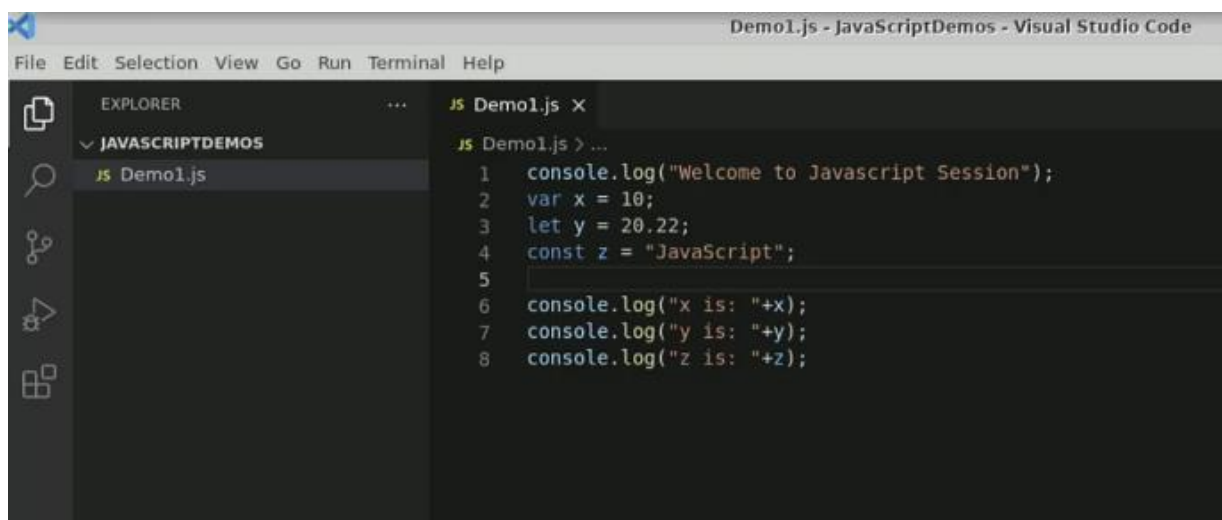
1.3 Open the **terminal** in this directory and use the following command to run the file:

node Demo1.js



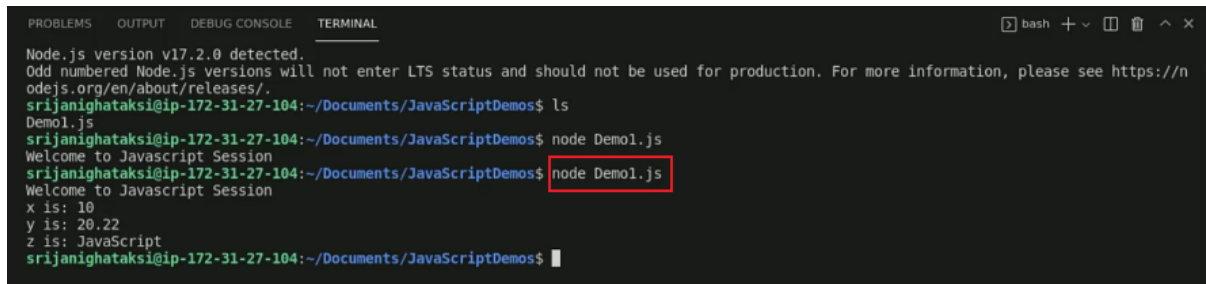
Step 2: Add variables in Demo1.js

2.1 Add variables in Demo1.js file



2.2 Open the **terminal** in this directory and use the following command to run the file:

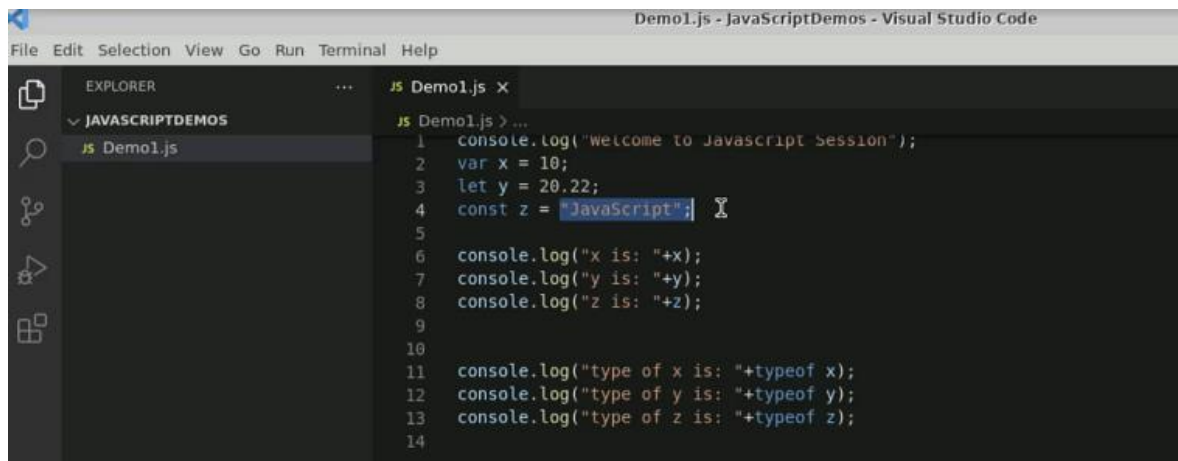
node Demo1.js

A terminal window with tabs for PROBLEMS, OUTPUT, DEBUG CONSOLE, and TERMINAL. The terminal shows the command 'node Demo1.js' being executed twice. The first execution shows the output of the script, including variable values and their types. The second execution is the same command being typed again, with 'node Demo1.js' highlighted by a red box.

```
Node.js version v17.2.0 detected.
Odd numbered Node.js versions will not enter LTS status and should not be used for production. For more information, please see https://nodejs.org/en/about/releases/.
srijanighataksi@ip-172-31-27-104:~/Documents/JavaScriptDemos$ ls
Demo1.js
srijanighataksi@ip-172-31-27-104:~/Documents/JavaScriptDemos$ node Demo1.js
Welcome to Javascript Session
srijanighataksi@ip-172-31-27-104:~/Documents/JavaScriptDemos$ node Demo1.js
Welcome to Javascript Session
x is: 10
y is: 20.22
z is: JavaScript
srijanighataksi@ip-172-31-27-104:~/Documents/JavaScriptDemos$
```

Step 3: Use typeof operator

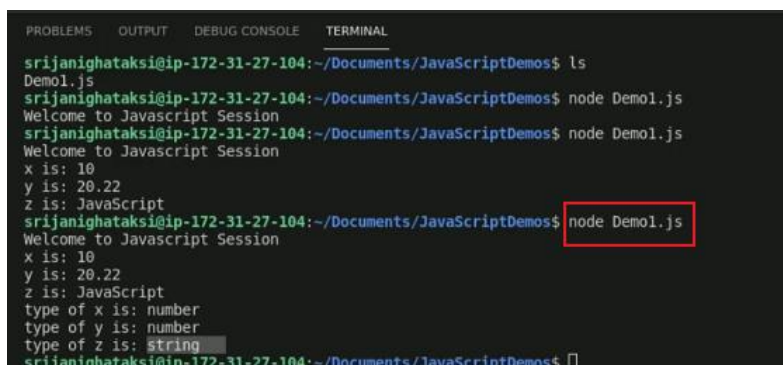
3.1 Use **typeof** operator

A screenshot of the Visual Studio Code editor. The Explorer panel on the left shows a folder named 'JAVASCRIPTDEMOS' with a file 'Demo1.js'. The main editor area shows the content of 'Demo1.js', which includes console logs for variable values and their types using the 'typeof' operator. The line 'const z = "JavaScript";' is highlighted with a blue background.

```
1 console.log("welcome to Javascript Session");
2 var x = 10;
3 let y = 20.22;
4 const z = "JavaScript";
5
6 console.log("x is: "+x);
7 console.log("y is: "+y);
8 console.log("z is: "+z);
9
10
11 console.log("type of x is: "+typeof x);
12 console.log("type of y is: "+typeof y);
13 console.log("type of z is: "+typeof z);
14
```

3.2 Open the **terminal** in this directory and use the following command to run the file:

node Demo1.js

A terminal window showing the execution of 'node Demo1.js'. The output now includes the results of the 'typeof' operator for each variable: 'number' for x and y, and 'string' for z. The command 'node Demo1.js' is highlighted with a red box.

```
srijanighataksi@ip-172-31-27-104:~/Documents/JavaScriptDemos$ ls
Demo1.js
srijanighataksi@ip-172-31-27-104:~/Documents/JavaScriptDemos$ node Demo1.js
Welcome to Javascript Session
srijanighataksi@ip-172-31-27-104:~/Documents/JavaScriptDemos$ node Demo1.js
Welcome to Javascript Session
x is: 10
y is: 20.22
z is: JavaScript
srijanighataksi@ip-172-31-27-104:~/Documents/JavaScriptDemos$ node Demo1.js
Welcome to Javascript Session
x is: 10
y is: 20.22
z is: JavaScript
type of x is: number
type of y is: number
type of z is: string
srijanighataksi@ip-172-31-27-104:~/Documents/JavaScriptDemos$
```