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# Full Stack Project

Class 3(Server Basics - Understanding Express.js and starting a server)



## Topics covered in this class

1. Why do we need a server?
2. Understand Javascript Runtime Environments and Node.js.
3. Express.js intro.
4. Start a server and implement basic routing.

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## Why do we need a server?

- Well, my own oversimplified answer is that a server is the thing that we can talk to in order to send and receive data.
- As a user of an app or website, we can send requests to a server and then the server sends back a response.

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# Understand Javascript Runtime Environments

## What is a Runtime Environment?

- A *runtime environment* is where your program will be executed. It determines what global objects your program can access and it can also impact how it runs.
- There are two runtime environments:
  - Runtime Environment of a browser(Chrome, Firefox)
  - Node.js runtime environment

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## Node.js and Express.js

- Node.js is a platform for building the i/o applications which are server-side event-driven and made using JavaScript.
- Express.js is a framework based on Node.js for which is used for building web-application using approaches and principles of Node.js.event-driven.

Refer: <https://www.geeksforgeeks.org/node-js-vs-express-js/>



## Resources

1. Node.js: <https://nodejs.org/en/>
2. Express.js: <https://expressjs.com/>