

NODE JS# Node.js :-

- Javascript Runtime Environment
- It is used for server side programming.

NOTE:- Node.js is not a language, library or framework.

Node REPL :- } → Write node in terminal

↓
Read

Evaluate

Print

Loop

Now we can run JS commands in terminal

(But we can't access DOM elements like window object because they are created by browser).

→ .help gives us commands. } → print the help msg.

Node Files :-

node fileName.js } → Run running file through terminal.

NOTE:- Make sure to be present in the directory which contains fileName.js.

Process in Node :-

- process: This object provides information about, and control over, the current Node.js process.

Syntax: process } → inside Node REPL

Eg: process.version
process.release
process.cwd()

- process.argv: returns an array containing the command line arguments passed when the Node.js process was launched.

→ Syntax / Example:-

Inside script.js

```
let args = process.argv;
for (let i = 2; i < args.length; i++) {
  console.log("Hello ", args[i]);
}
```

Here $i=2$ because at $i=0$ & $i=1$, Executable path for node & path of file which we're running are stored.

Now in Node REPL:-

node script.js Ayush Tarun Krishna Nikhil Kartik

→ Arguments other than 2 inbuilt arguments.

⑧ Export in Files:-

→ module.exports:-
requiring files

- require(): a built-in function to include ~~extra~~

external modules that exist in separate files.

• module.exports : a special object

Ex: →

Both files must be in same directory.

script.js

```
const math = require("./math");
console.log(math.sum(2, 2));
console.log(math.PI);
```

math.js

```
module.exports.sum = (a, b) => a + b;
module.exports.g = 9.8;
module.exports.PI = 3.14;
```

→ module.exports is
requiring directories

Eq: → File structure

Backend

```
├── fruits
│   ├── apple.js
│   ├── banana.js
│   ├── orange.js
│   └── index.js
└── script.js
```

• apple.js

```
module.exports = {
  name: "apple",
  color: "red",
};
```

banana.js

```
module.exports = {
  name: "banana",
  color: "yellow",
};
```

orange.js

```
module.exports = {
  name: "orange",
  color: "orange",
};
```


↖ Name must be index.js while exporting b/w directories
index.js

```
const apple = require("./apple");
const banana = require("./banana");
const orange = require("./orange");
```

```
let fruits = [apple, banana, orange];
module.exports = fruits;
```

script.js

```
const info = require("./Fruits");
console.log(info);
```

NPM (Node Package Manager): →

npm is the standard package manager for Node.js.

- ① library of packages
 - ② command line tool
- [Not a library exactly]

Command: npm

Installing Packages: →

npm install <-package name->

Eg: npm install figlet

↖ Dash - Design package

- **node-modules**: The node-modules folder contains every installed dependency for your project.
- **package-lock.json**: It records the exact version of every installed dependency, including its sub-dependencies and their versions.
- **package.json**: The package.json file contains descriptive and functional metadata about a project, such as a name, version and dependencies.

Local v/s Global

`npm install -g <package name>` } → To install package globally
`npm link <package name>`

require v/s import

`import {sum} from './math.js'`

We can't selectively load only the pieces we need with `require` but with `import`, we can selectively load only the pieces we need, which can save memory.

Loading is synchronous for 'require' but can be asynchronous for 'import'.

Eg: math.js

`export const sum = (a, b) => a + b;`

`export const g = 9.8;`

script.js

`import {sum} from './math.js';`

`console.log(sum(1, 2));`

NOTE: → Make sure to create package.json in the directory & add "type": "module"