**3D SURFACE AREA**

This Node.js program is designed to calculate the surface area of a 3D shape represented as a grid of numbers. Each number in the grid represents the height of a stack of cubes at that position.

The program starts by reading input from the user. It collects all the input lines and stores them so it can process them one by one. The readLine function is a simple helper that makes it easy to read each line in order.

In the main function, the program first reads the dimensions of the grid—how many rows and columns it has. Then it reads the grid itself, converting each line of numbers into an array so it can work with the heights of the cubes.

The real calculation is meant to happen in the surface Area function, which takes the grid as input. This function would figure out the total surface area of the 3D shape, including the top and bottom faces and all the sides that are exposed. Finally, the program writes the result to the output so it can be checked.

Overall, this code is neatly organized: it handles input, prepares the data, and sets up the framework for calculating the surface area, leaving the main calculation to be filled in.