

CHEATSHEET FOR

Node.js API

— *Globals* —

```
__filename  
__dirname
```

exec


```
var exec = require('child_process').exec,  
  
var child = exec('cat *.js bad_file | wc -l',  
  function (error, stdout, stderr) {  
    console.log('stdout: ' + stdout);  
    console.log('stderr: ' + stderr);  
    if (error !== null) {  
      console.log('exec error: ' + error);  
    }  
  });
```

— *Snippets* —

```
info = require('../package.json')  
info.version  
  
process.stdout.write(util.inspect(objekt, false, Infinity, true) + '\n');
```

— *Spawn - passthru the in/out* —

```
var spawn = require('child_process').spawn;  
var proc = spawn(bin, argv, { stdio: 'inherit' });  
proc.on('error', function(err) {  
  if (err.code == "ENOENT") { "does not exist" }  
  if (err.code == "EACCES") { "not executable" }  
});  
proc.on('exit', function(code) { ... });  
  
// also { stdio: ['pipe', 'pipe', process.stdout] }  
// also { stdio: [process.stdin, process.stderr, process.stdout] }  
  
proc.stdout.on('data', function (data) {  
  });  
proc.stderr.on('data', function (data) {  
  });
```

Devhints.io cheatsheets is a collection of cheatsheets I've written over the years. Suggestions and corrections? Send them in.  I'm Rico Sta. Cruz. Check out my [Today I learned blog](#) for more.

