




# Welcome to the CoGrammar Lecture: Node.js

**The session will start shortly...**

Questions? Drop them in the chat. We'll have dedicated moderators answering questions.



# Full Stack Web Development Session Housekeeping

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- The use of disrespectful language is prohibited in the questions, this is a supportive, learning environment for all - please engage accordingly.  
**(Fundamental British Values: Mutual Respect and Tolerance)**
- No question is daft or silly - **ask them!**
- There are **Q&A sessions** midway and at the end of the session, should you wish to ask any follow-up questions. Moderators are going to be answering questions as the session progresses as well.
- If you have any questions outside of this lecture, or that are not answered during this lecture, please do submit these for upcoming Academic Sessions. You can submit these questions here: [Questions](#)

## Full Stack Web Development Session Housekeeping cont.

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- For all **non-academic questions**, please submit a query:  
[www.hyperiondev.com/support](http://www.hyperiondev.com/support)
- Report a **safeguarding** incident:  
[www.hyperiondev.com/safeguardreporting](http://www.hyperiondev.com/safeguardreporting)
- We would love your **feedback** on lectures: [Feedback on Lectures](#)

# Skills Bootcamp

## 8-Week Progression Overview

### Fulfil 4 Criteria to Graduation

#### ✓ Criterion 1: Initial Requirements

Timeframe: First 2 Weeks

Guided Learning Hours (GLH):

Minimum of 15 hours

Task Completion: First four tasks

**Due Date: 24 March 2024**

#### ✓ Criterion 2: Mid-Course Progress

**60** Guided Learning Hours

Data Science - **13 tasks**

Software Engineering - **13 tasks**

Web Development - **13 tasks**

**Due Date: 28 April 2024**

# Skills Bootcamp Progression Overview

## ✓ Criterion 3: Course Progress

Completion: All mandatory tasks,  
including Build Your Brand and  
resubmissions by study period end  
Interview Invitation: Within 4 weeks  
post-course  
Guided Learning Hours: Minimum of  
112 hours by support end date  
(10.5 hours average, each week)

## ✓ Criterion 4: Demonstrating Employability

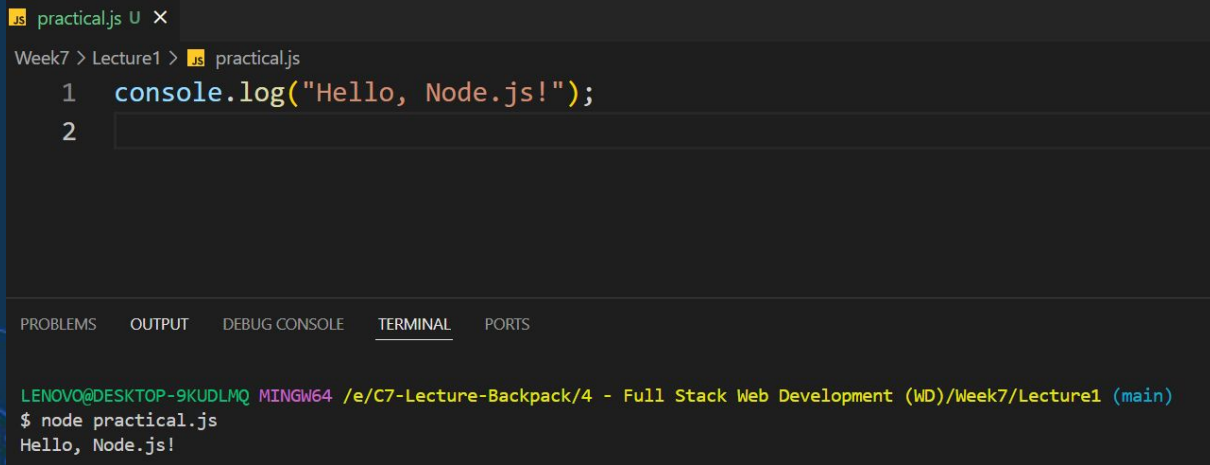
Final Job or Apprenticeship  
Outcome: Document within 12  
weeks post-graduation  
Relevance: Progression to  
employment or related  
opportunity

# Learning Objectives

- ❖ Explore the concept of modules in Node.js and learn how to create, import, and use modules effectively.
- ❖ Gain familiarity with NPM (Node Package Manager) and its role in managing dependencies, versioning, and scripts.
- ❖ Develop proficiency in setting up a basic Node.js server using the built-in http module.

# What is Node.js?

- ❖ Node.js is a runtime environment that allows you to run JavaScript code on the server-side.
- ❖ It uses an event-driven, non-blocking I/O model, making it efficient for handling asynchronous operations.



```
practical.js U X
Week7 > Lecture1 > practical.js
1 console.log("Hello, Node.js!");
2
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
LENOVO@DESKTOP-9KUDLMQ MINGW64 /e/C7-Lecture-Backpack/4 - Full Stack Web Development (WD)/Week7/Lecture1 (main)
$ node practical.js
Hello, Node.js!
```

# What are Modules?

- ❖ Modules in Node.js are encapsulated units of functionality that can be reused throughout your application.
- ❖ They promote code organization, maintainability, and reusability.
- ❖ Node.js implements the CommonJS module system, allowing modules to be defined using `require()` and exported using `module.exports`.



# Creating and Using Modules

```
const greet = () => {  
  console.log("Hello, world!");  
};  
module.exports = greet;
```

```
const greet = require("./greet");  
greet();
```



# Core Modules vs. User-defined Modules

- ❖ Node.js provides several core modules like http, fs, and path, which can be used without installation.
- ❖ User-defined modules are created by developers to encapsulate specific functionality.





# NPM (Node Package Manager)

- ❖ NPM is the default package manager for Node.js, used for installing, managing, and sharing packages of JavaScript code.
- ❖ It provides access to a vast repository of open-source packages and tools for Node.js development.



# Let's Breathe!

Let's take a small break  
before moving on to  
the next topic.



# Managing Dependencies with NPM

- ❖ Define project dependencies in the package.json file.
- ❖ Use npm install to install dependencies listed in package.json.

```
$ npm install express
```



# Creating a package.json File

- ❖ Use **npm init** to generate a package.json file interactively or with default values.
- ❖ **package.json** serves as the manifest for your project, documenting project metadata, dependencies, and scripts.



# Understanding package.json Structure

- ❖ **name:** The name of the project.
- ❖ **version:** The version of the project.
- ❖ **dependencies:** List of project dependencies and their version specifications.
- ❖ **scripts:** Custom scripts for tasks like testing, building, and deployment.





# Understanding package.json Structure

```
{
  "name": "my-node-app",
  "version": "1.0.0",
  "dependencies": {
    "express": "^4.17.1"
  },
  ▶ Debug
  "scripts": {
    "start": "node index.js"
  }
}
```



# Managing Scripts in package.json

- ❖ Use the **scripts** field in **package.json** to define custom scripts.
- ❖ Scripts can be executed using **npm run <script-name>**.

```
"scripts": {  
  "start": "node index.js",  
  "test": "mocha"  
}
```

# Setting Up a Node.js Server

- ❖ Use the built-in http module to create an HTTP server.
- ❖ Listen for incoming requests on a specified port and handle them accordingly.

```
const http = require("http");

const server = http.createServer((req, res) => {
  res.writeHead(200, { "Content-Type": "text/plain" });
  res.end("Hello, world!\n");
});

const PORT = process.env.PORT || 3000;
server.listen(PORT, () => {
  console.log(`Server is running on port ${PORT}`);
});
```

# Questions and Answers



# Thank you for attending



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