QAP 1 JavaScript (Exploring Node)

Student: Amy Dalziel

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Node Core Package – **Events**

The events object is a useful tool for event-driven programming, allowing developers to listen to and track events. The events object contains many different methods; however, there are only two that are typically used regularly: the on method and emit method. A function is passed to an event with the .on() method and this event is triggered/fired/emitted when the event is raised with the .emit() method. The events object is particularly useful for handling asynchronous programming – allowing multiple requests and events to occur simultaneously.

Node Core Package – **Filesystem**

The fs object assists with developers' need to work with the file system (including reading, writing, updating and deleting tasks). Fs' methods include a callback function, allowing developers to handle errors efficiently (often, I believe, with just an if statement – *if(err) {throw err}*). It is important to understand the key differences between methods with similar features. For example, there are several methods that write/append data to file - the .appendFile() method adds (appends) data to a file, whereas the .writeFile() method replaces (overwrites) the contents of a file with new data. Becoming familiar with the various methods available allows developers to use the method(s) that will best preserve, update and maintain their files.

Node Core Package – **Path**

The path object allows developers to perform a variety of operations on file and directory paths. The .parse() method breaks down and returns an object of the different parts of a file/directory path (root, directory, base, extension and name), allowing developers to extract only a small portion of the entire path for their code. It contains other methods to help resolve common issues with paths, such as removing redundant characters, and addressing differences in syntax between operating systems ('\' for Windows OS and '/' for Unix OS).