

Events Module



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EVENT

A signal that something has happened

HTTP

Event: New Request



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Node.js v8.9.3 Documentation

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 - [EventEmitter.listenerCount\(emitter, eventName\)](#) **deprecated**



- Asynchronous vs. Synchronous
- Handling events only once
- Error events
- **Class: EventEmitter**
 - Event: 'newListener'
 - Event: 'removeListener'
 - `EventEmitter.listenerCount(emitter, eventName)` **deprecated**
 - `EventEmitter.defaultMaxListeners`
 - `emitter.addListener(eventName, listener)`
 - `emitter.emit(eventName[, ...args])`
 - `emitter.eventNames()`
 - `emitter.getMaxListeners()`
 - `emitter.listenerCount(eventName)`
 - `emitter.listeners(eventName)`
 - `emitter.on(eventName, listener)`



JS app.js



1

2

```
const EventEmitter = require('events');
```

CLASS



- `Event: 'newListener'`
- `Event: 'removeListener'`
- `EventEmitter.listenerCount(emitter, eventName)` deprecated
- `EventEmitter.defaultMaxListeners`
- `emitter.addListener(eventName, listener)`
- `emitter.emit(eventName[, ...args])`
- `emitter.eventNames()`
- `emitter.getMaxListeners()`
- `emitter.listenerCount(eventName)`
- `emitter.listeners(eventName)`
- `emitter.on(eventName, listener)`
- `emitter.once(eventName, listener)`
- `emitter.prependListener(eventName, listener)`
- `emitter.prependOnceListener(eventName, listener)`



JS app.js



```
1  
2 const EventEmitter = require('events');  
3 const emitter = new EventEmitter();|
```

CLASS



OBJECT






JS app.js



1
2
3
4
5

```
const EventEmitter = require('events');  
const emitter = new EventEmitter();  
  
emitter.
```

- addListener (method) NodeJS.Event... 
- emit
- eventNames
- getMaxListeners
- listenerCount
- listeners
- on
- once
- prependListener
- prependOnceListener
- removeAllListeners
- removeListener

03:18



06:17

03:18/06:17

ActivitiesVisual Studio Code

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app.js - Applications - Visual Studio Code

FileEditSelectionViewGoRunTerminalHelp

EXPLORER

OPEN EDITORS

APPLICATIONS

02. Global Object

03. Modules

04. Creating a Module

05. Loading a Module

06. Module Wrapper Function

07. Path Module

08. OS Module

09. File System Module

10. Events Module

JS app.js

11. Event Arguments

12. Extending Event Emitter

13. HTTP Module

14. Node Core Recap

JS app.js

10. Events Module > JS app.js > ...

1const EventEmitter = require('events');// Naming convention for any Class is TitleCase

2const emitter = new EventEmitter();

3

4emitter.emit('messageLogged');//Making a noise, produce - signalling

5

6// Nothing will happen if we will run only above code

7// Because we just have raised an event but no where in our application we have registered a listener,

8// that is interested in the event.

DEBUG CONSOLE

PROBLEMS

OUTPUT

TERMINAL

5: bash

dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/10. Events Module\$ node app.js

dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/10. Events Module\$ node app.js

dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/10. Events Module\$

OUTLINE

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ActivitiesVisual Studio Code

Sun 15:22

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app.js - Applications - Visual Studio Code

FileEditSelectionViewGoRunTerminalHelp

JS app.js

10. Events Module > JS app.js > ...

```
1 // const EventEmitter = require('events');// Naming convention for any Class is TitleCase
2 // const emitter = new EventEmitter();
3 // emitter.emit('messageLogged');//Making a noise, produce - signalling
4 // // Nothing will happen if we will run only above code
5 // // Because we just have raised an event but no where in our application we have registered a listener,
6 // // that is interested in the event.
7
8 const EventEmitter = require('events');// Naming convention for any Class is TitleCase
9 const emitter = new EventEmitter();
10
11 // Register a listener
12 emitter.on('messageLogged',function(){
13 console.log('Listener called');
14 });
15
16 // Raise an event
17 emitter.emit('messageLogged');
18
19 // The order is important as we have to register the listener first and then only we have to raise and event.
20 // Because when we call the emit method it iterates over all the registered listeners and calls them synchronously.
```

DEBUG CONSOLEPROBLEMSOUTPUTTERMINAL

5: bash

```
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/10. Events Module$ node app.js
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/10. Events Module$ node app.js
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module Sy
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/10. Events Module$ node app.js
Listener called
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/10. Events Module$ node app.js
Listener called
dandy@My-Ubuntu:~/Keep/Node.js/02. Node Module System/Applications/10. Events Module$
```

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