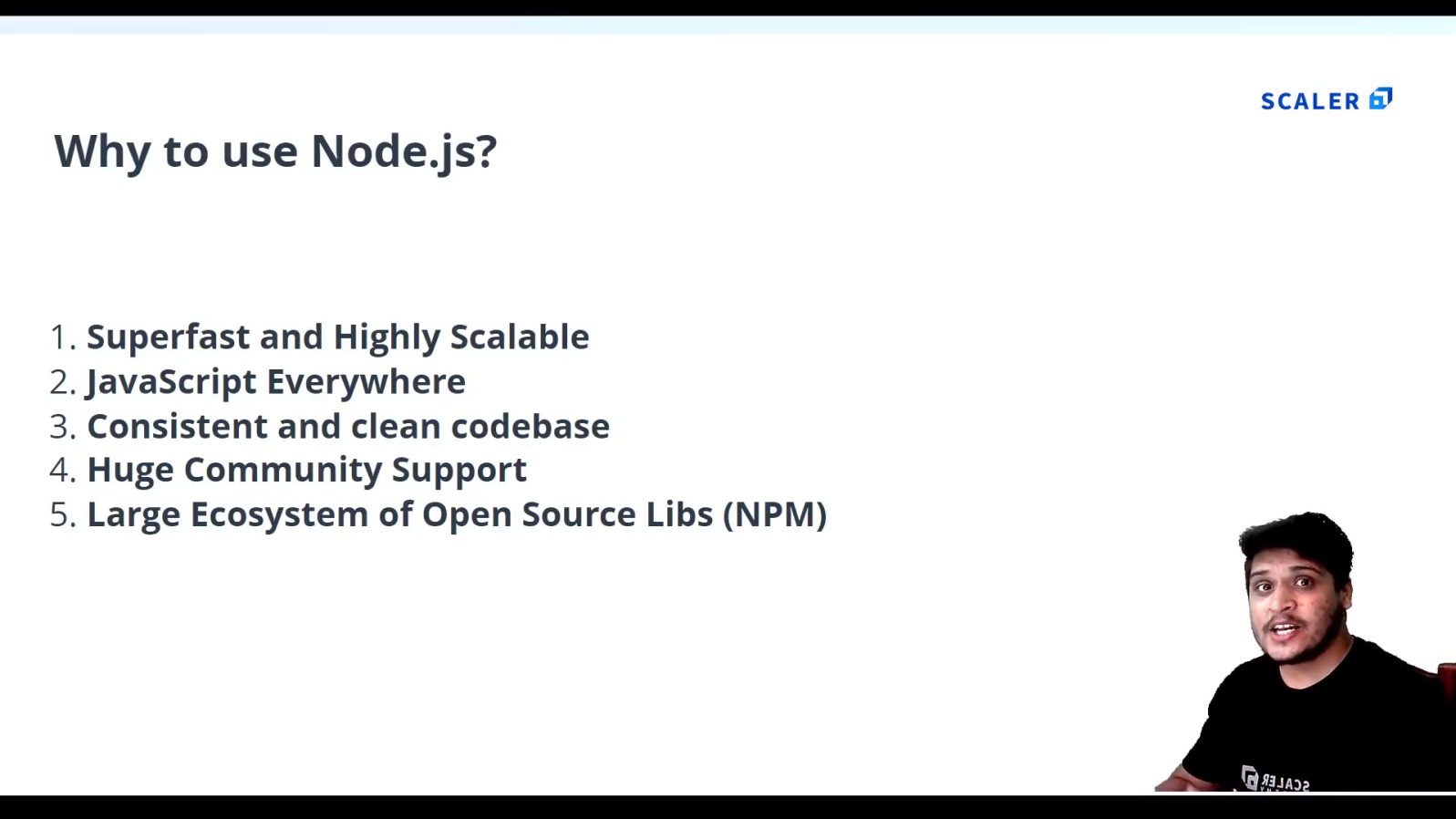
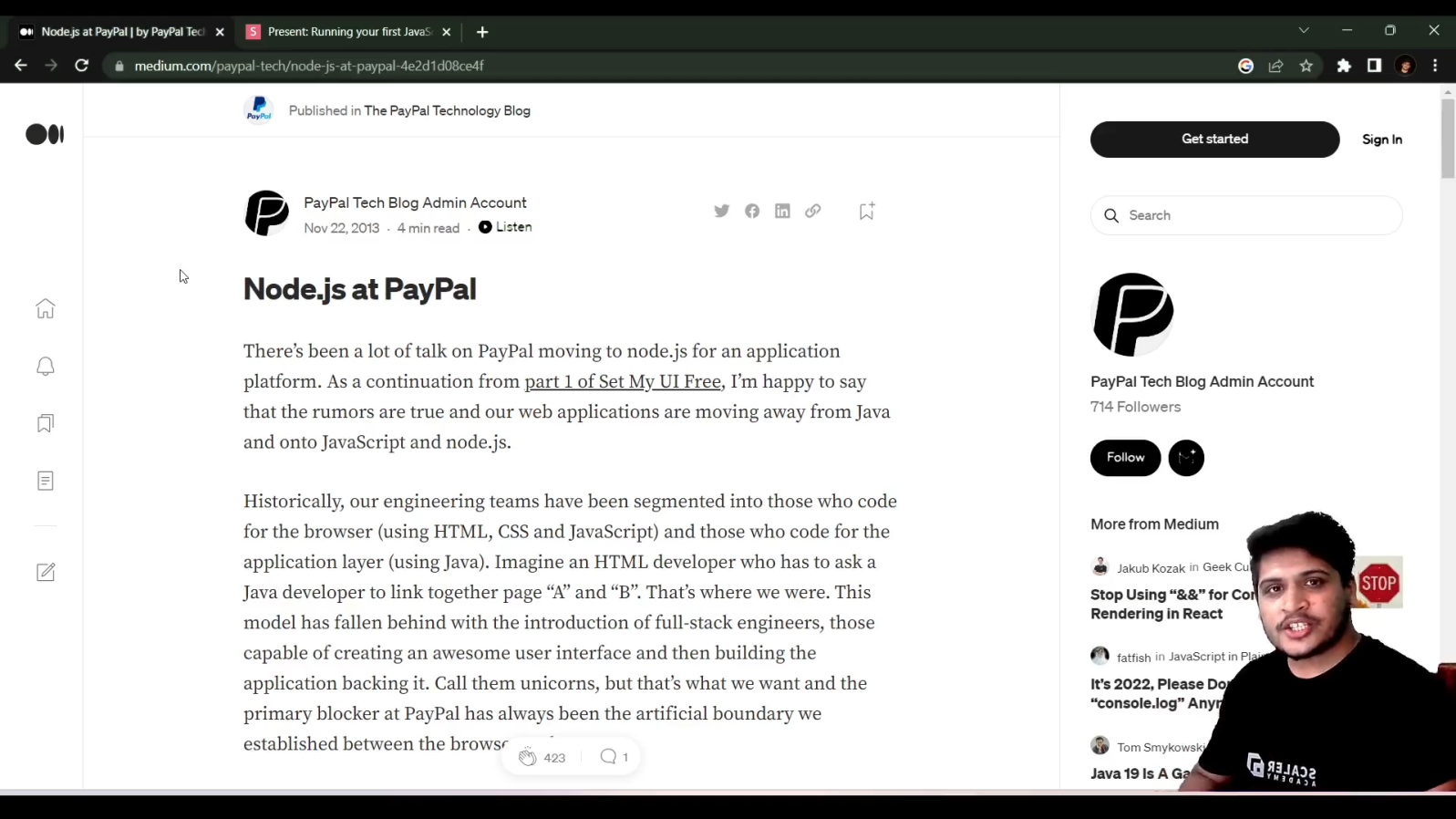
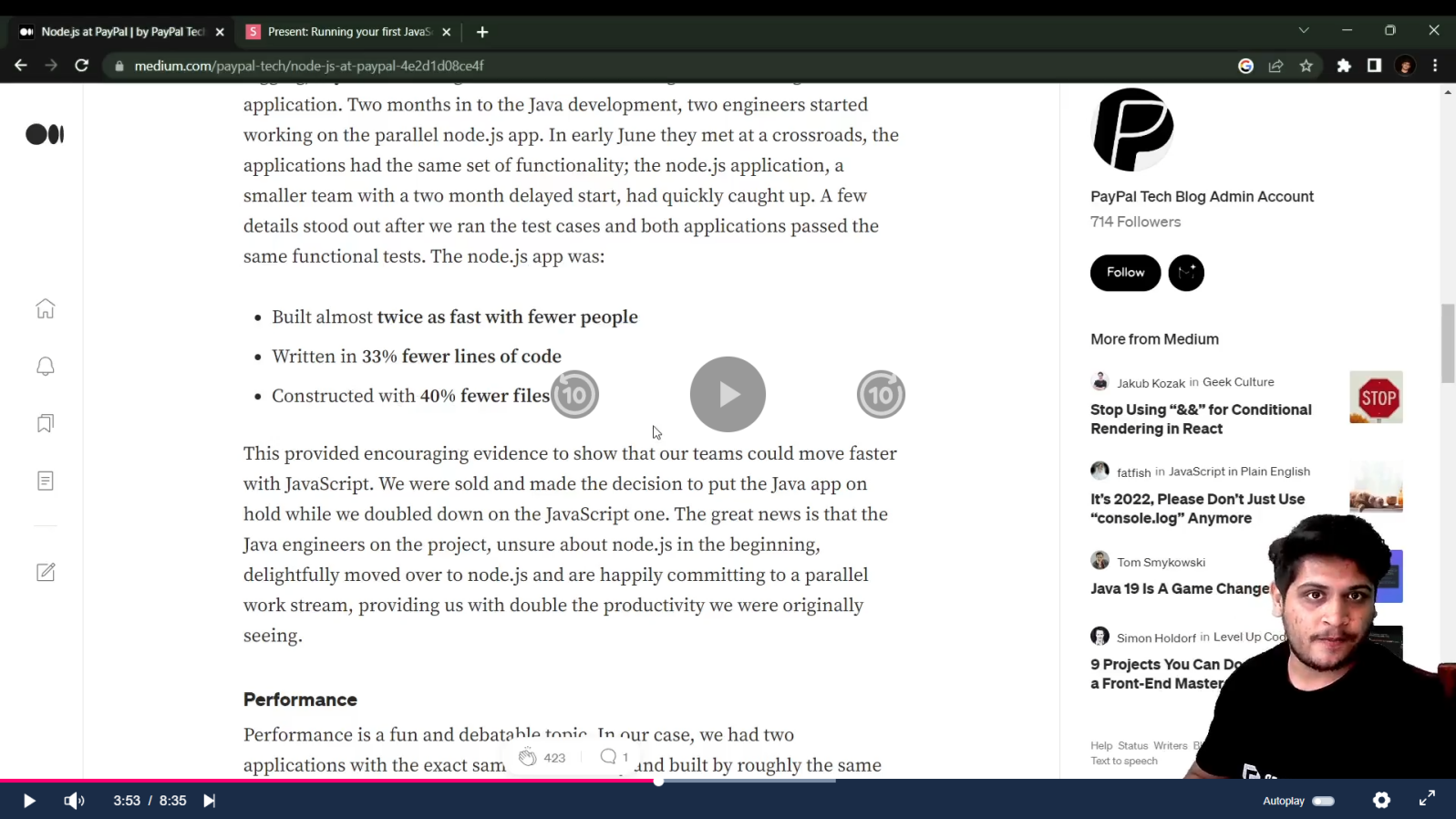
**NODE JS - SCALAR**

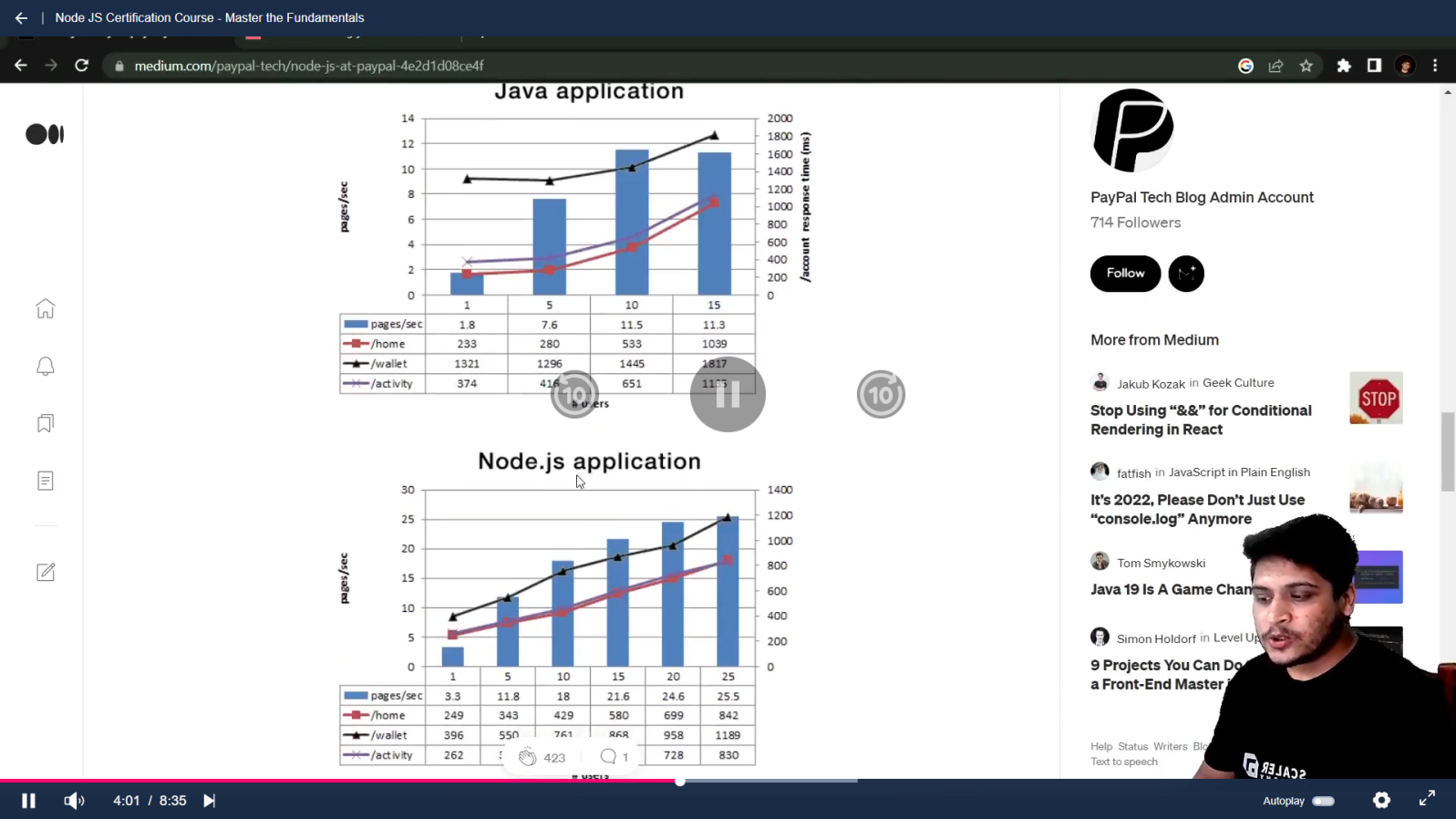
1. **Introduction :**

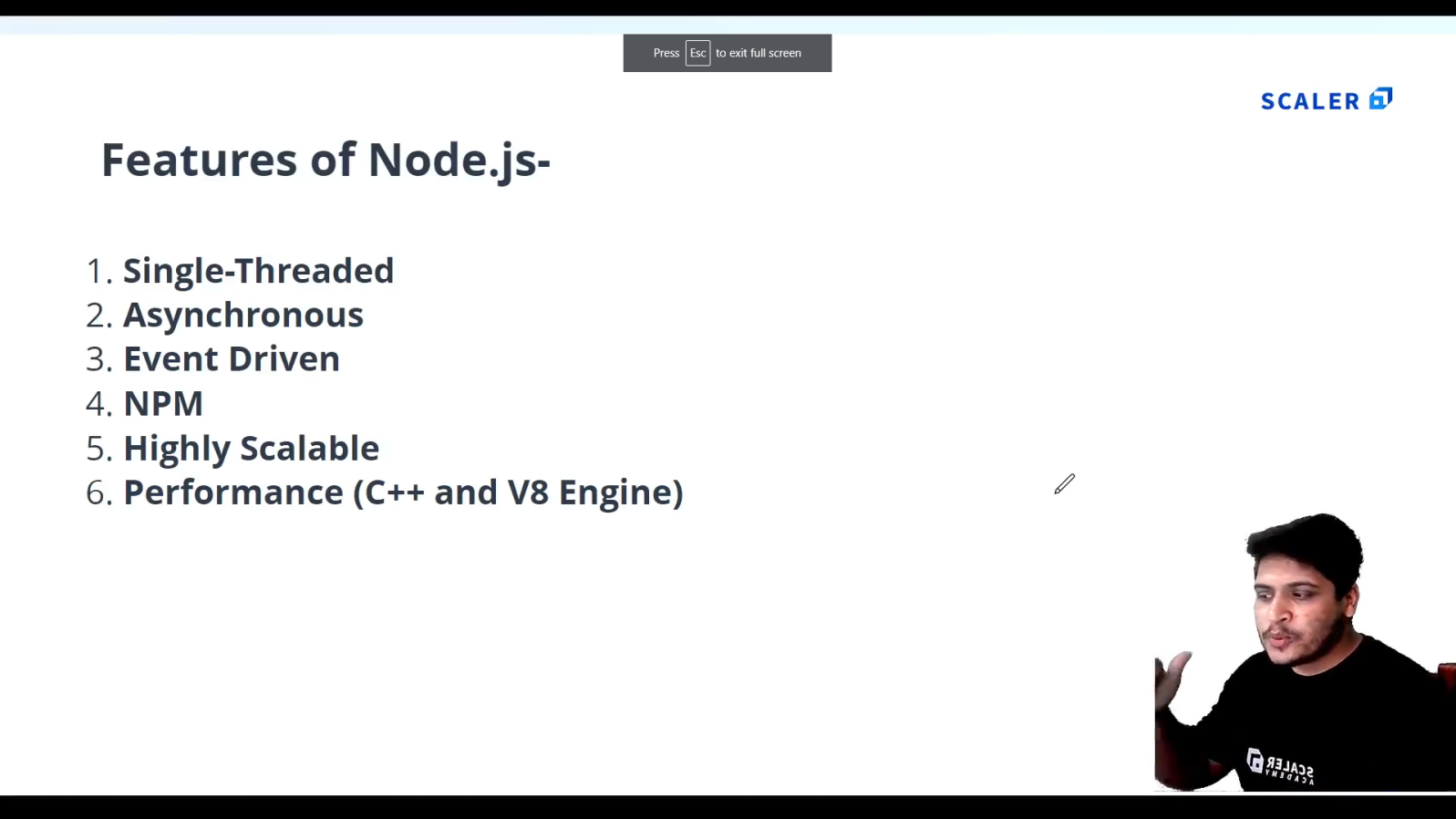
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1. **Install Node.js and VScode.**
2. **First Node program :**
   1. **Create a js file with a function:p1\_test.js**

console.log('Hello World');

function sayHello(){

    console.log('Hello from anshad');

}

sayHello();

* 1. **To Execute type “node name\_of\_program.js” : node p1\_test.js**

1. **There is no “window” object in Node js instead we have “global” object.**

console.log(global);

PS E:\MCA\COURSES\NODE JS\nodejs\_certification@scalar> node p1\_test.js

<ref \*1> Object [global] {

  global: [Circular \*1],

  clearImmediate: [Function: clearImmediate],

  setImmediate: [Function: setImmediate] {

    [Symbol(nodejs.util.promisify.custom)]: [Getter]

  },

  clearInterval: [Function: clearInterval],

  clearTimeout: [Function: clearTimeout],

  setInterval: [Function: setInterval],

  setTimeout: [Function: setTimeout] {

    [Symbol(nodejs.util.promisify.custom)]: [Getter]

  },

  queueMicrotask: [Function: queueMicrotask],

  structuredClone: [Function: structuredClone],

  atob: [Getter/Setter],

  btoa: [Getter/Setter],

  performance: [Getter/Setter],

  fetch: [Function: value],

  crypto: [Getter]

}

1. **Node Module system:**
   1. **The “global” Object :**

//GLOBAL OBJECT

//are built-in objects that are part of the JavaScript and can be used directly in the application without importing any particular module.

let name = 'Anshad';

console.log(global.name);//undefined

* 1. **Modules and Modularity :**

1. **Create ‘calculator.js’ file :**

//CALCULATOR :

function add(a , b ){

    console.log( a + b );

}

function sub(a , b ){

    console.log( a - b );

}

function mul(a , b ){

    console.log( a \* b );

}

function div(a , b ){

    console.log( a / b );

}

//Exporting functions:

module.exports = {

    addition : add ,

    subtraction : sub,

    multiplication : mul,

    division : div

}

1. **Create main file ‘modularity.js’ file :**

//1.create a seperate file 'calculator.js'.

//Modularity lets us use those contents in calculator.js in this file.

const calculator = require('./calculator');//import calculator.js

calculator.addition(3 , 4);//Calls the function in calculator.js by passing values to that.

calculator.subtraction( 5 ,2);

calculator.multiplication( 3 , 4);

calculator.division(10 , 2);

* 1. **Introduction to Node Modules :**
  2. **Sad**
  3. **Asd**
  4. **asd**

1. **A**
2. **A**
3. **a**