What Is Node?

Node.js is an open-source, cross-platform JavaScript run-time environment i.e. V-8 enginethat executes JavaScript code server-side.

V-8 engine: - Open Source written in C++ that takes JS code and compiles is to machine code.V8 engine written in C++.

Browser has **window** global variable

Node has **global** as global variable

Browser has **document** as DOM element variable

Node has **process** as which process node has

Node.js uses an event-driven, non-blocking I/O model that makes it lightweight and efficient. Node.js' package ecosystem, npm, is the largest ecosystem of open source libraries in the world.

Lightweight as single thread

Argv- Argument Vector

process.argv - to read command line argument

**lodash**-module to work with array, string or other things

[**yargs**](https://github.com/yargs/yargs)Yargs helps you build interactive command line tools, by parsing arguments and generating an elegant user interface.

JSON.stringify(JSONobjectname)- convert json object into string

JSON.parse(JSONString)- convert json string into json object

Debugging Node: - node inspect filename (work on v8or more) on CMD

List(no of line)-show no of line code that we want to debug

n- move next line

c- continue till program find debugger in program or run till end of program.

repl-The repl module provides a Read-Eval-Print-Loop (REPL) implementation that is available both as a standalone program or includible in other applications

On Google Browser

Node –inspect-brk filename

Then in chorme go to chorme://inspect

Yargs.command(commandname,commanddescipbe,{

Argumentname:{

Describe:’’,

Demand:’’,

Alias:false (by default) if true then argument is compalrory

}

}).

Help(). (for help)

argv

Arrow Function:- we can not bound this keyword in arrow function.

Also we can not have arguments array in arrow function.

setTimeout(function(){},time) Execute after time given

execution happen in node as follows

1. Call back stack execute line by line
2. Node API – API call in node api from Call back stack
3. Call back queue – wait till call back stack did not clear