Assignment 2- Taking input in Node Js

## Background

In Nodejs, there are 3 different ways to take input.

1. Command line arguments
2. Environment variables
3. readLine function

In this assignment, you will practise how to take input in these ways. We will take a name as input (e.g. *Ravi*) and print *Hello Ravi*.

## Instructions

Create three different files.

1. readCommandLineArguments.js
   1. This file should read a name (e.g. *Ravi*) as a command line argument and print a greeting *Hello Ravi*
2. readEnvVariable.js
   1. This file should read a name (e.g. *Ravi*) through an environment variable called USERNAME and print a greeting *Hello Ravi*
3. readFromLine.js
   1. This file should read a name (e.g. *Ravi*) from the user and print a greeting *Hello Ravi*

## Evaluation

| Test case number | Steps | Example |
| --- | --- | --- |
| 1 | 1. Open command line 2. Do cd to the directory where your file is present 3. Run the command node readCommandLineArguments.js Ravi 4. It should print Hello Ravi on the console 5. Repeat it with 2 other names and it should print the correct greeting |  |
| 2 | 1. Open command line 2. Do cd to the directory where your file is present 3. Set the environment variable by running the following command    1. Windows - set USERNAME=Ravi    2. Unix or Mac - export USERNAME=Ravi 4. Run the command node readEnvVariable.js 5. It should print Hello Ravi on the console 6. Repeat it with 2 other names and it should print the correct greeting |  |
| 3 | 1. Open command line 2. Do cd to the directory where your file is present 3. Run the command node readFromLine.js 4. It will display a line, **Please enter your name:** 5. Give a name/input (e.g. Ravi etc.) which should print Hello Ravi on the console as a greeting. |  |

## Submission

1. Place all the 3 files in a single folder
2. Zip the folder
3. Submit the zip file