Before starting, you must:

* Install Latest version of NodeJS (nodejs.org)
* Install Visual Studio Code.

Then, you can just jump to section 2, part 5.

There is no window/document object. There is global/process.

One of the most fundamental features of Node: Module System

To see the convention name of a module, and it’s name that we can use in require, check Docs.

Git repo for the course: <https://links.mead.io/nodecourse>

Module.exports = name; *(in a file.js we gonna require in some other file.js for the name variable)*

To install a module globally, we must add the -g

To install it with admin rights(?), use “sudo” prefix. (sudo npm I [nodemon@1.18.5](mailto:nodemon@1.18.5) -g)

Nodemon app.js => will update the file at any save done to app.js

To terminate the Nodemon, press CTRL+C

Process.argv => argv = arguments variable

Package: yargs => will parse the arguments

A screenshot of a computer

Description automatically generated with medium confidence

^ console.log( yargs.argv );

YARGS implements a –help on the file too. (which will show up the commands tied to the file)

The builder property will contain only the options we want as a given command to support.

(options as arguments)

Title can be an option to our function. By default, we are not demanded to mention it.

To enable that, we must use the demandOption: true inside the command builder option.

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To enforce a type for the demanded option, we can use property type: ‘string’ like.

yargs.parse() => goes through the process of parsing the arguments with all the config details provided

fs.readFileSync() => returns a data buffer (binary code). We can .toString() to get the string.