

* Download Node.js as package manager → While installing or downloading the Node.js there some options are available like Node version, on [Windows, Mac or Linux] using [nvm, fnm, Brew, chocolatey, Docker]

NVM → It helps developers to manage multiple Node.js versions on the same machine, allowing them to switch between versions as needed.

NVM is available for Mac and Linux, but not Windows.

To use NVM on Windows, you can install "nvm-windows" and then use it to install Node.js and npm.

npm → It allows developers to install, share and manage dependencies in their projects. npm is a package manager for Node.js that allows developers to download, install and manage packages when developing in JavaScript.

fnm (Fast Node Manager) → It is a Node.js version manager that allows you to install and switch between different Node.js versions on the fly. FNM built in "Rust"

Homebrew → It is a free and open-source software package management system that simplifies the installation of software on Apple's operating system, macOS, as well as Linux.

Chocolatey → It is a free, open source package manager for Windows that can install, upgrade and uninstall packages for Node.js. It's similar to other package managers like Homebrew and APT.

It can also manage things like runtime binaries, zip files, registry settings, and files and configurations.

Docker → It allows developers to package and run applications as containers. A container is an isolated process that runs on a shared operating system, offering a light-weight alternative to virtual machines.

* Download Node.js as prebuilt installer →

It will run on these Processors.

(1) x64 (64 bit) → For modern 64-bit Processors.
~~the~~ most common and better performance.

(2) x86 (32 bit) → For older 32-bit Processors.
use only on older systems.

(3) ARM64 → For ARM-based Processors
(e.g. smartphones, tablets, newer laptops). Power efficient.

* Node.js is a JavaScript run time environment.

Node REPL → Read Evaluate Print Loop

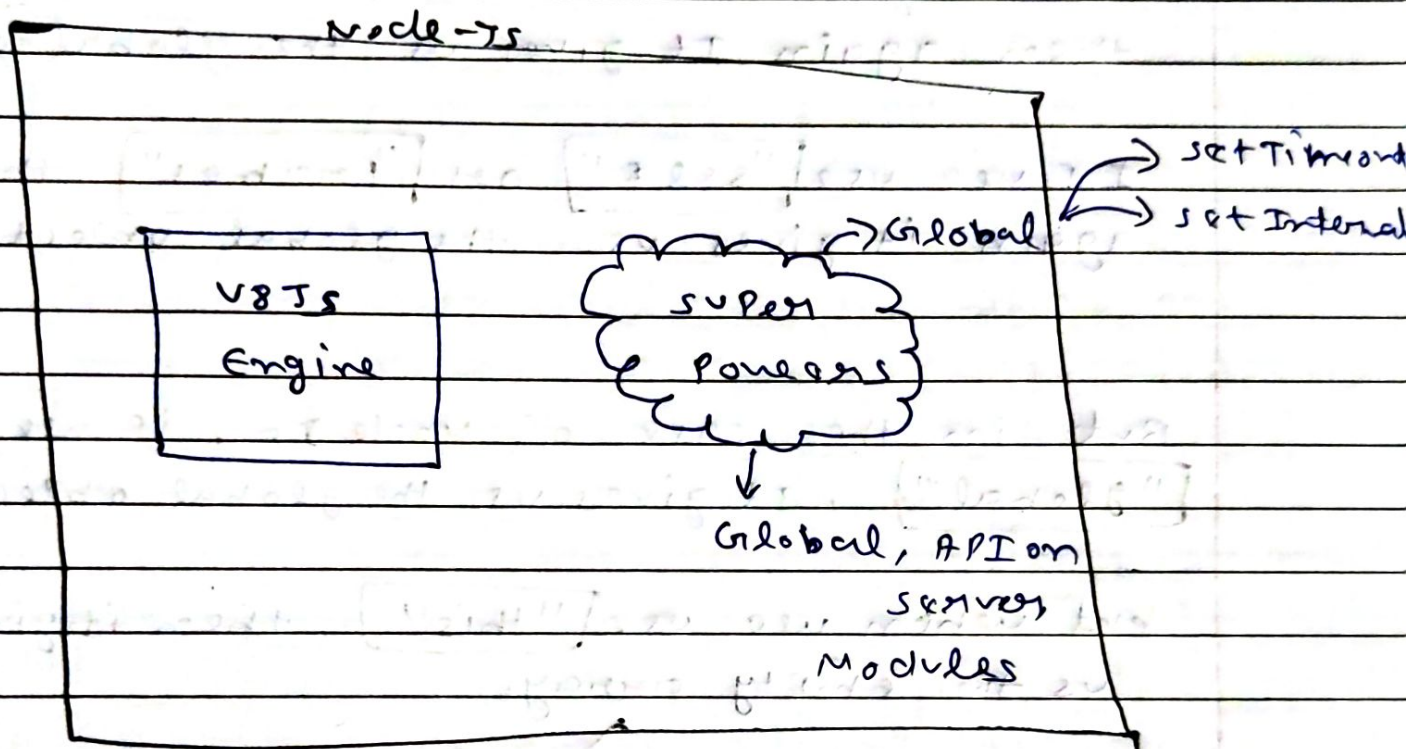
This is the fastest way of running code
node JS code.

Note → REPL is not used in production
because it is very painful to
write JavaScript code directly.

Subject: _____

Date: __/__/__

command to ^{V8} REPL = "node"



Global object is not a part of the V8 engine. The global object is one of the superpowers which gives us by ~~node.js~~

"node.js"

The global object gives us access to many cool features like "setTimeout", "setInterval etc."

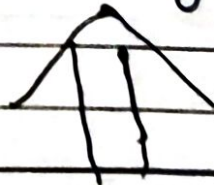
Note Global object is global in node.js

Note 3 In the case of the "browser", if we write "window" then it gives us the global object, if we use "this" then again it gives us the global object. (console.log)

If we use "self" or "frames" then again it gives us the global object.

But in the case of Node.js, if we use "global", it gives us the global object,

but when we use "this", then it gives us the empty array.



Difference

The behaviour of global and this in Node.js and Browser

* Extra optional → As above we discussed there are lots of ways to access global objects, which is not a good.

so the community decided to change the name so everyone can access with one name and it also solve the confusion problem.

Subject: _____

Date: ___/___/___

But everyone suggested different names like some people said that use the global or some say use self, so it is really difficult to select a one name.

The community ~~try to~~ decided to give the name "global" but global name is conflicting some places so the community decide ~~to not to~~ not to change the name, so that's the reason we can access the global object with different ways.

But later on, the community gave a ~~name~~ special name which is "globalThis"

we can access the global object using "globalThis" everywhere (like NodeJS and Browser)

```
console.log(globalThis === global)
```

```
// output → True
```