

## The Event Loop -- it's still here!

- callbacks
- promises

## Basics

# require

```
var fs = require('fs');
```

#### writing a module

```
var cat = {
  name: 'oakley',
  speak: function () { return 'meow'; }
}
module.exports = cat;
```

#### module.exports

• Specifies the "return" value of a module

# module path

```
var aCat = require('./cat');
```

#### let

```
var aCat = require('./cat');
let aCat = require('./cat');
```

#### const

```
var aCat = require('./cat');
let aCat = require('./cat');
const aCat = require('./cat');
```

## const gotcha

#### No:

```
aCat = 'something else';
```

#### Unfortunately so:

```
aCat.wearsPants = true;
```

## Code-along: writing a watcher

#### arrow functions

```
const fs = require('fs');
const print = (what) => { return 'HEY: ' + what;}

fs.watch('README.md', () => {
  print('Ouch');
});
```

#### arrow functions: optional parens

```
const fs = require('fs');
const print = what => { return 'HEY: ' + what;}

fs.watch('README.md', () => {
  print('Ouch');
});
```

# arrow functions: optional curly braces, implicit return

```
const fs = require('fs');
const print = what => 'HEY: ' + what;
fs.watch('README.md', () => {
  print('Ouch');
});
```

#### arrow functions: the hipster edition

```
const fs = require('fs');

const print = what => (
    'HEY: ' + what
);

fs.watch('README.md', () => {
    print('Ouch');
});
```