### 1: **11 Core Node.js Global Objects**

1. http
2. events
3. filesystem
4. console
5. buffer
6. globals
7. stream
8. url
9. path
10. os
11. process.

**OS:**

The OS module in Node.js provides a set of methods that can be used to interact with the operating system. This module allows developers to retrieve information about the operating system such as the platform, CPU architecture, network interfaces, and memory usage. Additionally, it can be used to perform operations that are dependent on the OS, like determining the end-of-line marker for the current OS or getting the system's uptime.

### **URL**

The URL module provides utilities for URL resolution and parsing. This module allows you to parse URLs into their components (e.g., protocol, hostname, path) and construct new URLs from components. It is particularly useful when dealing with web servers or any functionality that involves manipulating or analyzing URLs.

**events**

The events module in Node.js is a fundamental part of the platform's event-driven architecture. It provides the ability to create, manage, and handle events, which are signals that something has happened in the application. This module allows developers to implement event-driven programming, where different parts of an application can respond to specific events without needing to directly call each other.