**Node JS**Node.js is a server-side platform built on Google Chrome's JavaScript Engine (V8 Engine). It is built on this platform for easily building fast and scalable network applications. Node.js uses an event-driven, non-blocking I/O model that makes it lightweight and efficient, perfect for data-intensive real-time applications that run across distributed devices. It also provides a rich library of various JavaScript modules which simplifies the development of web applications.

It is an open source, cross-platform runtime environment for developing server-side and networking applications. Node.js applications are written in JavaScript, which can be run within the Node.js runtime on OS X, Microsoft Windows, and Linux.

### **Creating a simple Node JS Application Step 1 - Import Required Module**

It is important that the directive to load the http module and store the returned HTTP instance into an http variable.

var http = require("http");

### **Step 2 - Create Server** Create a http instance and call http.createServer() method to create a server instance and then we bind it at port 8081 using the listen method associated with the server instance. Pass it a function with parameters request and response. Write the sample implementation to always return "Hello World".

http.createServer(function (request, response) {

// Send the HTTP header

// HTTP Status: 200 : OK

// Content Type: text/plain

response.writeHead(200, {'Content-Type': 'text/plain'});

// Send the response body as "Hello World"

response.end('Hello World\n');

}).listen(8081);

// Console will print the message

console.log('Server running at http://127.0.0.1:8081/');

**After that, execute the main.js to start the server**

$ node main.js

**Verify the Output. Server has started.**

Server running at http://127.0.0.1:8081/

## Make a Request to the Node.js Server

# Open http://127.0.0.1:8081/ in any browser and you will see the following result.

