Refer to: 011-http server.js

//=== if you are using c9:

var http = require("http") ;

http.createServer(function(req, res){

res.end("hello world!");

}).listen(process.env.PORT, process.env.IP, function(){

console.log("http server is up!") ;

})

//=== if you are use local

var http = require("http") ;

http.createServer(function(req, res){

res.end("hello world!");

}).listen(3000, function(){

console.log("http server is up!") ;

})