Node command line

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1:53 PM

This is an interesting video on how to install a command line javascript into your environent so it behaves like a script or .exe (no node prefix require)

[Making a Node.**js Command**-**Line Utility** - YouTube](http://www.youtube.com/watch?v=MOEZ7FkNN58)

**About the xml parser code**

<http://blog.nodejitsu.com/6-must-have-nodejs-modules>

<https://github.com/Leonidas-from-XIV/node-xml2js>

From cygwin install xml2js

npm install xml2js

require(util); // dependency I introduced

<http://nodejs.org/api/util.html>

<https://npmjs.org/package/eyes>

**To run javascript from the command line**

node helloWorld.js

**Debugging node**

Debugging command line javascript using webstorm is a non starter, here are a couple of things I didn't try

1. Write your javascript code directly inline server.js and then use the techniqes for server side debugging
2. Try some of the links for unit test, or mocha
3. Try the eclipse plugin

**Node debug**

<http://nodejs.org/api/debugger.html>

This was broken for me

**Node-inspector**

<https://github.com/dannycoates/node-inspector>

This works, debug in chrome like any html injected javascript

From cygwin!

$ npm install -g node-inspector

$ node-inspector &

$ node --debug-brk helloWorld.js // brk breaks on first line, per the example in the readme.

There is an order dependency, you must start node

Then browse to

<http://127.0.0.1:8080/debug?port=5858>