

Practical: 5

Que:1 Create an event emitter instance and register a listener which calculates current date and time and display greeting based on time.

```
const event = require('events');
const e = new event.EventEmitter();
e.on('clicked',function(){
  const date = new Date()
  var hour = date.getHours();
  var min = date.getMinutes();
  console.log("Today Date is: "+date.getDate()+
  "-" +(parseInt(date.getMonth()+1))+"-"+date.getFullYear());
  if(hour >= 12)
  {
    console.log("Current Time: "
    +(hour%12)+":"+min+": "+date.getSeconds()+" PM");
  }
  else{
    console.log("Current Time: "
    +(hour%12)+":"+min+": "+date.getSeconds()+" AM");
  }
  if(hour>=6 && hour<=11 && min>=0 && min<=59)
  {
    console.log("Good Morning");
  }
  else if(hour>=12 && hour<=15 && min>=0 && min<=59)
  {
    console.log("Good Afternoon");
  }
  else if(hour>=16 && hour<=19 && min>=0 && min<=59)
  {
    console.log("Good Evening");
  }
  else
  {
    console.log("Good Night");
  }
});
e.emit('clicked');
```

Output:

```
Today Date is: 22-9-2022
Current Time: 7:5:10 PM
Good Evening
```

Que:2 Create an event and register two listeners to perform sum of two values with different arguments (use different data types).

```
const event = require('events');
const e = new event.EventEmitter();
e.once('event-1', (num1, num2) => {
  console.log("Sum of two number is: " + (num1 + num2));
});
e.once('event-2', (num1, num2, num3) => {
  console.log("Sum of three number is: " + (num1 + num2 + num3));
});
e.emit('event-1', 10, 20);
e.emit('event-2', 10, 20.25, 35);
```

Output:

```
PS E:\B_Tech\SEM_5\SP\Practical\Code\Practical 5> node
e "e:\B_Tech\SEM_5\SP\Practical\Code\Practical 5\temp
CodeRunnerFile.js"
Sum of two number is: 30
Sum of three number is: 65.25
PS E:\B_Tech\SEM_5\SP\Practical\Code\Practical 5> █
```

Que:3 Create event which performs following tasks synchronously:

- a.** Read file content
- b.** Display content of file
- c.** Find out number of words
- d.** Display numbers of words and finishing message

```
const fs = require('fs');
const e = new event.EventEmitter();

e.once('event-read', (fname)=>{
  fs.readFile(fname, function(err, data) {
    if(err)
    {
      console.log(err.message);
    }
    else{
      console.log("====File Data is====\n")
      console.log(data.toString()+"\n");
      e.emit('event-word-cal', data.toString());
    }
  });
});

e.once('event-word-cal', (data)=>{
  var str = data.replace('\r\n', ' ').split(' ');
  console.log("No of word in file is: "+(str.length));
  console.log("Finish");
});

e.emit('event-read', './p5_3.txt');
```

Output:

p5_3.txt

```
1 My name id dhavanik kanzariya
2 how are you
```

```
PS E:\B_Tech\SEM_5\SP\Practical\Code\Practical 5> node
e "e:\B_Tech\SEM_5\SP\Practical\Code\Practical 5\p5_3
.js"
====File Data is====

My name id dhavanik kanzariya
how are you

No of word in file is: 8
Finish
PS E:\B_Tech\SEM_5\SP\Practical\Code\Practical 5> █
```

Que:4 Do as directed:

- a. Remove a specific listener.
- b. Remove all listeners.
- c. How to get the maximum size of listener that will bind with a specific event?
- d. How to change the maximum size of listeners to bind with specific events?
- e. Find out the name of active listeners for the specified event.
- f. Find out the number of listeners listening to the specified event.
- g. How to change the execution position of listeners?

```
const EventEmitter = require('events');
var eventEmitter = new EventEmitter();

var f1= (msg) => {
  console.log("Message from f1: " + msg);
};

var f2 = (msg) => {
  console.log("Message from f2: " + msg);
};

var f3 = (msg) => {
  console.log("Message from f3: " + msg);
};

eventEmitter.on('myEvent', f1);
eventEmitter.on('myEvent', f2);
eventEmitter.on('myEvent', f2);
//Change the execution position of listener by using prependListener
eventEmitter.prependListener('myEvent', f3);

//get name of all active listener
console.log("The name of event is: ",eventEmitter.eventNames());

//get number of listeners listening to the specified
console.log("\nNumber of listeners listening to the specified event")
console.log("No of listeners is: "+eventEmitter.listenerCount('myEvent'))

//Remove a specific listener.
eventEmitter.removeListener('myEvent', f1);
console.log("\nf1 Listener Removed");
eventEmitter.emit('myEvent', "Event occurred");

//Remove all listeners.
eventEmitter.removeAllListeners('myEvent');
console.log("\nAll Listener Removed\n");
eventEmitter.emit('myEvent', "Event occurred");

//get maximum size of listener
console.log("-----Default Maximum size of listeners-----")
console.log("Maximum size of listener is: "+eventEmitter.getMaxListeners())
```

```
//set maximum size of listener
eventEmitter.setMaxListeners(15);
console.log("-----Maximum size of listeners after bind-----")
console.log("Maximum size of listener is: "+eventEmitter.getMaxListeners())

//get name of all active listener
console.log("\n-----The name of active listeners is empty because we remove
all listener-----");
console.log("The name of event is: ",eventEmitter.eventNames());

//get number of listeners listening to the specified event after remove it
console.log("\n-----Number of listeners listening to the specified event is
Zero because we remove all listener-----")
console.log("No of listeners is: "+eventEmitter.listenerCount('myEvent'))
```

Output:

```
PS E:\B_Tech\SEM_5\SP\Practical\Code\Practical 5> node "e:\B_Tech\SEM_5\SP\Practical\Code\Practical 5\tempCodeRunnerFile.js"
The name of event is: [ 'myEvent' ]

Number of listeners listening to the specified event
No of listeners is: 4

f1 Listener Removed
Message from f3: Event occurred
Message from f2: Event occurred
Message from f2: Event occurred

All Listener Removed

-----Default Maximum size of listeners-----
Maximum size of listener is: 10
-----Maximum size of listeners after bind-----
Maximum size of listener is: 15

-----The name of active listeners is empty because we remove all listener-----
The name of event is: []

-----Number of listeners listening to the specified event is Zero because we remove all listener-----
No of listeners is: 0
PS E:\B_Tech\SEM_5\SP\Practical\Code\Practical 5> █
```