目前没有整理的

（1）文档为英文：

Cluster (集群)

Crypto (加密)

DNS (域名服务器)

Domain (域)

Process (进程)

punycode

TLS (安全传输层)

V8

VM (虚拟机)

ZLIB (压缩)

1. 暂时无用

C/C++ 插件

Debugger (调试器)

1 Assert (断言)

断好失 等深严两否 扔不 如

assert(value[, message])

assert.ok(value[, message])

assert.fail(actual, expected, message, operator)

assert.equal(actual, expected[, message]) assert.notEqual(actual, expected[, message])

assert.deepEqual(actual, expected[, message]) assert.notDeepEqual(actual, expected[, message])

assert.strictEqual(actual, expected[, message]) assert.notStrictEqual(actual, expected[, message])

assert.deepStrictEqual(actual, expected[, message]) assert.notDeepStrictEqual(actual, expected[, message])

assert.throws(block[, error][, message])

assert.doesNotThrow(block[, error][, message])

assert.ifError(value)

2 Buffer

池从4分不慢 是缓编 字比接

长项 换三

读写有无大小 正 16 32

读写有无 8

读写大小 浮达

转串j前后 比复入等填包键段值写

类

Buffer.poolSize

Buffer.from(array)

Buffer.from(arrayBuffer[, byteOffset[, length]])

Buffer.from(buffer)

Buffer.from(string[, encoding])

Buffer.alloc(size[, fill[, encoding]])

Buffer.allocUnsafe(size)

Buffer.allocUnsafeSlow(size)

Buffer.isBuffer(obj)

Buffer.isEncoding(encoding)

Buffer.byteLength(string[, encoding])

Buffer.compare(buf1, buf2)

Buffer.concat(list[, totalLength])

实例

buf.length

buf[index]

buf.swap16()

buf.swap32()

buf.swap64()

buf.readIntBE(offset, byteLength[, noAssert])

buf.readInt16BE(offset[, noAssert])

buf.readInt32BE(offset[, noAssert])

buf.readIntLE(offset, byteLength[, noAssert])

buf.readInt16LE(offset[, noAssert])

buf.readInt32LE(offset[, noAssert])

buf.readUInt16BE(offset[, noAssert])

buf.readUInt32BE(offset[, noAssert])

buf.readUIntBE(offset, byteLength[, noAssert])

buf.readUInt16LE(offset[, noAssert])

buf.readUInt32LE(offset[, noAssert])

buf.readUIntLE(offset, byteLength[, noAssert])

buf.writeIntBE(value, offset, byteLength[, noAssert])

buf.writeInt16BE(value, offset[, noAssert])

buf.writeInt32BE(value, offset[, noAssert])

buf.writeIntLE(value, offset, byteLength[, noAssert])

buf.writeInt16LE(value, offset[, noAssert])

buf.writeInt32LE(value, offset[, noAssert])

buf.writeUIntBE(value, offset, byteLength[, noAssert])

buf.writeUInt16BE(value, offset[, noAssert])

buf.writeUInt32BE(value, offset[, noAssert])

buf.writeUIntLE(value, offset, byteLength[, noAssert])

buf.writeUInt16LE(value, offset[, noAssert])

buf.writeUInt32LE(value, offset[, noAssert])

buf.readInt8(offset[, noAssert])

buf.readUInt8(offset[, noAssert])

buf.writeInt8(value, offset[, noAssert])

buf.writeUInt8(value, offset[, noAssert])

buf.readFloatBE(offset[, noAssert])

buf.readDoubleBE(offset[, noAssert])

buf.readFloatLE(offset[, noAssert])

buf.readDoubleLE(offset[, noAssert])

buf.writeFloatBE(value, offset[, noAssert])

buf.writeDoubleBE(value, offset[, noAssert])

buf.writeFloatLE(value, offset[, noAssert])

buf.writeDoubleLE(value, offset[, noAssert])

buf.toString([encoding[, start[, end]]])

buf.toJSON()

buf.indexOf(value[, byteOffset][, encoding])

buf.lastIndexOf(value[, byteOffset][, encoding])

buf.compare(target[, targetStart[, targetEnd[, sourceStart[,

sourceEnd]]]])

buf.copy(target[, targetStart[, sourceStart[, sourceEnd]]])

buf.entries()

buf.equals(otherBuffer)

buf.fill(value[, offset[, end]][, encoding])

buf.includes(value[, byteOffset][, encoding])

buf.keys()

buf.slice([start[, end]])

buf.values()

buf.write(string[, offset[, length]][, encoding])

3 Child Processes (子进程)

执文产异叉

消断关错退

标连管进出错

发断杀

child\_process.exec(command[, options][, callback])

child\_process.execFile(file[, args][, options][, callback])

child\_process.spawn(command[, args][, options])

child\_process.execFileSync(file[, args][, options])

child\_process.execSync(command[, options])

child\_process.spawnSync(command[, args][, options])

child\_process.fork(modulePath[, args][, options])

'message' 事件

'disconnect' 事件

'close' 事件

'error' 事件

'exit' 事件

child.pid

child.connected

child.stdio

child.stdin

child.stdout

child.stderr

child.send(message[, sendHandle[, options]][, callback])

child.disconnect()

child.kill([signal])

4 CLI (命令行选项)

版帮评印查互要 不赞警 追赞警同 扔零保轨专安能迫开vi

排路废替终额i

-v, --version

-h, --help

-e, --eval "script"

-p, --print "script"

-c, --check

-i, --interactive

-r, --require module

--no-deprecation

--no-warnings

--trace-deprecation

--trace-warnings

--trace-sync-io

--throw-deprecation

--zero-fill-buffers

--preserve-symlinks

--track-heap-objects

--prof-process

--tls-cipher-list=list

--enable-fips

--force-fips

--openssl-config=file

--v8-options

--icu-data-dir=file

环境变量

NODE\_DEBUG=module[,…]

NODE\_PATH=path[:…]

NODE\_DISABLE\_COLORS=1

NODE\_REPL\_HISTORY=file

NODE\_TTY\_UNSAFE\_ASYNC=1

NODE\_EXTRA\_CA\_CERTS=file

NODE\_ICU\_DATA=file

5 Console (控制台)

新时尾断目错信日追警

new Console(stdout[, stderr])

console.time(label)

console.timeEnd(label)

console.assert(value[, message][, ...args])

console.dir(obj[, options])

console.error([data][, ...args])

console.info([data][, ...args])

console.log([data][, ...args])

console.trace(message[, ...args])

console.warn([data][, ...args])

6 Error (错误)