**Getting Started with Node.js**

Node.js is a framework for building cross platform server side applications in Javascript. It is built on top of [**Google Chrome’s V8 Engine**](https://developers.google.com/v8/), which is a high performance Javascript engine written in C++.

Node.js is **single threaded**. It uses an **event-driven** architecture and is capable of **asynchronous/non-blocking I/O**.

**Prerequisites**

One should have a basic understanding of JavaScript and other web technologies such as HTML, CSS, AJAX, etc.

**Why node.js**

Node. js is primarily used for non-blocking, event-driven servers, due to its single-threaded nature. It's used for traditional web sites and back-end API services, but was designed with real-time, push-based architectures in mind.

**Features of Node.js**

* Asynchronous and Event Driven
* Single Threaded but Highly Scalable
* No Buffering
* Very Fast
* Node.js is released under the MIT license

**Where to Use Node.js?**

Following are the areas where Node.js is proving itself as a perfect technology partner.

* I/O bound Applications
* Data Streaming Applications
* Data Intensive Real-time Applications (DIRT)
* JSON APIs based Applications
* Single Page Applications

**Creating Node. js Application**

Step 1 - Import Required Module. We use the require directive to load the http module and store the returned HTTP instance into an http variable as follows − var http = require("http");

Step 2 - Create Server. We use the created http instance and call http. ...

Step 3 - Testing Request & Response.