NODE NOTES

io.ionic.starter

**If Visual studio showing blank black screen then type command in cmd => code --disable-gpu**

* Node is runtime environment for executing javascript code
* Node is Asynchronous architecture – one thread is handling multiple requests
* Node applications are asynchronous by default
* To run node application
  + Type in cmd – node <file\_name> ex- node app.js
  + Node is C++ program, it include chrome’s v8 javascript engine so this app.js file need to pass to the node, node is going to give it to v8 for execution
* **Console.log()**
  + It is a function that log something on console
  + Console is global object, which means we can access it anywhere, any files
  + Window.console.log() – window is global object which include all functions, even it include declared variable also for example - var msg=’ ’; console.log(window.msg)
  + But in NODE window object is not there, it having ‘**global’** , but this global does not include the declared variable
  + For example - var msg=’ ’; console.log(global.msg) o/p => undefined
* Any function or variable added in file is global scope and it available via window object
  + for example – var sayHello(){ } window.sayHello();
  + now if we have two files and in two files we declare the function with same name sayHello() and it available globally, and if we going to access the functions of same name then new definition going to override the to old definition

**Every File in node is called Module**

* Variables or functions defined in file or module having scope only to that module or file, In object oriented terms we said that private scope that are not accessible outside the container
* If we want to access function or variable outside the module, then we need to explicitly import it

Themes

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git init

git add .

git commit -m "commitsss"

git remote add origin <https://github.com/hiteshvari123/TestGit.git>

git push -u origin master