Codeacademy Notes

# 1 Build a Back-End with Node/Express.js

#### 1.1 Introduction

## 1.2 Node REPL

- Is an abbrebivation for Read-eval-print loop
- Node comes with built-in javascript REPL
- .editor goes into editor mode
  - Use CTRL + D when ready to evaluate the input
- A REPL can be extremely useful for performing calculations
- The Node environment contains a number of Node-specific global elements in addition to those built into the JavaScript language
  - can be examined using command console.log(global)

## 1.3 Running a Program with Node

- Done using command node myProgram.js
- Javascript code is written to file .js extension

# 1.4 Accessing the Process Object

- Node has a global process object with useful methods and information about the current process.
  - process.env property is an object which stores and controls information about the environment in which the process is currently running
    - \* PWD holds a string with the directory where the current process is located
    - \* NODE\_ENV holds a value of either production or development

## Example

```
if (process.env.NODE_ENV === 'development') {
    console.log('Testing! Testing! Does everything work?');
}
```

- \* process.memoryUsage() returns information on the CPU demands of the current process.
- \* process.memoryUsage().heapUsed return a number representing how many bytes of memory the current process is using.

Codeacademy Notes

 process.argv property holds an array of command line values provided when the current process was initiated

- \* first element in the array is the absolute path to Node
- \* second element in the array is the path to the file that's running
- \* following elements will be any command line arguments provided when the process was initiated (like C)!!!

```
node myProgram.js testing several features

console.log(process.argv[3]); // Prints 'several'

node myProgram.js testing several features

representation of the several features

representation of the
```

## 1.5 Core Modules and Local Modules

- Modularity is a software design technique where one program has distinct parts each providing a single piece of the overall functionality.
  - Modules come together to build a cohesive whole
  - Is essential when creating scalable programs
    - \* incorporate libraries and frameworks and separate the program's concerns into manageable chunks