

The screenshot shows the Node.js website with the 'About' section selected. The text describes Node.js as an asynchronous event-driven JavaScript runtime. Below the text is a code block for a 'Hello World' HTTP server. To the right of the code is a video player showing a man in a green shirt speaking. The video player has a progress bar at 0:00 / 5:49 and a volume icon.

About Node.js®

As an asynchronous event driven JavaScript runtime, Node is designed to build scalable network applications. In the following "hello world" example, many connections can be handled concurrently. Upon each connection the callback is fired, but if there is no work to be done Node is sleeping.

```
const http = require('http');

const hostname = '127.0.0.1';
const port = 3000;

const server = http.createServer((req, res) => {
  res.statusCode = 200;
  res.setHeader('Content-Type', 'text/plain');
  res.end('Hello World\n');
```

0:00 / 5:49

第二章：模块化开发 JS

1 nodejs 模块

2 内建模块

第三章：异步 IO 和事件

1 异步 IO

2 简单的 HTTP server

简单的 HTTP 服务器

用 Nodejs 来写 http server 其实是它的老本行了，几行代码就搞定，这一集来演示一下。