

Node for Max

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Das Internet

Node.js

Javascript

Arduino / C

```
int          x = 1;
const char*  y = "Hello!";
const char*[] z = {"This", "is", "an", "Array"};
```

Javascript

```
var x = 1;
var y = "Hello!";
var z = ["This", "is", "an", "Array"];
```

```
int[] numbers = {1, 2, 3, 4};  
  
for(int i = 0; i < 4; ++i){  
    Serial.println(numbers[i]);  
}
```

```
var numbers = [1,2,3,4];  
  
for(i in numbers){  
    console.log(numbers[i]);  
}
```

Basic Syntax - Objekte

```
var object = {  
    key: "value",  
    other_key: 10,  
};
```

```
console.log(object.key); // value  
console.log(object.other_key) // 10
```

Basic Syntax - Objekte

```
var object = {  
  
    sub_obj: {  
        key: "value"  
    },  
  
    sub_array: ["element 1", "element 2"]  
}  
  
console.log(object.sub_object.key)    // value  
console.log(object.sub_arr[1])        // element 2
```

Basic Syntax - Funktionen

```
function doSomething(){  
    console.log("Hello!");  
}
```

```
function doSomethingWithArg(argument){  
    console.log("Got Argument: " + argument);  
}
```

```
doSomething();           // Hello!  
doSomethingWithArg("Dings"); // Got Argument: Dings
```

Beispiel Telegram Bot

```
const TelegramBot = require('node-telegram-bot-api');  
var bot = new TelegramBot('YOUR_API_TOKEN');  
  
function printMessage(msg){  
    console.log(msg.text);  
}  
  
bot.on('message', printMessage);
```


