

Nodejs: 10 key terms



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**Node.js - A JavaScript runtime
built on Chrome's V8 engine for
server-side development.**



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**Non-blocking I/O - Allows
multiple operations without
waiting for each to finish.**



**Event Loop - The core mechanism
that handles asynchronous
operations in Node.js.**



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**Single-threaded – Node.js runs
on one thread but manages
concurrency via callbacks and
events.**



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Modules - Reusable blocks of code, managed using require or ES import.

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npm - Node Package Manager
for installing and managing
libraries.



Streams - Efficient way to process
data chunks (e.g., file or network).

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**Buffer - Temporary storage for
handling binary data in Node.js.**



Cluster – Module that allows scaling
Node.js apps across CPU cores.

10 10

Event - A signal that something happened, triggering a callback in Node.js' event-driven architecture.



Learn more at
<https://nodejs.org/docs/latest/api/module.html>

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