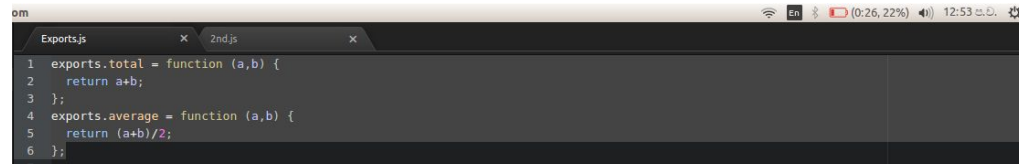


1. Create a custom module which returns the sum and average of any two numbers passed into it. Require the module and run the server by passing 123 and 321 so that the server prints out the sum and average.

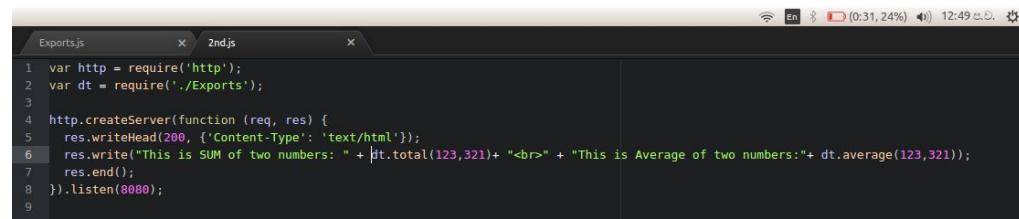
-----This file name is "export.js"



```
1 exports.total = function (a,b) {
2   return a+b;
3 };
4 exports.average = function (a,b) {
5   return (a+b)/2;
6 };
```

```
exports.total = function (a,b) {
  return a+b;
};
exports.average = function (a,b) {
  return (a+b)/2;
};
```

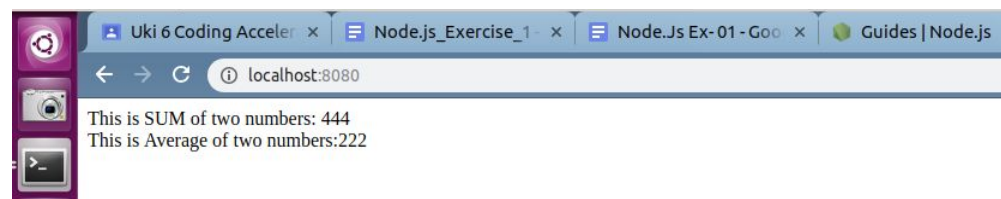
-----This file name is "2nd.js"



```
1 var http = require('http');
2 var dt = require('./Exports');
3
4 http.createServer(function (req, res) {
5   res.writeHead(200, {'Content-Type': 'text/html'});
6   res.write("This is SUM of two numbers: " + dt.total(123,321)+ "<br>" + "This is Average of two numbers:" + dt.average(123,321));
7   res.end();
8 }).listen(8080);
9
```

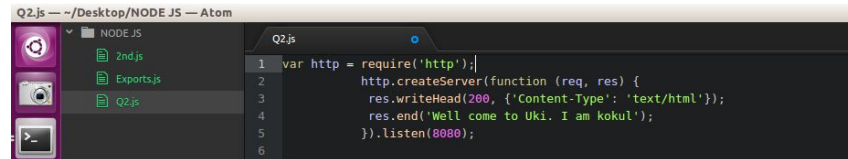
```
var http = require('http');
var dt = require('./Exports');
http.createServer(function (req, res) {
  res.writeHead(200, {'Content-Type': 'text/html'});
  res.write("This is SUM of two numbers: " + dt.total(123,321)+ "<br>" + "This is
Average of two numbers:" + dt.average(123,321));
  res.end();
}).listen(8080);
```

Final Output :



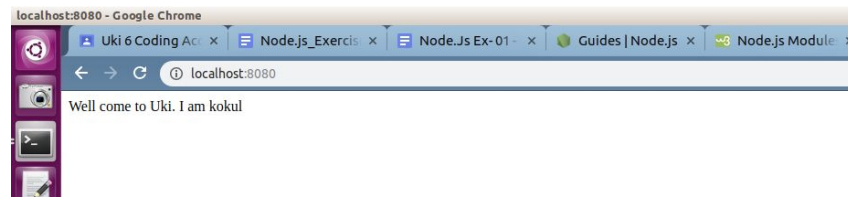
2. Create a simple http server and print “Welcome to Uki. I am **yourname**” when a request is sent to your server via the port 8000. (Note - Change different port numbers and check)

-----This file name is “Q2.js”

A screenshot of the Atom text editor. The left sidebar shows a file explorer with a folder named 'NODE JS' containing files '2nd.js', 'Exports.js', and 'Q2.js'. The main editor area shows the code for 'Q2.js' with line numbers 1 through 6. The code is a simple HTTP server that listens on port 8080 and responds with 'Well come to Uki. I am kokul!'.

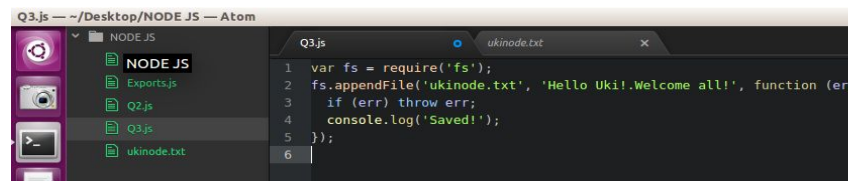
```
var http = require('http');  
http.createServer(function (req, res) {  
  res.writeHead(200, {'Content-Type': 'text/html'});  
  res.end('Well come to Uki. I am kokul');  
}).listen(8080);
```

Final Output :



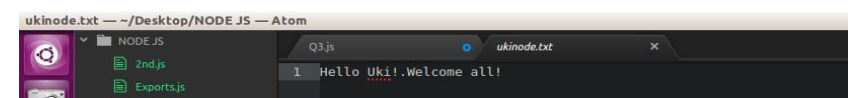
3. Using the file system module create a new file called ukinode.txt  
3.1 Write a paragraph about Uki into that file

-----This file name is “Q3.js”

A screenshot of the Atom text editor. The left sidebar shows a file explorer with a folder named 'NODE JS' containing files '2nd.js', 'Exports.js', 'Q2.js', 'Q3.js', and 'ukinode.txt'. The main editor area shows the code for 'Q3.js' with line numbers 1 through 6. The code uses the 'fs' module to append text to 'ukinode.txt'. A second tab labeled 'ukinode.txt' is also open in the editor.

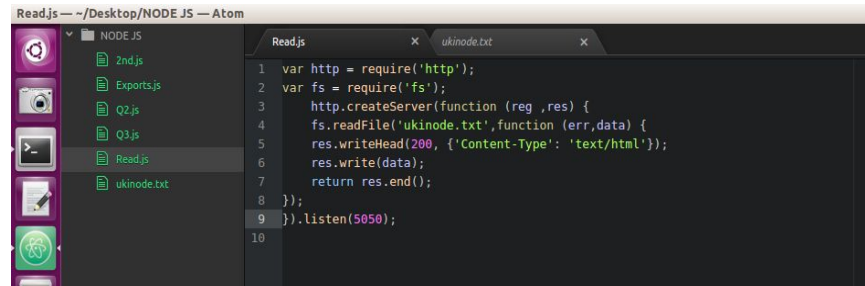
```
var fs = require('fs');  
fs.appendFile('ukinode.txt', 'Hello Uki!.Welcome all!', function (err) {  
  if (err) throw err;  
  console.log('Saved!');  
});
```

Final Output :



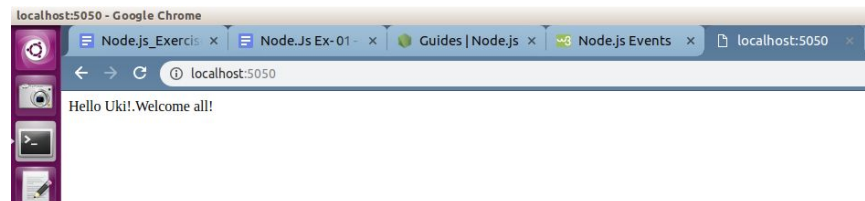
### 3.2 Serve that file to the client (Read File) over your server

-----This file name is "Read.js"



```
var http = require('http');
var fs = require('fs');
  http.createServer(function (req, res) {
    fs.readFile('ukinode.txt', function (err, data) {
      res.writeHead(200, {'Content-Type': 'text/html'});
      res.write(data);
      return res.end();
    });
  }).listen(5050);
```

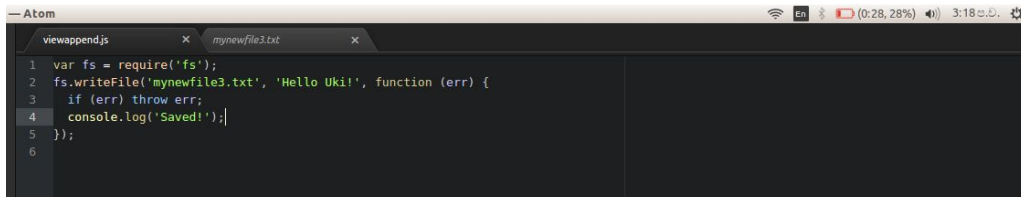
Final Output :



```
var http = require('http');
var fs = require('fs');
  http.createServer(function (req, res) {
    fs.readFile('ukinode.txt', function (err, data) {
      res.writeHead(200, {'Content-Type': 'text/html'});
      res.write(data);
      return res.end();
    });
  }).listen(5050);
```

### 3.3 Append another paragraph about Uki and now serve the new file

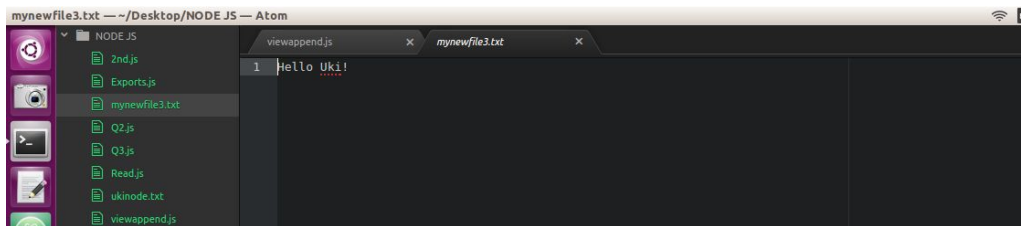
-----This file name is “viewappend.js”

A screenshot of the Atom text editor. The title bar shows 'Atom' and system icons. Two tabs are open: 'viewappend.js' and 'mynewfile3.txt'. The 'viewappend.js' tab is active, showing a JavaScript file with the following code:

```
1 var fs = require('fs');
2 fs.writeFile('mynewfile3.txt', 'Hello Uki!', function (err) {
3   if (err) throw err;
4   console.log('Saved!');
5 });
6
```

```
var fs = require('fs');
fs.writeFile('mynewfile3.txt', 'Hello Uki!', function (err) {
  if (err) throw err;
  console.log('Saved!');
});
```

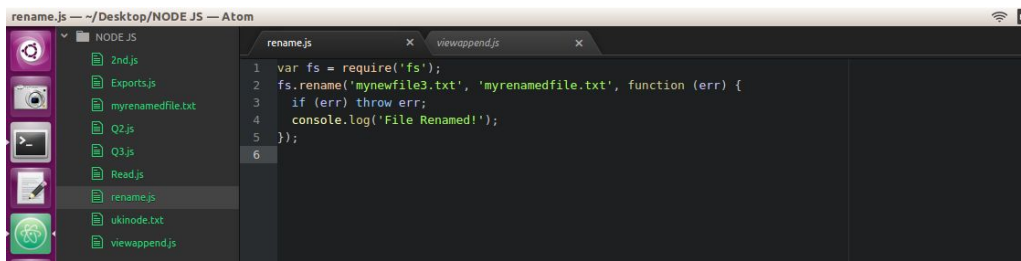
Final Output :

A screenshot of the Atom text editor. The title bar shows 'mynewfile3.txt' and the path '~/Desktop/NODE JS - Atom'. The left sidebar shows a file explorer with a list of files: 2nd.js, Exports.js, mynewfile3.txt, Q2.js, Q3.js, Read.js, ukinode.txt, and viewappend.js. The 'mynewfile3.txt' file is selected and its content is displayed in the editor:

```
1 Hello Uki!
```

### 3.4 Rename the file as ukinodejsexercise1.txt

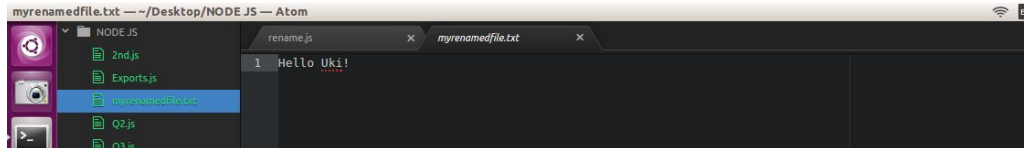
-----This filename is “rename.js”

A screenshot of the Atom text editor. The title bar shows 'rename.js' and the path '~/Desktop/NODE JS - Atom'. The left sidebar shows a file explorer with a list of files: 2nd.js, Exports.js, myrenamedfile.txt, Q2.js, Q3.js, Read.js, rename.js, ukinode.txt, and viewappend.js. The 'rename.js' file is selected and its content is displayed in the editor:

```
1 var fs = require('fs');
2 fs.rename('mynewfile3.txt', 'myrenamedfile.txt', function (err) {
3   if (err) throw err;
4   console.log('File Renamed!');
5 });
6
```

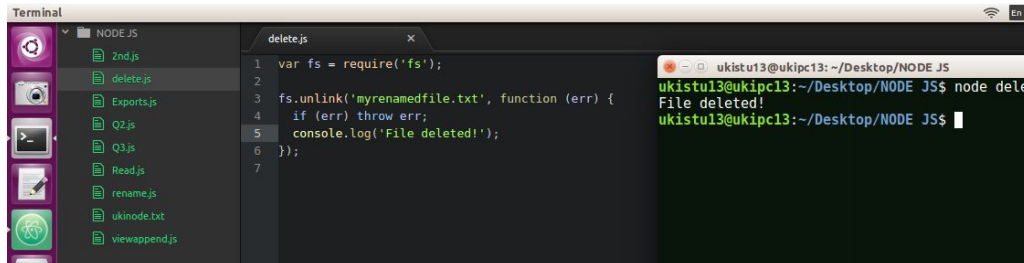
```
var fs = require('fs');
fs.rename('mynewfile3.txt', 'myrenamedfile.txt', function (err) {
  if (err) throw err;
  console.log('File Renamed!');
});
```

Final Output :



### 3.5 Delete the file you created

-----This filename is “delete.js”



```
var fs = require('fs');
```

```
fs.unlink('myrenamedfile.txt', function (err) {
  if (err) throw err;
  console.log('File deleted!');
});
```

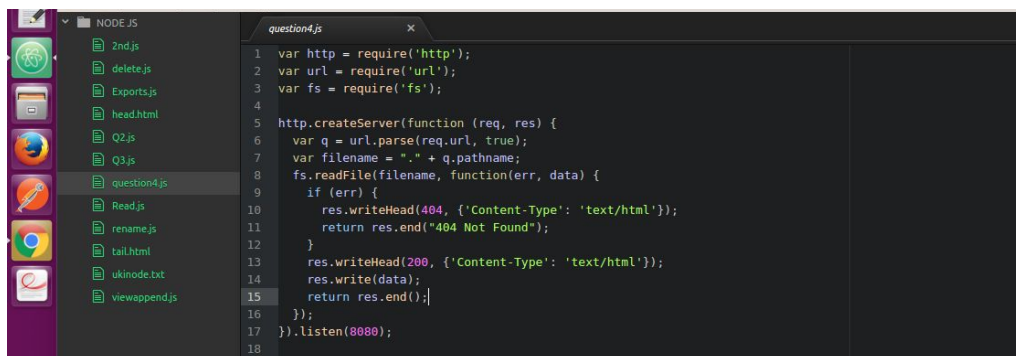
4. Create two html files called head.html which is a web page which says ‘you have got head’ and tail.html which is a web page which says ‘you have got tail’ and save them in the same folder as your node.js files. Create a Node.js file that opens the requested file and returns the content to the client. If anything goes wrong, throw a 404 error.

If you have followed the correct steps you should see two different results when opening these two addresses:

http://localhost:8080/head.html -> You have got head

http://localhost:8080/tail.html -> You have got tail

-----This file name is “question4.js”

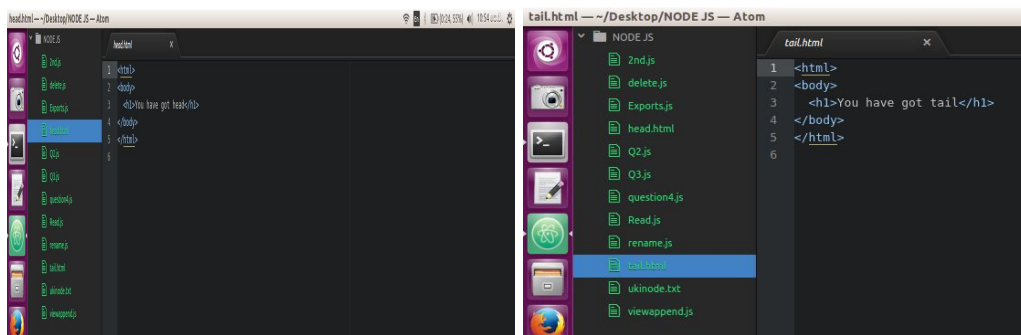


```

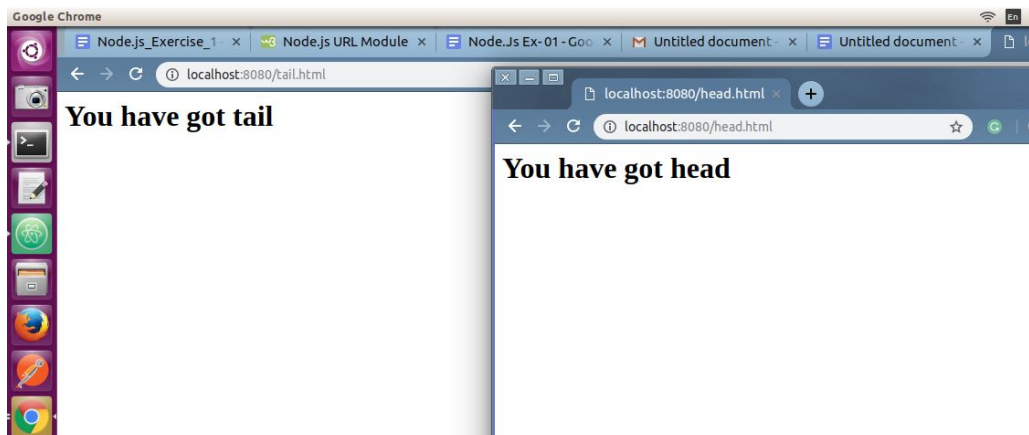
var http = require('http');
var url = require('url');
var fs = require('fs');
http.createServer(function (req, res) {
  var q = url.parse(req.url, true);
  var filename = "." + q.pathname;
  fs.readFile(filename, function(err, data) {
    if (err) {
      res.writeHead(404, {'Content-Type': 'text/html'});
      return res.end("404 Not Found");
    }
    res.writeHead(200, {'Content-Type': 'text/html'});
    res.write(data);
    return res.end();
  });
}).listen(8080);

```

----This file name is “head.html” -----This file name is “tail.html”

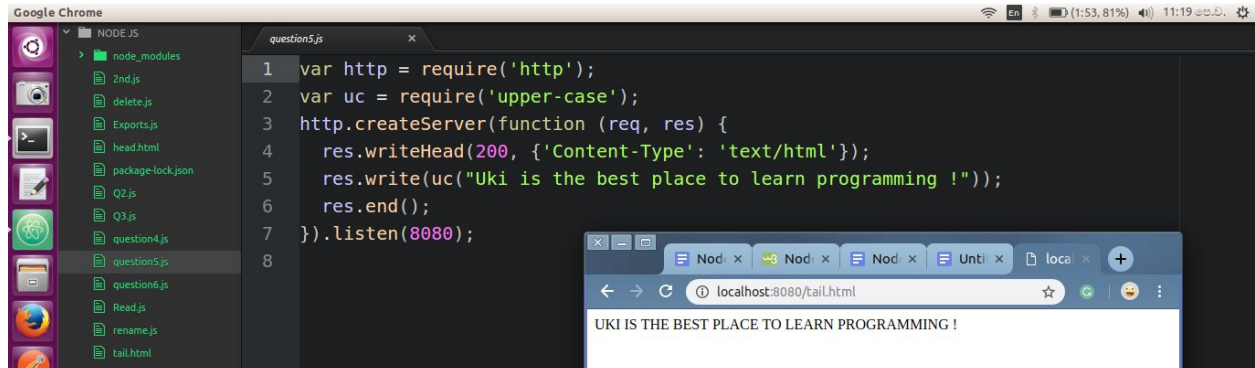


Final Output :



5. Install the package “upper-case” using NPM and create a Node.js file that will convert the output "Uki is the best place to learn programming !" into upper-case letters.

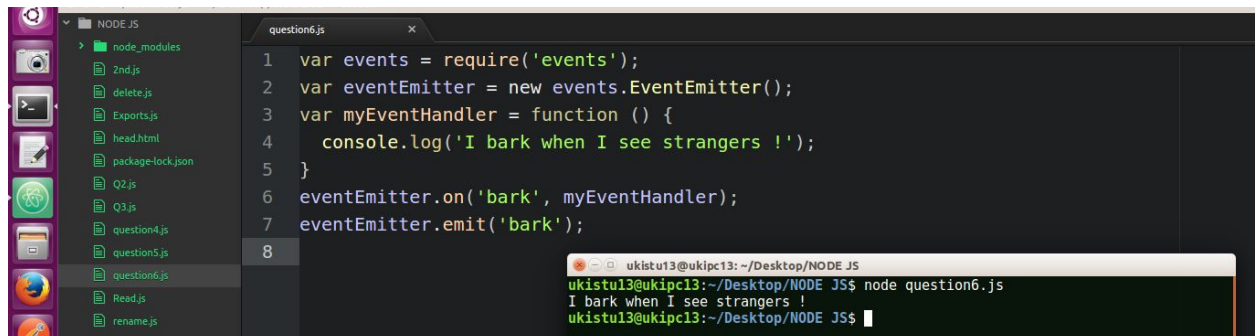
-----This file name is “question5.html”



```
var http = require('http');
var uc = require('upper-case');
http.createServer(function (req, res) {
  res.writeHead(200, {'Content-Type': 'text/html'});
  res.write(uc("Uki is the best place to learn programming !"));
  res.end();
}).listen(8080);
```

6. Create an event handler function that will say “I bark when I see strangers !” when a "bark" event is fired.

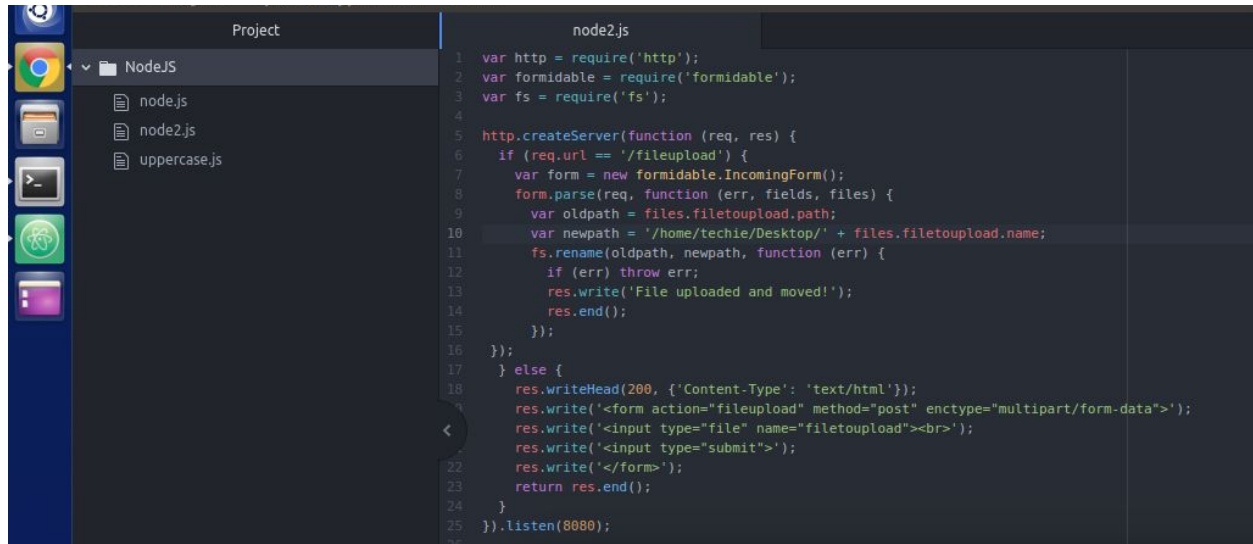
-----This file name is “question6.html”



```
var events = require('events');
var EventEmitter = new events.EventEmitter();
var myEventHandler = function () {
  console.log('I bark when I see strangers !');
}
EventEmitter.on('bark', myEventHandler);
EventEmitter.emit('bark');
```

7. Install “formidable” module using npm and make a web page in Node.js that lets the user upload files to your computer.

-----This file name is “node.js”



The screenshot shows a code editor with a sidebar on the left displaying a project structure. The sidebar has a 'Project' tab with a folder named 'NodeJS' containing three files: 'node.js', 'node2.js', and 'uppercase.js'. The main editor area is titled 'node2.js' and contains the following JavaScript code:

```
1 var http = require('http');
2 var formidable = require('formidable');
3 var fs = require('fs');
4
5 http.createServer(function (req, res) {
6   if (req.url == '/fileupload') {
7     var form = new formidable.IncomingForm();
8     form.parse(req, function (err, fields, files) {
9       var oldpath = files.fileupload.path;
10      var newpath = '/home/techie/Desktop/' + files.fileupload.name;
11      fs.rename(oldpath, newpath, function (err) {
12        if (err) throw err;
13        res.write('File uploaded and moved!');
14        res.end();
15      });
16    });
17   } else {
18     res.writeHead(200, {'Content-Type': 'text/html'});
19     res.write('<form action="fileupload" method="post" enctype="multipart/form-data">');
20     res.write('<input type="file" name="fileupload"><br>');
21     res.write('<input type="submit">');
22     res.write('</form>');
23     return res.end();
24   }
25 }).listen(8080);
```

```
var http = require('http');
var formidable = require('formidable');
var fs = require('fs');
http.createServer(function (req, res) {
  if (req.url == '/fileupload') {
    var form = new formidable.IncomingForm();
    form.parse(req, function (err, fields, files) {
      var oldpath = files.fileupload.path;
      var newpath = '/home/techie/Desktop/' + files.fileupload.name;
      fs.rename(oldpath, newpath, function (err) {
        if (err) throw err;
        res.write('File uploaded and moved!');
        res.end();
      });
    });
  } else {
    res.writeHead(200, {'Content-Type': 'text/html'});
    res.write('<form action="fileupload" method="post"
    enctype="multipart/form-data">');
    res.write('<input type="file" name="fileupload"><br>');
    res.write('<input type="submit">');
    res.write('</form>');
```



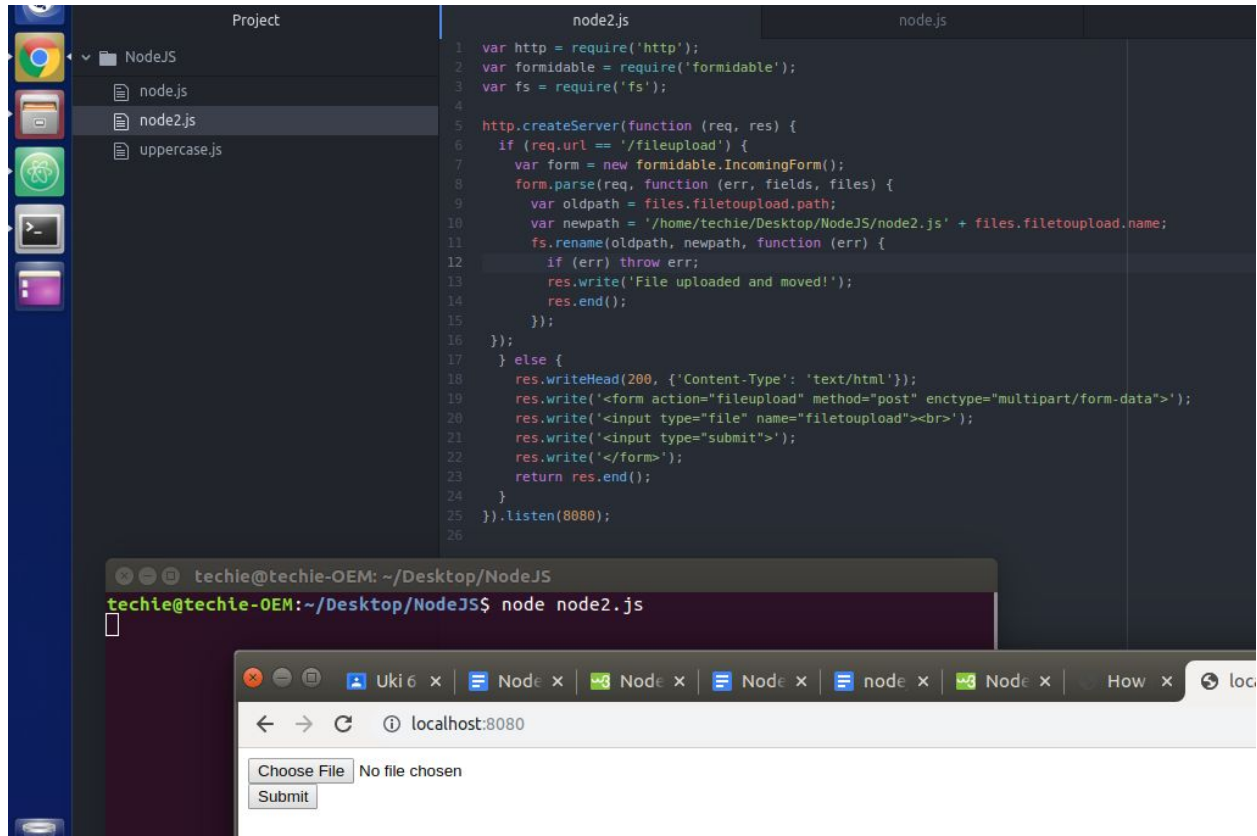
```

    return res.end();
  }
}).listen(8080);

```

7.1 Save that uploaded file into your Documents directory.

-----This file name is "node2.js"



```

var http = require('http');
var formidable = require('formidable');
var fs = require('fs');

http.createServer(function (req, res) {
  if (req.url == '/fileupload') {
    var form = new formidable.IncomingForm();
    form.parse(req, function (err, fields, files) {
      var oldpath = files.fileupload.path;
      var newpath = '/home/techie/Desktop/NodeJS/node2.js' +
files.fileupload.name;
      fs.rename(oldpath, newpath, function (err) {
        if (err) throw err;

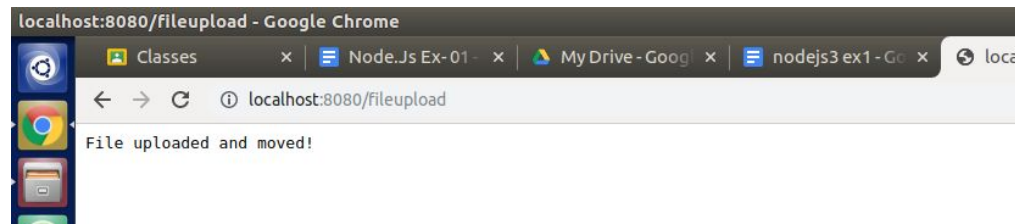
```

```

        res.write('File uploaded and moved!');
        res.end();
    });
});
} else {
    res.writeHead(200, {'Content-Type': 'text/html'});
    res.write('<form action="fileupload" method="post"
enctype="multipart/form-data">');
    res.write('<input type="file" name="filetoupload"><br>');
    res.write('<input type="submit">');
    res.write('</form>');
    return res.end();
}
}).listen(8080);

```

Final Output :



8. Using the Nodemailer module create a server and send a mail to info@uki.life with the subject : “Testing my nodemailer module” , text: “This is easy !”

8.1 Now instead of text send a basic html formatted mail.