

Week - 2

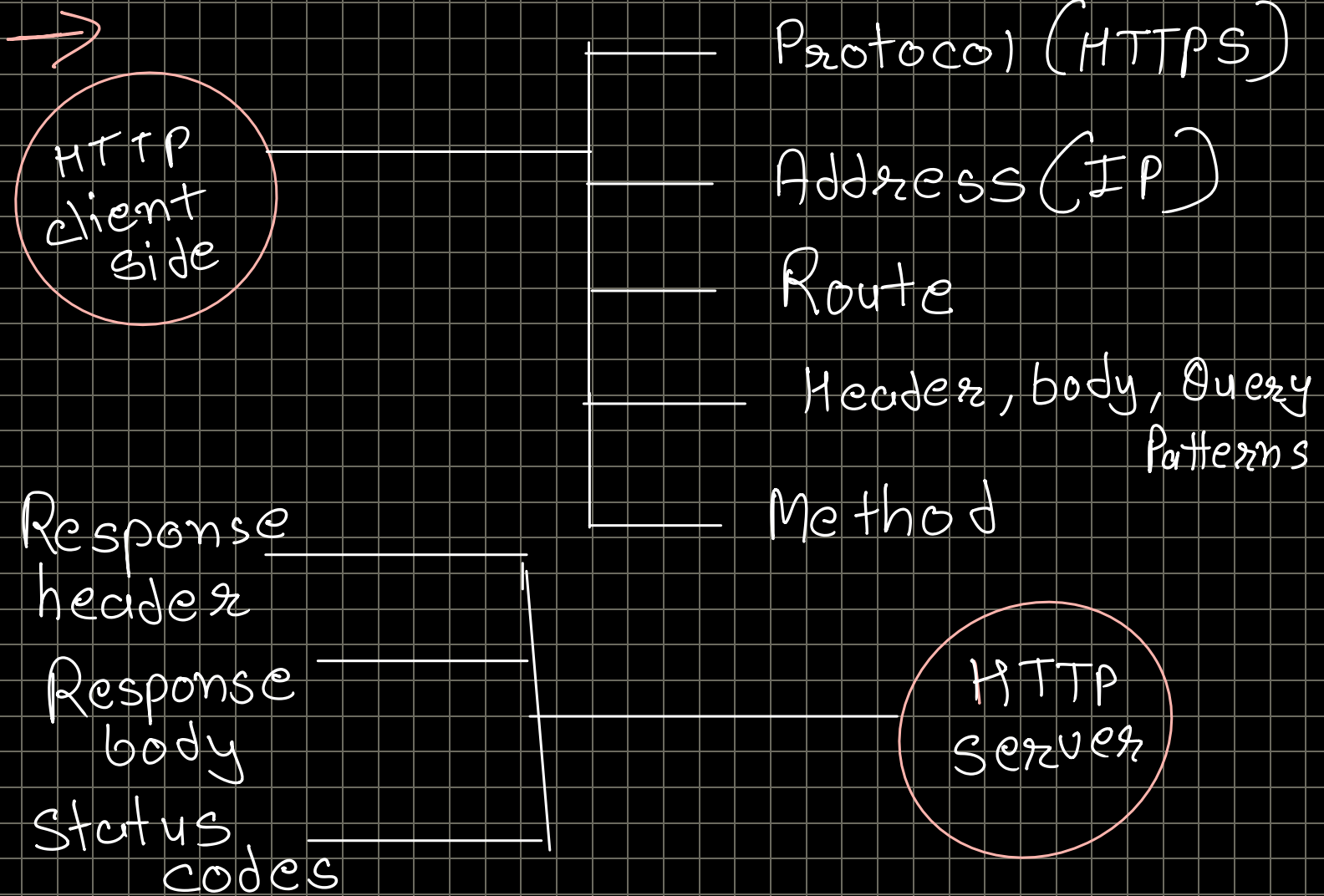
- JavaScript is Async but it use browser webApi use C/C++ to do sync tasks.
- Callback hell :- when callback call another callback and becomes infinite loop.
- Express and backend :-
 - Node.js runtime | HTTP
 - EcmaScript :- JS is based on EcmaScript. It is specification.
 - JavaScript :- it is scripting language. it is conforms the EcmaScript specification
 - It includes additional features
- Node.js :- it is runtime which run JavaScript.
- Bun :- Alternative of Node.js. it is faster and written in Zig.

→ Things we can do with Node.js

- create cli's
- create a video player
- create game
- create HTTP server

→ HTTP Server :-

- HTTP - Hyper text transfer Protocol
- helped to communicate between 2 computers.



Express: It is external library to create HTTP server.

Syntax:

```
const express = require("express");  
  
const app = express();  
app.POSTget('/', function (req, res) {  
  res.send('Hello world!');  
  console.log(req.headers);  
})  
app.listen(3000);  
           port
```

⇒ Bash commands.

→ ls

ls -l = more details

ls -t = modified files

ls -a = hidden file

ls -r = reverse order

ls -S = by size

-r = force

-chmod

-head -20 (20 lines)

- | - pipe | tail

→ cd

→ pwd

→ *.*

→ [^A-Z]

→ touch

→ dd

→ mv

→ gzip

→ History

→ sed

→ Awk

→ Express

→ get input parameter by query

$q_n = 100 - 1 \text{ value}$

\downarrow
variable

catch input : `req.query.q_n`