Lesson 01 Demo 01

Writing and Executing JavaScript Program Using Node

Objective: To demonstrate the process of writing and executing a JavaScript program using Node.js

Tools Required: Visual Studio Code and Node.js

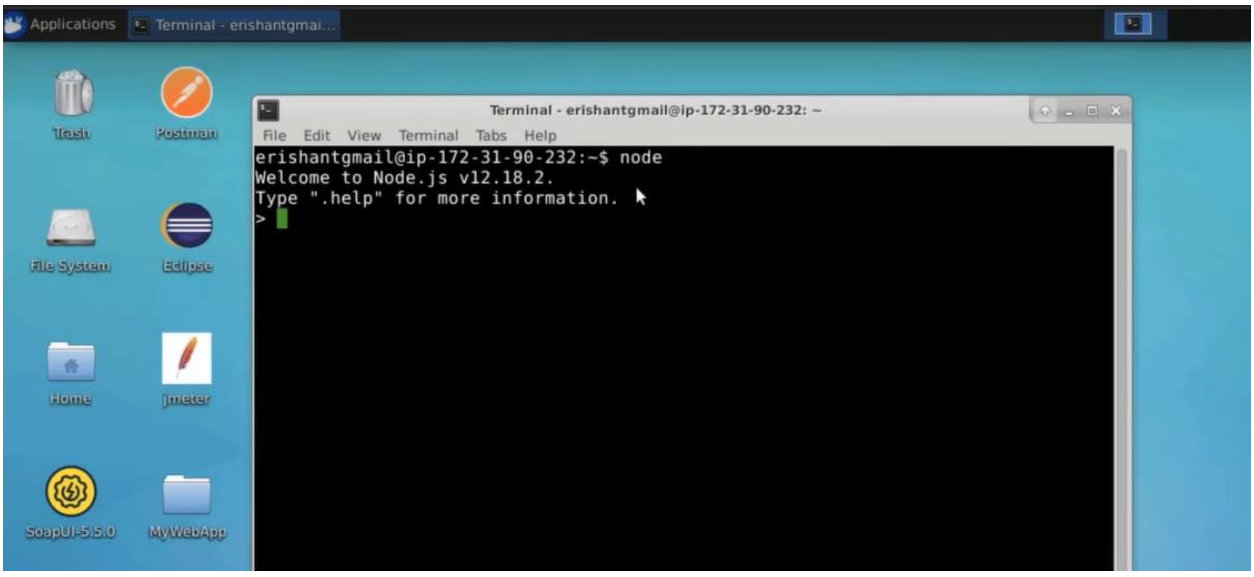
Prerequisites: None

Steps to be followed:

1. Create a JavaScript directory
2. Execute the JavaScript program using Node.js

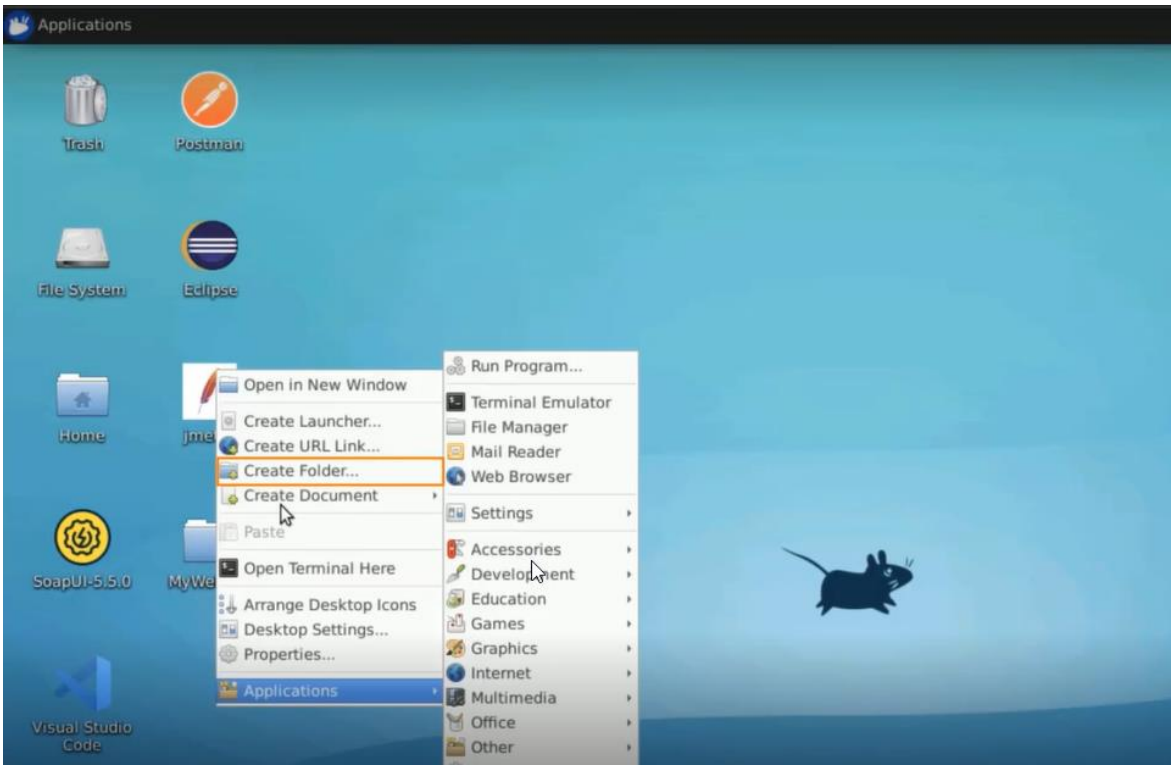
Step 1: Create a JavaScript directory

1.1 Open the terminal and type **node** to verify if Node.js is installed



Note: If Node.js is not installed, proceed with the installation. Follow the official documentation specific to your operating system.

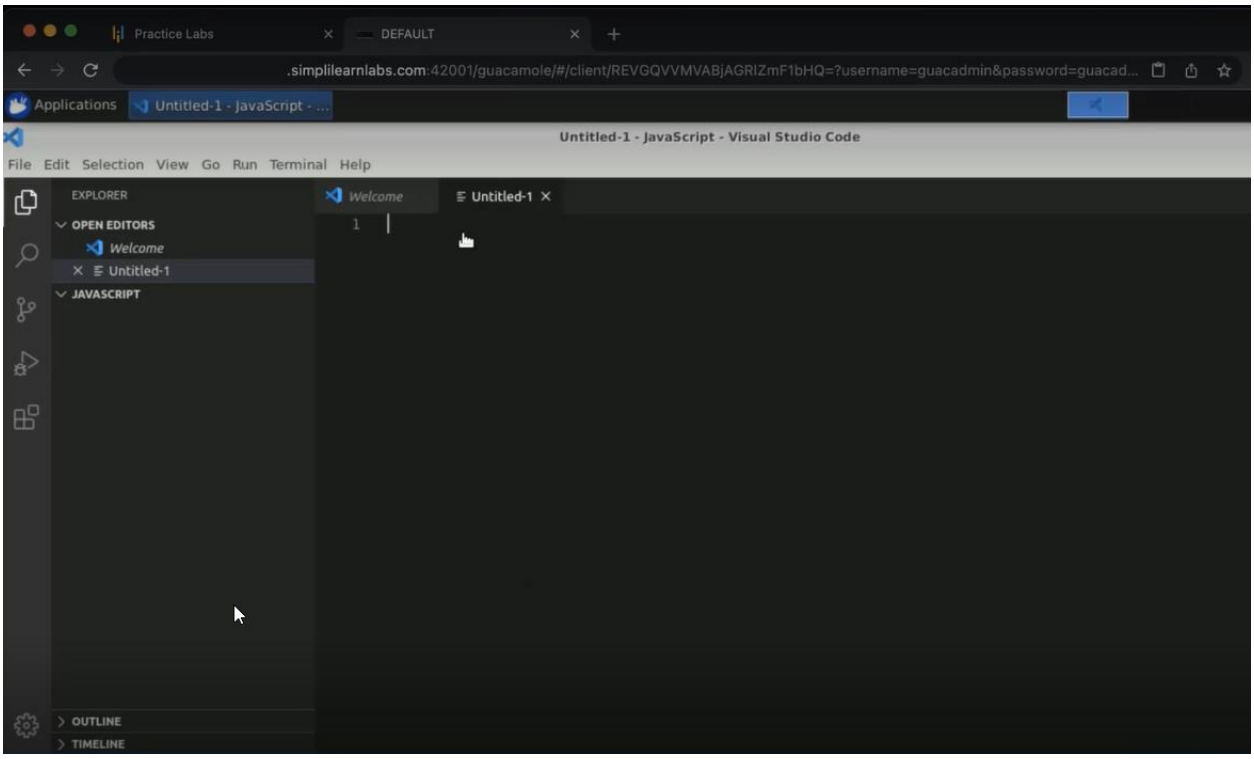
1.2 Create a new folder and name it **JavaScript**



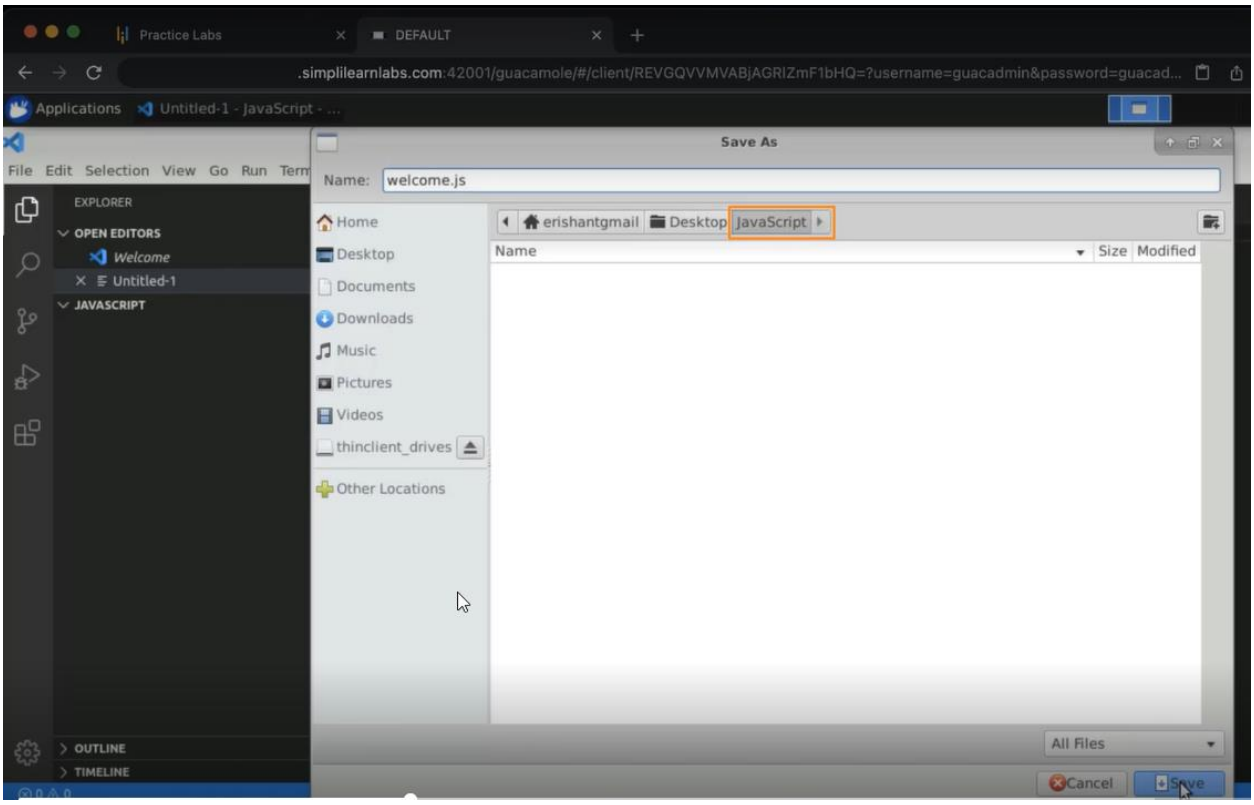
This directory will be used to store the JavaScript programs.

Step 2: Execute the JavaScript program using Node.js

2.1 Open Visual Studio Code and create a new file

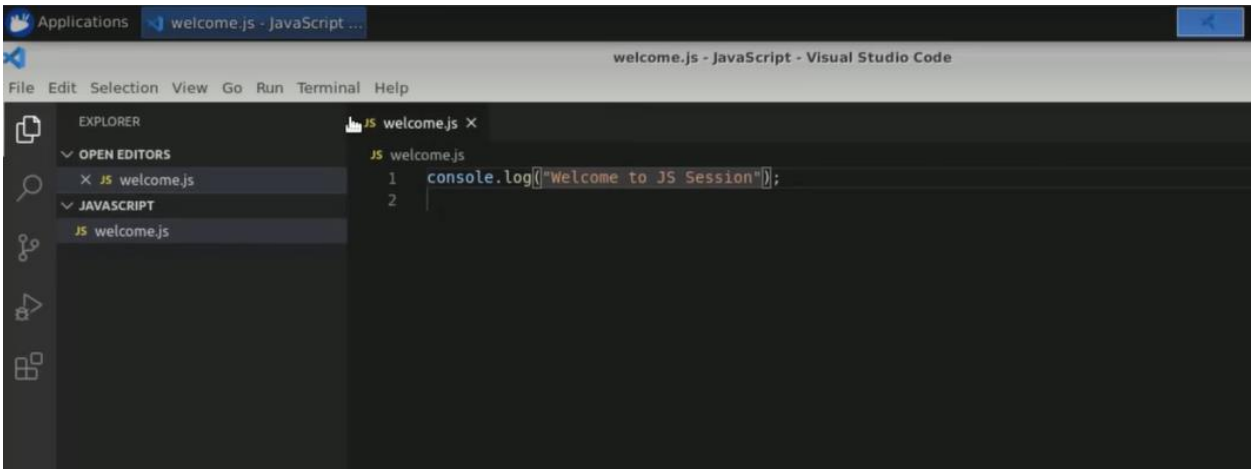


2.2 Save the file as **welcome.js** inside the **JavaScript** directory

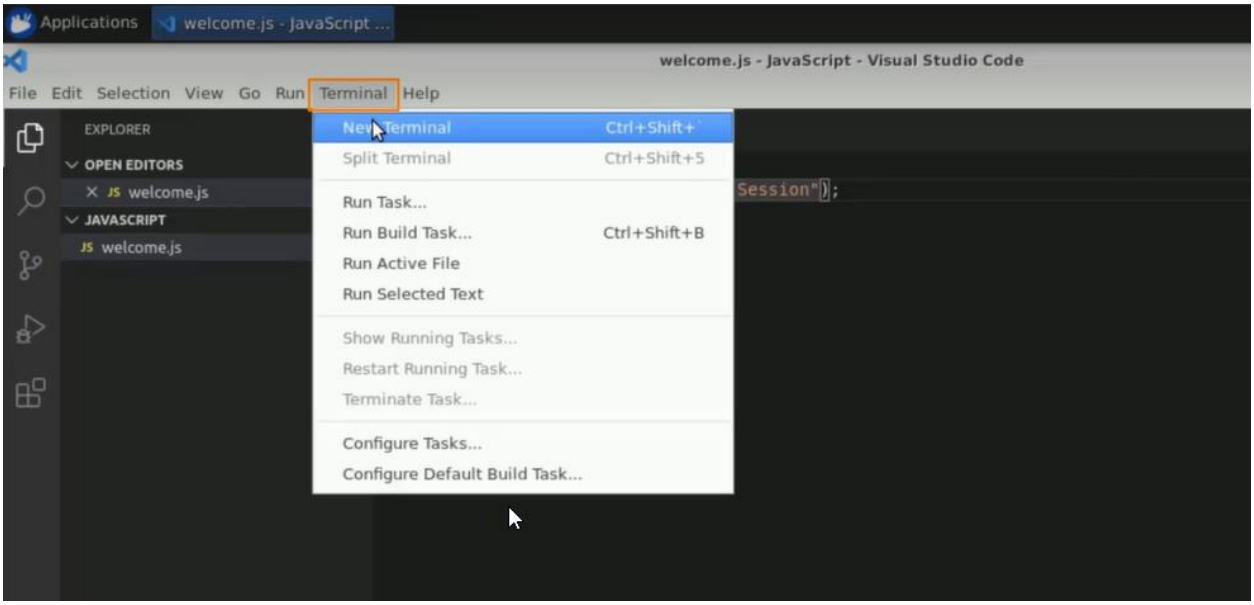


Note: The file extension should be in **.js** format to indicate that it is a JavaScript file.

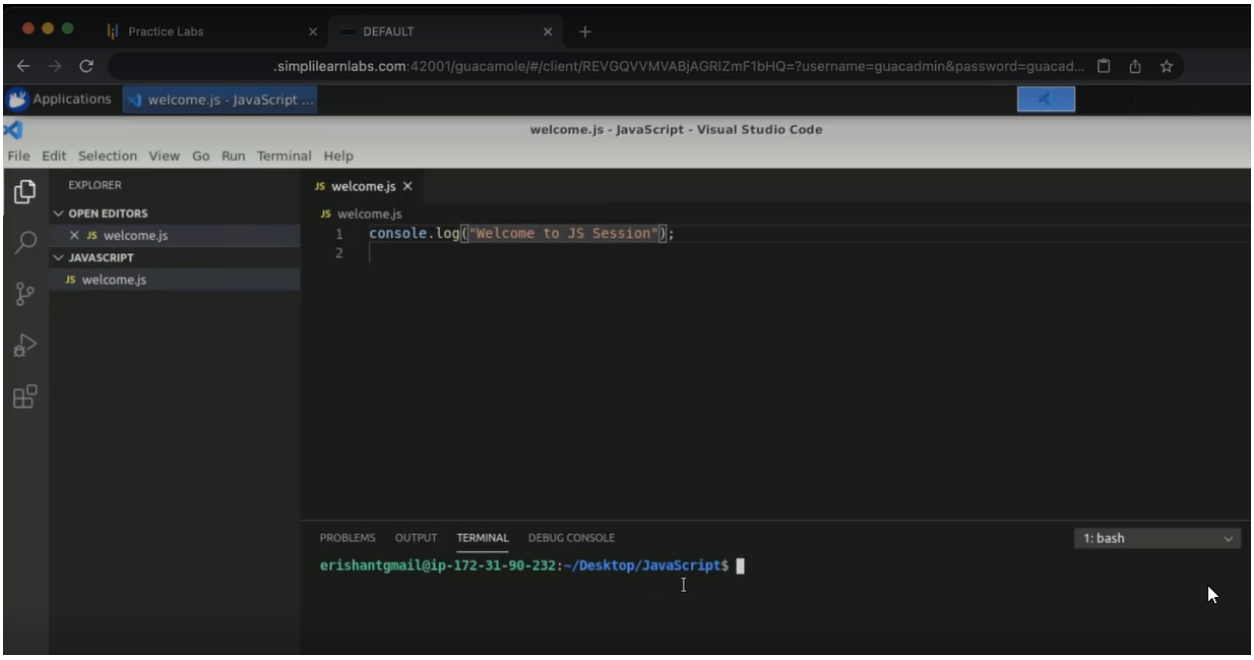
2.3 In the **welcome.js** file, write the following code:
console.log("Welcome to JS Session");



2.4 Open a **New Terminal** window in Visual Studio Code

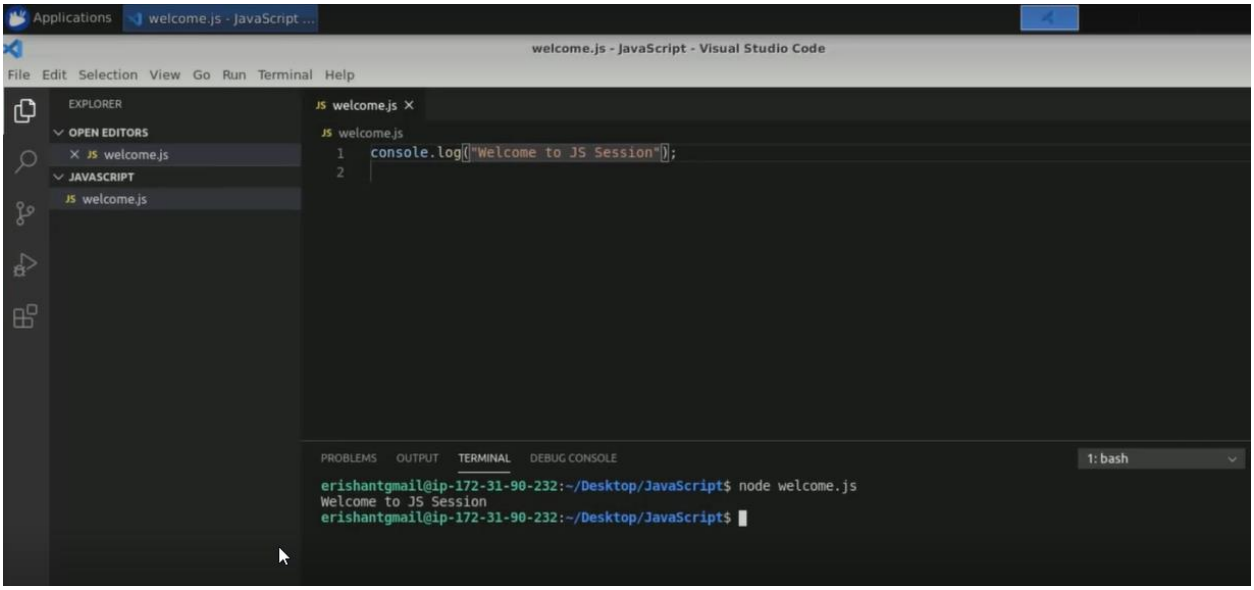


Ensure that the terminal is navigated to the directory where you saved the welcome.js file (i.e., the **JavaScript** directory)



2.5 In the terminal, type the following command and press **Enter**:

node welcome.js



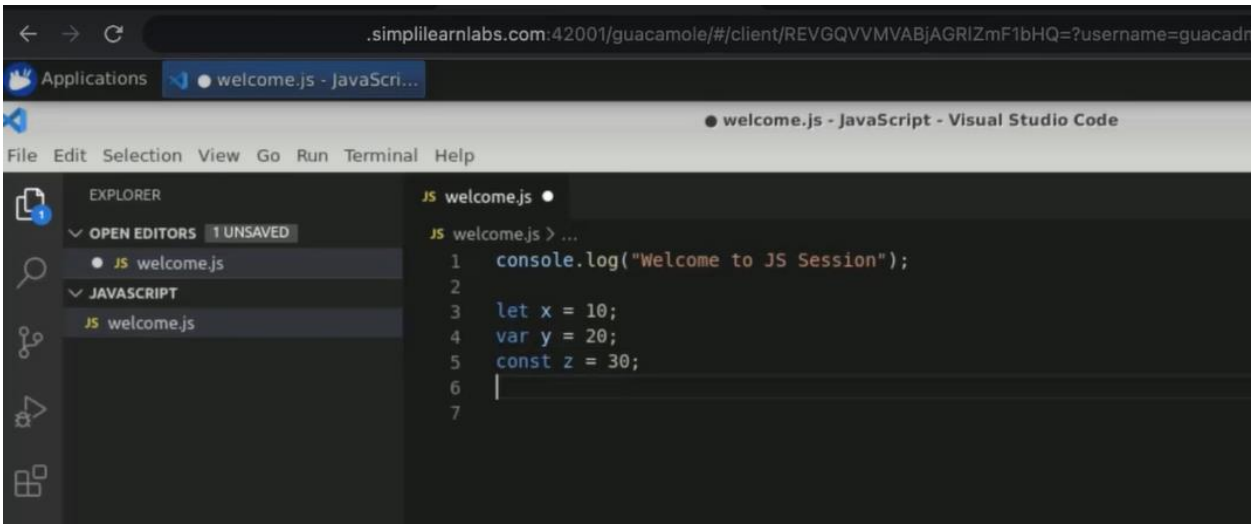
You should see the output **Welcome to JS Session** displayed in the terminal.

2.6 In the **welcome.js** file, create some variables and a constant:

let x = 10;

var y = 20;

const z = 30;

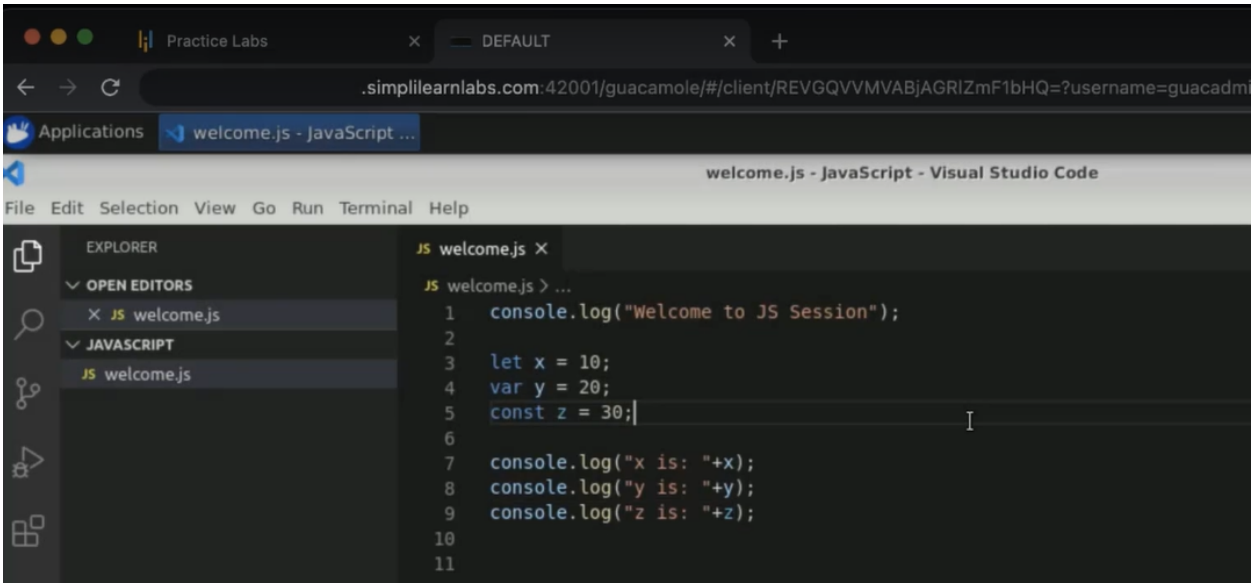


2.7 Add code to log the values of the variables and constant:

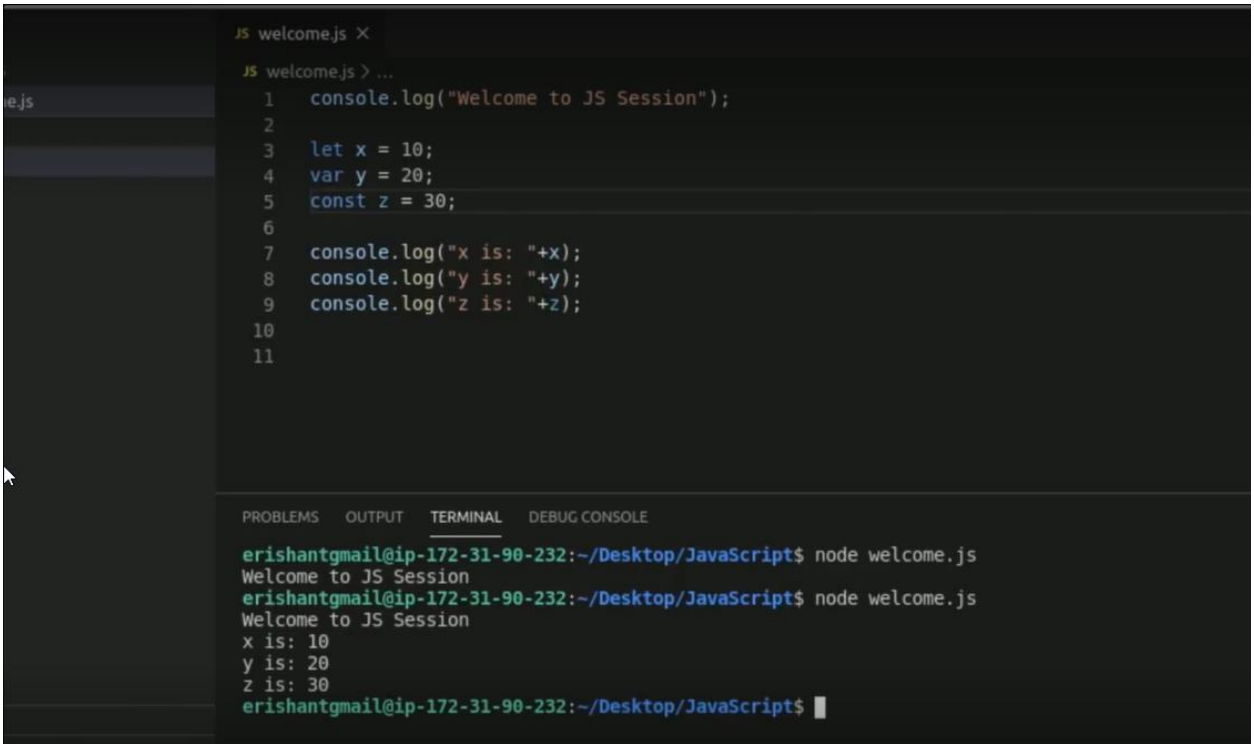
console.log("x is:" + x);

console.log("y is:" + y);

console.log("z is:" + z);

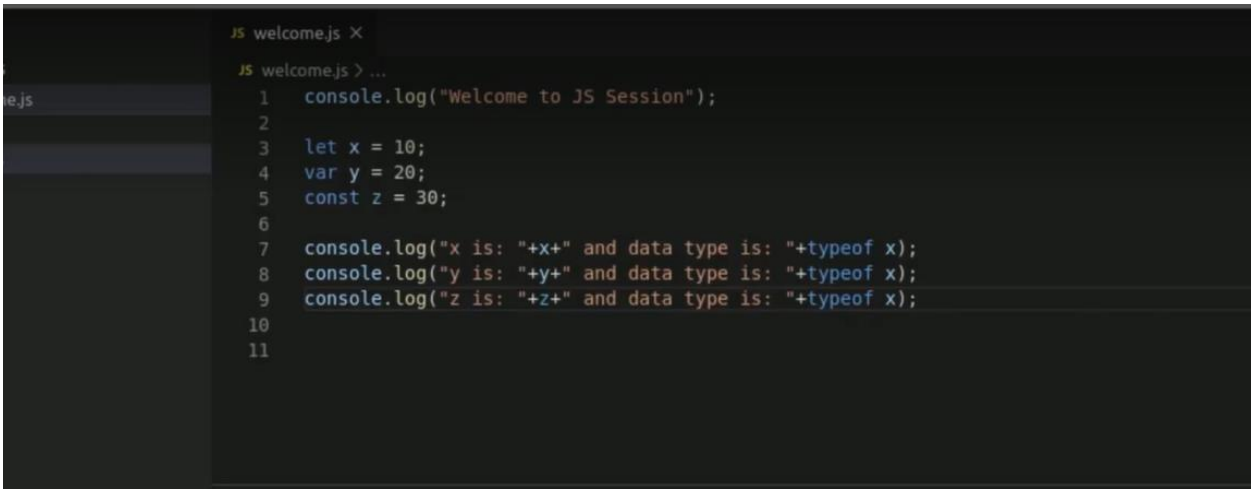


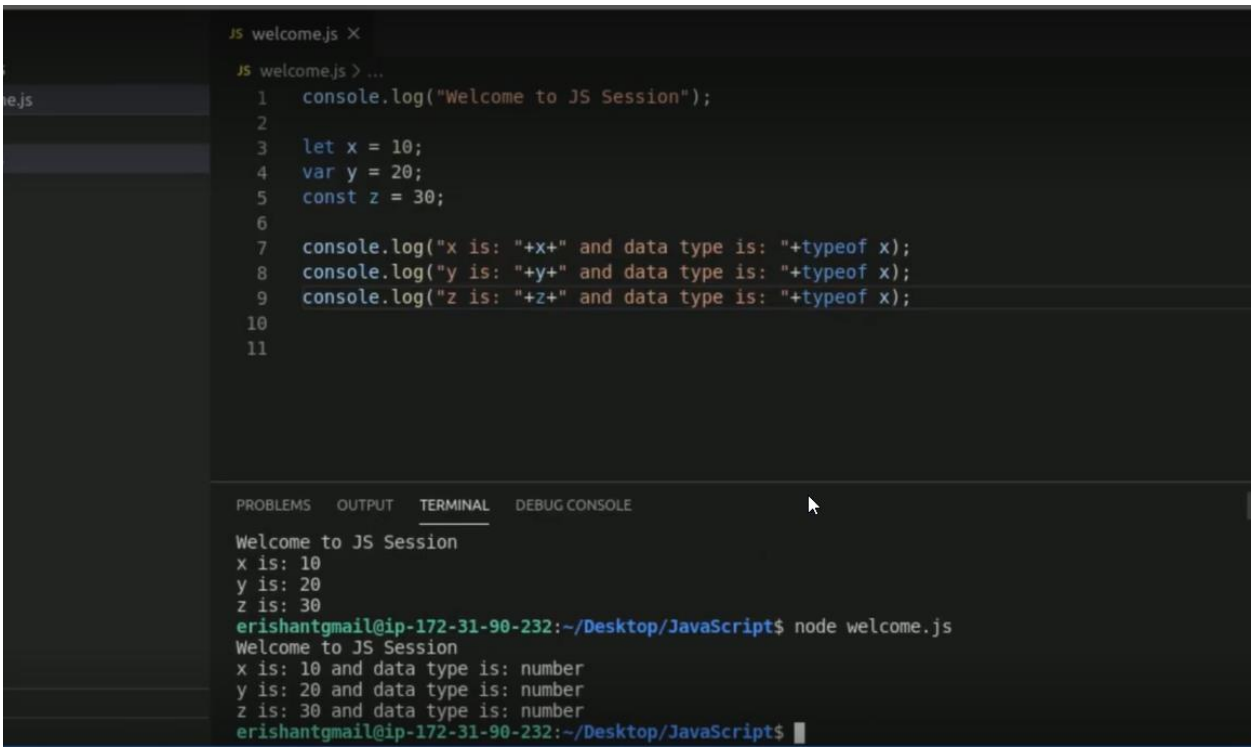
2.8 In the terminal, execute the JavaScript program again using the command:
node welcome.js



You should see the values of x, y, and z displayed in the terminal as **x is: 10**, **y is: 20**, and **z is: 30,** respectively.

2.9 In the **welcome.js** file, add code to check the data types of the variables and run the program





You should see the data types x, y, and z displayed in the terminal.

By following the above steps, you have successfully created and executed a JavaScript program to display the data type of newly created variables.