# NODE.js

## History

* 2009 – node.js created
* 2011 – NPM node packaging manager system created
* 2014 – io.js created to keep node ‘free’
* sept 14, 2015 – Node.js .0 released, signaling a free market

Apache pre-node

* single thread system- order food, waiter waits for chef to make, no water ordered or delivered
  + Manager fires waiter because they aren’t needed anymore
* every guest has own waiter

Node.JS

* one waiter for everyone
  + waiter doesn’t wait for chef to be done
* delivers tasks in order placed
* **NON BLOCKING EVENT DRIVEN IO-** single thread that will respond to events in order that they are raised
  + Works **async**hronously- does not have to wait for resources to finish what they are doing, before doing something else – “drop off”

I current run **node.js 8.4**

run node.js files in terminal with

* $ node (filename).js
* runs in terminal

Variables

* added only to modules/function/service etc, but not globally
  + this is unlike browser, where var is global
  + similar use of $ to call within modules, like jQuery in js

Favorite perks

* starting an array in CLI using node (name).js –user Zach –greeting “Good day” etc,
  + puts out: app.js',
  + '--user',
  + 'Zach',
  + '--greeting',
  + 'Good day ' ]
* using var (name) = grab(‘--user’) and so forth to grab information out of this js file!
* process.stdout.write(x)
* during process standard input, the process wont stop, because it is waiting for input!