CLI : Command Line Interface

Linux : Bash

Mac : Terminal

Windows : command prompt

V8 (The Javascript Engine, is written in c++)

* Processors
* Machine Code
* C++

Machine code: Every code needs to be converted (compiled) to machine code

JavaScript:

The standard JavaScript is based on ECMASCRIPT

Module :

A reusable block of code whose existence does not accidently impact other code

Javascript Aside:

* First Class Functions
* Function expression
* Object : Collection of name and value pair
* Function constructors: function that constructs/returns an object
* IIFE
* require and module.exports

Module Pattern :

Constructor pattern returns the same object if we require multiple time, this happens because node creates cache of the same file.

Module.exports = function(){

};

Module.exports.greet = function(){

};

function Greet()

{

}

Module.exports.greet = new Greet();

Module.exports.greet = Greet;

exports and module.exports

Modules and ES6

Utils :

Can be used for inheriting a class properties/methods

Call/Apply

var employee = {

name: "Mayank Singh",

greet: function() {

console.log(`Heelo ${this.name}`);

}

}

employee.greet();

//borrowing function

//Accepts comma separated argument

employee.greet.call({ name: "Max" });

//It accepts arguments as array

employee.greet.apply({ name: "Max" });

ES6 Syntactic sugar

class Developer extends Employee {

constructor() {

super();

}

getMyId()

{

console.log(this.Id);

}

}

var d = new Developer();

d.getMyId();

d.getId();

var buffer = new ArrayBuffer(8);

ES6 Typed Array

var view = new Int32Array(buffer);

view[0] = 5;

view[1] = 10;

console.log(view);