

Glitch code for 6-Code Challenge-Callbacks (server.js)

```
const http = require("http");

function willItBlend(callbackFn) {
  // should be true for anything divisible by 3 between 0 and 9
  const itBlends = Math.floor(Math.random() * 10) % 3 === 0;

  if (itBlends) {
    callbackFn(null, "Good news! It Blends!");
  } else {
    callbackFn(new Error("Oh No! It didn't Blend!"));
  }
}

//create a server object:
http
.createServer(function(req, res) {
  /* Comment out the line below and below it, write a call to
  willItBlend. Write the callback function that is passed to
  willItBlend as an arrow function, inline within the argument
  list for the call to willItBlend().

  In the arrow function body, conditionally write two calls
  to res.end() - one with the success message string, and
  one with the error message string from the call
  to willItBlend().

  */
  res.end("hello world"); // comment out this line
})
.listen(8080); //the server object listens on port 8080
```