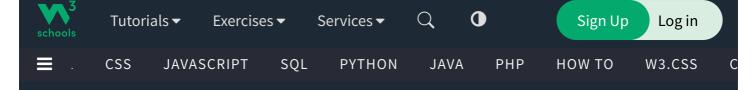
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Node.js Events



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Node.js is perfect for event-driven applications.

Events in Node.js

Every action on a computer is an event. Like when a connection is made or a file is opened.

Objects in Node.js can fire events, like the readStream object fires events when opening and closing a file:

Example

Get your own Node.js Server

```
var fs = require('fs');
var rs = fs.createReadStream('./demofile.txt');
rs.on('open', function () {
   console.log('The file is open');
});
Run example »
```

Events Module

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event properties and methods are an instance of an EventEmitter object. To be able to access these properties and methods, create an EventEmitter object:

```
var events = require('events');
var eventEmitter = new events.EventEmitter();
```

The EventEmitter Object

You can assign event handlers to your own events with the EventEmitter object.

In the example below we have created a function that will be executed when a "scream" event is fired.

To fire an event, use the emit() method.

Example

```
var events = require('events');
var eventEmitter = new events.EventEmitter();

//Create an event handler:
var myEventHandler = function () {
   console.log('I hear a scream!');
}

//Assign the event handler to an event:
eventEmitter.on('scream', myEventHandler);

//Fire the 'scream' event:
eventEmitter.emit('scream');
```

Run example »