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Day 3

# Node Modules

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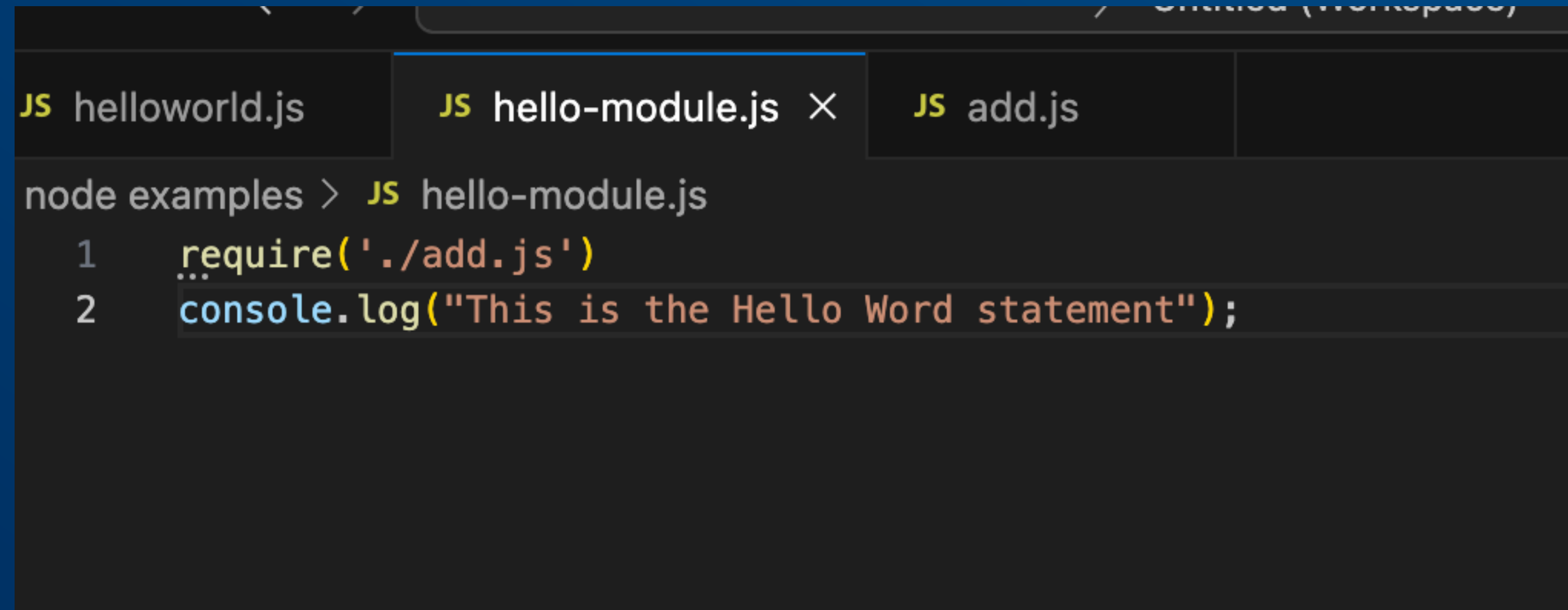
- Reusable code written for a particular operation
- Each file is treated as a module

## Types of Modules

1. Local modules - Modules that we create in our application
2. Built-in modules - Modules that Node.js ships with out of the box
3. Third party modules - Modules written by other developers that we can use in our application

# Require Function

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The image shows a code editor with three tabs: `JS helloworld.js`, `JS hello-module.js` (which is active and has a close button), and `JS add.js`. The active tab contains the following code:

```
node examples > JS hello-module.js
1  require('./add.js')
2  console.log("This is the Hello Word statement");
```

# module.exports

---

```
node examples > modules > JS add.js > ...  
1   const add = function (a, b ){  
2   |       return a + b  
3   }  
4  
5   module.exports = add;
```

# Different ways to export and import

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node examples > modules > JS add.js > ...

```
1  const add = function (a, b ){
2    |    return a + b
3  }
4
5  module.exports = add;
```

```
module.exports = function (a, b ){
...   return a + b
}
```

node examples > modules > JS math.js > ...

```
1  const add = function (a, b ){
2    |    return a + b
3  }
4
5  const subtract = function (a, b ){
6    |    return a - b
7  }
8
9
10 module.exports = {
11   |   add: add,
12   |   subtract: subtract
13 };
14
```

```
module.exports.add = function (a, b ){
  |   return a + b
}

module.exports.subtract = function (a, b ){
  |   return a - b
}
```



# JSON data

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```
const data = require('./data.json')
```

```
console.log(data.game)
```

```
console.log(data.players)
```

```
console.log(data.players.name)
```

```
// {
```

```
//   "game": "football",
```

```
//   "players":{
```

```
//       "name":"Messi",
```

```
//       "country":"argentina"
```

```
//   }
```

```
// }
```

# NPM

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## Node package Manager

- Software package manager/library
- Similar to book library contains book written by various author
- Code packages written by developers across the world
- Word largest library

**Note:** If you have a problem statement, if a library solves that problem, you can directly use the library

<https://www.npmjs.com/>

# NPM

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- How do we consume a package?
- How do we install a package?
- What if a package is depending on other package?
- How do we update the install package?

## NPM

- Command line tool
- Installed by default with NodeJS
- `npm -v`
- Why NPM? When building projects, we rely on other packages developed by the other developers.



# Package.JSON

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- Project Configuration file
- **Meta data** - Name, description, version, dependencies, dev-dependencies and more
- Root directory
- Includes info regarding how to run your package/project/server

**npm init**

**npm init —yes**

# How to install a package

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<https://npmjs.com>

Example:

```
npm install mysql2  
npm install upper-case  
npm install nodemon
```

# How to uninstall a package

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Example:

```
npm uninstall mysql2
```

```
npm uninstall upper-case
```

```
npm uninstall nodemon
```

# Nodemon

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```
npm install nodemon
```

Automatically restarts the node application when file changes in the directory are detected

```
npm install nodemon -D
```

```
npm install nodemon --save-dev
```