

# Command Line Interaction

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# Class Overview

readline

inquirer

Promises

homework solution

# Interacting with the Command Line



# readline

Node module to interact with input/output in a line-by-line pattern

```
// simple readline program

var readline = require('readline');

var rl = readline.createInterface({
  input: process.stdin,
  output: process.stdout
});

rl.write('This is a test.\n');
rl.close();
```

# readline API

## readline.createInterface (options)

Creates an Interface object that can read/write to the input/output. Can be used with process.stdin/process.stdout or others.

## rl.write (text)

Writes a string of text to the Interface output.

## rl.close()

Closes a readline Interface. If not called, it will keep the process alive.

```
// readline question program

var readline = require('readline');

var rl = readline.createInterface({
  input: process.stdin,
  output: process.stdout
});

rl.question('What is your name?\n', function (name) {
  console.log('Hello ' + name);
  rl.close();
});
```



# inquirer

Node module for easier question-answer in the command line

```
var inquirer = require('inquirer');  
var question = {  
  name: 'name',  
  message: 'What is your name?'  
};
```

```
inquirer.prompt([question]).then(function (res) {  
  console.log('Hello ' + res.name);  
});
```

# inquirer Question object

```
{  
  type: 'input',  
  name: 'key',  
  message: 'What is a question object?',  
  default: 'nothing',  
  choices: ['several', 'options'],  
  validate: function (input) { return true; },  
  when: function (answers) { if (answers) return true; }  
}
```



Promises

# Promise

JavaScript object that is used to capture and act on the resolution of an asynchronous operation.



```
// simple Promise usage

var littleP = new Promise(...);

littleP.then(function () {
    // do something after
}).catch(function () {
    // do something on error
});
```

```
// simple Promise creation
```

```
var theRealP = new Promise(function (resolve, reject) {  
  setTimeout(function () {  
    resolve('Its over');  
  }, 500);  
  
  if (2 === 3) {  
    reject();  
  }  
})
```