

MODULE AND EXPORTS

Stuff.js file:

```
//stuff.js
var counter=function(arr){
  return "This array has " + arr.length + " Elements"
}
var adder=function(a,b){
  return `The sum of two numbers is ${a + b}`;
}
module.exports.counter=counter;
module.exports.adder=adder;
```

Export pattern 2:

```
//stuff.js
var counter=function(arr){
  return "This array has " + arr.length + " Elements"
}
var adder=function(a,b){
  return `The sum of two numbers is ${a + b}`;
}
module.exports={
  counter:counter,
  adder:adder,
}
```

app.js file:

```
//app.js
var stuff=require("./stuff")

console.log(stuff.counter(["Siddharth","Rahul","Himanshu"]))
console.log(stuff.adder(5,5))
```

FUNCTION EXPRESSIONS

Function Expression:

```
function sayHi(name){
  console.log("Hi " + name)
}
sayHi("siddharth");

var sayBye=function(name){
  console.log("Bye " + name)
}
sayBye("siddharth")
```

Function as parameters:

```
function callfunction(fun){
  fun()
}

function sayHi(){
  console.log("Hi")
}
callfunction(sayHi)
```

READ AND WRITE FILES

Synchronous Methods:

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

//syntax fs.readFileSync(path[, options])
var readFile=fs.readFileSync("./readme.txt",'utf8');

//syntax fs.writeFileSync(file, data[, options])
var writeFile=fs.writeFileSync("./writeme.txt",readFile);
```

Synchronous Methods:

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

//syntax fs.readFileSync(path[, options])
var readFile=fs.readFileSync("./readme.txt",'utf8');

//syntax fs.writeFileSync(file, data[, options])
var writeFile=fs.writeFileSync("./writeme.txt",readFile);
```

readFileMethods:

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

//syntax fs.readFile(path[, options], callback)
fs.readFile('readme.txt','utf8',function(err,data){
    console.log(data)
})
```

writeFileMethods:

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

//syntax fs.writeFile(file, data[, options], callback)
fs.readFile('readme.txt','utf8',function(err,data){
    fs.writeFile('write.txt',data)
})
```

HTTP SERVER CREATIONS

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

const server=http.createServer(function(req,res){
  res.writeHead(200,{ 'Content-Type': 'text/html' });
  res.end("Hi Siddharth")

});
server.listen(3000,'127.0.0.1')
console.log("server listening on port 3000")
```

STREAMS AND BUFFERS

Read Stream:

```
//syntax s.createReadStream(path[, options])
const MyReadStream=fs.createReadStream(__dirname +
"/readme.txt" , 'utf8');
MyReadStream.on('data',function(chunk){
  console.log("New Chunk Recived");
  console.log(chunk)
})
```

Write Stream:

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

//syntax s.createReadStream(path[, options])
const MyReadStream=fs.createReadStream(__dirname + "/readme.txt" ,
'utf8');

//syntax fs.createReadStream(path[, options])
const MyWriteStream=fs.createWriteStream(__dirname + "/write.txt" ,
'utf8');

MyReadStream.on('data',function(chunk){
    MyWriteStream.write(chunk)
})
```

PIPES IN NODE

Example of pipes:

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

//syntax s.createReadStream(path[, options])
const MyReadStream=fs.createReadStream(__dirname + "/readme.txt" ,
'utf8');

//syntax fs.createReadStream(path[, options])
const MyWriteStream=fs.createWriteStream(__dirname + "/write.txt" ,
'utf8');
MyReadStream.pipe(MyWriteStream)
```

SERVING HTML

Example:

```
const http = require('http');
const fs=require("fs");
const server=http.createServer(function(req,res){
  res.writeHead(200,{ 'Content-Type': 'text/html' });
  var myReadStream=fs.createReadStream(__dirname+ '/readme.txt' , 'utf8');
  myReadStream.pipe(res)

});
server.listen(3000,'127.0.0.1')
console.log("server listening on port 3000")
```

SERVING JSON

Example:

```
const http = require('http');
const fs=require("fs");
const server=http.createServer(function(req,res){
  res.writeHead(200,{ 'Content-Type': 'text/json' });
  var myObj={
    name:'Siddharth',
    job:'UI/UX',
    age:29
  }
  res.end(JSON.stringify(myObj))
});
server.listen(3000,'127.0.0.1')
console.log("server listening on port 3000")
```