***Node JS is an open-source cross platform runtime environment for executing JavaScript code outside of a browser.***

Node.js was developed by **Ryan Dahl in 2009**

* Node is used to build back-end services (like APIs).
* Node is ideal to build highly scalable, data intensive and real-time backend apps.
* Node is ideal for I/O-intensive apps
* Great for prototyping and agile development
* Superfast and highly scalable
* JavaScript everywhere
* Cleaner and more consistent codebase
* Large ecosystem of open-source libraries

Node should **not** be used

* CPU-intensive apps (video encoding and image manipulation service)

**Node JS architecture**

Graphical user interface, application

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C++ program

**Node is non-blocking asynchronous |** Node applications are asynchronous by default

A screenshot of a computer

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**How to run the first program**

Step 1- Install node

Step 2- Create node folder and cd to that folder

Step 3- Create JS file and run it using node <filename.js>

**Node JS engine Vs Browser JS engine**

Node don’t have window or document objects as browser JS engine.

Every file is called as module and each variable and function is scope to that module, they are not available outside of the module. Unlike global scope in browser JS module