**Benefits of Node.js**

* Single Programming language: With front-end applications developed with JavaScript, we don’t need to pick up a different language when using Node.js for the backend.
* Rich Ecosystem: More than 836,000 open source libraries are available, which offers developers everything they need to build in the Node.js environment.
* Caching: Node.js can be optimized with caching services. By using a cache, the server application returns the information from memory instead of executing the code to process subsequent requests.
* Freedom to Develop Apps: Not constrained to building back-end applications when you’re using Node.js. It can be coupled with frameworks like Electron and NW.js, which enable you to build cross-platform applications.
* Extensibility: Node.js is highly extensible with its support of JSON format. Developers can use built-in API to use JSON for communication with other apps, clients, and servers on the network.
* Simple to learn: Developers who are already good in JavaScript find it easy to use Node.js at the backend. It is quite easy to learn Nodejs and it also consumes lesser time.
* High Performance: Node.js interprets the JavaScript code through Google’s V8 JavaScript engine. The engine compiles JavaScript code directly into the machine code. Hence, it becomes easy to implement the code. Moreover, it can be done quickly and in an effective manner.
* Handles Requests Simultaneously: Node.js provides the option of non-blocking I/O systems. It helps you to process several server requests simultaneously. The incoming requests get lined up and are addressed quickly and systematically.
* Error Handling: Node.js has a built-in error-handling mechanism that allows you to catch errors at runtime and do something with them.
* Coast Effectiveness: Lowering your IT costs by reducing the amount of hardware required for server deployments; Decreasing operating expenses

related to software licensing; Eliminating maintenance costs associated with upgrading or patching existing applications or servers