**Exercise 1 – Node JS**

**(Callbacks, Event Loop and Event Emmiter)**

1. Write a Node.js program that defines a function add(a, b, callback) which adds two numbers and returns the result via a callback. Chain this with another callback to multiply the result by 10 and log it. Finally, use fs.readFile() to read and display the contents of a file named info.txt.
2. Create a countdown timer using setTimeout(), use setTimeout() and console.log() to demonstrate asynchronous behaviour, and add another setTimeout with 1000ms execute.
3. Create an event emitter that emits a greet event and logs a message, and emit a login event with a username and log "<username> has logged in".

**Exercise 2 – Node JS**

**(Buffers, Streams and File System)**

1. Create a buffer from the string "Node.js" and print it in hexadecimal form, then modify the first letter of the buffer from "N" to "C" and print the result.
2. Use a readable stream to read data.txt and log chunks to the console, and explain the benefit of using streams instead of fs.readFile().
3. Write a program to write "Welcome to Node.js" into a file named welcome.txt, and read the content of welcome.txt and log it using a callback.