NodeJS Notes

Global Objects

require(‘path’);

Process objects – version, pid, env

global.console.log(‘hello’);

console.log(global);

console.log(process.pid);

console.log(\_\_dirname);

console.log(\_\_filename);

console.log(process.argv);

const first = process.argv[2];

const last = process.argv[3];

let message = ‘Hi, ${first} ${last}’;

console.log(message);

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Process Options:

process.stdout.write(‘Laurence’);

process.stdout.write(‘\nSvekis\n’);

const arr = [“Dog”, “Cat”, “Rabbit”];

const animals = function (i=0) {

process.stdout.write(‘${arr[i]\n}’);

}

animals();

process.stdin.on(‘data’, function (data) {

process.stdout.write(‘You typed ${data}’);

process.exit(); //exits program

}); //type into your keyboard and press enter

//application will be open

//control+c to stop or type exit

process.on(‘exit’, (code) => {

console.log(‘You exited.’);

});

const num = Math.floor(Math.random() \* 10) + 1;

process.stdout.write(‘Guess a number from 1 – 10\n’);

process.stdin.on(‘data’, data => {

let guess = data;

process.stdout.write(‘Your guess is ${guess}’);

if(guess == num) {

process.stdout.write(‘Correct! It was ${num}.\n’);

process.exit();

} else {

process.stdout.write(‘Wrong – please guess again.\n’);

}

});

Intervals and Timeouts

const timer = 5000;

const outputInterval = 1000;

let val = 0;

process.stdout.write(‘${timer/1000} second delay’);

const ready = () => {

output(‘ready’);

process.stdout.write(‘\n’);

clearInterval(myInt);

};

const counter = () => {

val++;

output(‘${(timer/1000)-val} seconds left’);

};

const output = (mess) => {

process.stdout.clearLine();

process.stdout.cursorTo(0);

process.stdout.write(mess);

};

const myInt = setInterval(counter, outputInterval);

setTimeout(ready, timer);

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