NodeJs Events

* In simple words, events in Node.js are like notifications that let different parts of your code communicate with each other. They allow you to trigger actions when something specific happens.
* Think of events like a doorbell. When someone rings the doorbell, it triggers an action (such as opening the door). In Node.js, you can define your own events and specify what should happen when they occur.
* To use events in Node.js, you typically follow these steps:

1. You create an "event emitter" object that can emit events.
2. You define which events you want to listen for and what actions should happen when those events occur.
3. When an event happens, you "emit" or "trigger" that event.
4. Any code that is listening for that event will execute its corresponding action.

* Events are useful for building applications that need to respond to user actions, handle asynchronous operations, or implement custom behaviours. They provide a way for different parts of your code to communicate and coordinate their actions.

Example: const EventEmitter = require('events');

// Create an event emitter instance

const myEmitter = new EventEmitter();

// Register an event listener for the 'buttonClick' event

myEmitter.on('buttonClick', () => {

console.log('Button clicked!');

});

// Simulate a button click by emitting the 'buttonClick' event

myEmitter.emit('buttonClick');

In this example, we create an event emitter called myEmitter. We register an event listener for the 'buttonClick' event using the on method. When the 'buttonClick' event is emitted with myEmitter.emit('buttonClick'), the event listener function is triggered and it prints 'Button clicked!' to the console.

This simple example demonstrates the basic flow of events: registering an event listener for a specific event and then triggering that event to execute the corresponding action.