Node Core

So, in this section, you learned that:

- We don't have the window object in Node.
- The global object in Node is "global".
- Unlike browser applications, variables we define are not added to the "global" object.
- Every file in a Node application is a module. Node automatically wraps the code in each file with an IIFE (Immediately-invoked Function Expression) to create scope. So, variables and functions defined in one file are only scoped to that file and not visible to other files unless explicitly exported.
- To export a variable or function from a module, you need to add them to module.exports:

  ```
  module.exports.sayHello = sayHello;
  ```
- To load a module, use the require function. This function returns the module.exports object exported from the target module:

  ```
  const logger = require('./logger');
  ```
- Node has a few built-in modules that enable us to work with the file system, path objects, network, operating system, etc.
- EventEmitter is one of the core classes in Node that allows us to raise (emit) and handle events. Several built-in classes in Node derive from EventEmitter.
- To create a class with the ability to raise events, we should extend EventEmitter:

```
class Logger extends EventEmitter {
}
```