

# Unit – 3 Node JS



# Node JS File System

- The Node.js file system module allows you to work with the file system on your server.
- We use this module for file various operations like creating, reading, deleting, updating file etc.,
- Node.js gives the functionality of file I/O by providing wrappers functions around the standard POSIX functions.
- All file system related function can be synchronous and asynchronous depending upon user requirements.
- There are multiple ways to work with file.

- **What is Synchronous approach?**
- In **synchronous** approach, suppose you call FunctionA() and then FunctionB(), in this case first FunctionA() will Complete it's execution then only FunctionB() will execute.
- **What is asynchronous approach?**
- In **asynchronous** approach, suppose you call FunctionA() and then FunctionB(), in this case FunctionA() will start first but FunctionB() will also start.
- FunctionB() will not wait for FunctionA() to complete it's execution.



# **Common File operations are**

- Read Files
- Write Files
- Append Files
- Open Files
- Close Files
- Rename Files
- Delete Files



# How to use file module

- To use file module we need to include the File System module using the require() method:
- `var fs = require('fs');`



# How to read data from file?

- First create file in project folder. For example myfile.html and write some content in it.
- The fs.readFile() method is used to read files on your computer in this case myfile.html. It works **asynchronously**.
- This method has 2 argument. 1<sup>st</sup> argument is filename to be read and 2<sup>nd</sup> argument is anonymous function that will run once when content is fetched from file.
- This function also has 2 argument, 1<sup>st</sup> argument is error and 2<sup>nd</sup> argument is data read from file.
- Let us see an example.

# Example of reading data from file asynchronously?

```
...  
  
var http = require('http');
var fs = require('fs');
var server = http.createServer(function (request, response) {
  // Asynchronous read
  //'myfile.html' must exist in same directory where this file is
  fs.readFile('myfile.html', function(error,FileContent)
  {
    response.writeHead(200, {'Content-Type': 'text/html'});
    response.write(FileContent);
    return response.end();
  });
});
server.listen(5000)
```

# How to load html file dynamically



how to load html file dynamically

```
var http = require('http');
var url = require('url');
var fs = require('fs');
// http://127.0.0.1:5000/mango.html
// http://127.0.0.1:5000/apple.html
http.createServer(function (request,response) {
    var query = url.parse(request.url, true);
    var filename = "." + query.pathname;
    console.log(filename);
    fs.readFile(filename, function(error, data) {
        if (error)
        {
            response.writeHead(404, {'Content-Type': 'text/html'});
            return response.end("404 Not Found");
        }
        response.writeHead(200, {'Content-Type': 'text/html'});
        response.write(data);
        return response.end();
    });
}).listen(5000);
```

# Example of reading data from file synchronously?

```
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var http = require('http');
var fs = require('fs');
var server = http.createServer(function (request, response) {
  // synchronous read

  //'myfile.html' must exist in same directory where this file is
  response.writeHead(200, {'Content-Type': 'text/html'});
  var FileContent = fs.readFileSync('myfile.html');
  response.write(FileContent);

  return response.end();
});
server.listen(5000);
```

# How to write data into a file?

- To write data into file **asynchronously** use `fs.writeFile()` method.
- If file already exists then it **overwrites** the existing content otherwise it creates a **new** file and writes data into it.
- It has 4 arguments.
  - 1<sup>st</sup> argument is filename.
  - 2<sup>nd</sup> argument is data to be written into file.
  - 3<sup>rd</sup> argument is optional, it include encoding, mode and flag.
  - 4<sup>th</sup> argument is callback function which will execute automatically after content is written into file.



# Example of writing data into file



Writing data into file

```
var fs = require('fs');
var FileContent = "I like banana. it is both healthy and testy"
fs.writeFile('banana.txt',FileContent, function (error) {
  if (error)
    console.log(error);
  else
    console.log('Content is Written into file successfully');
});
```

## How to append (add new data) into existing file?

- To append data into file asynchronously use `fs.appendFile()` method.
- If file already exists then it **add new content in** the existing content otherwise it creates a **new** file and writes data into it.
- It has 4 arguments.
  - 1<sup>st</sup> argument is filename.
  - 2<sup>nd</sup> argument is data to be written into file.
  - 3<sup>rd</sup> argument is optional, it include encoding, mode and flag.
  - 4<sup>th</sup> argument is callback function which will execute automatically after content is written into file.

# Example of appending data into file



append data into file

```
var fs = require('fs');
var FileContent = "\nBanana has yellow color. and it is usually of 6 to 8 inch long."
fs.appendFile('banana.txt',FileContent, function (error) {
  if (error)
    console.log(error);
  else
    console.log('Content is added into file successfully');
});
```

# How to write data into a file synchronously ?

- To write data into file synchronously use fs. WriteFileSync() method.
- If file already exists then it **overwrite** existing content otherwise it creates a **new** file and writes data into it.
- It has 4 arguments.
  - 1<sup>st</sup> argument is filename.
  - 2<sup>nd</sup> argument is data to be written into file.
  - 3<sup>rd</sup> argument is optional, it include encoding, mode and flag.



# Example of writing data into file asynchronously



append data into file asynchronously

```
var fs = require('fs');
var FileContent = "apple banana mango pineapple orange\n";
fs.appendFileSync('fruits.txt', FileContent, 'utf8')
console.log('file create/updated successfully');
```

# How to delete existing file?

- To delete file we use `fs.unlink()` method.
- Syntax
- `fs.unlink(path, callback)`
  1. 1<sup>st</sup> argument in this function is path and file name
  2. 2<sup>nd</sup> argument is callback function that will execute after file gets deleted.



# Example of how to delete file?



how to delete file

```
var fs = require('fs');
fs.unlink('fruits.txt', function (error) {
    if (error)
        console.log('file could not be deleted.')
    else
        console.log('file deleted sucessfully');
});
```

# How to rename file?

- To rename a file with the File System module, use the `fs.rename()` method.
- The `fs.rename()` method has 3 arguments.
  1. 1<sup>st</sup> argument is current file name
  2. 2<sup>nd</sup> argument is new file name
  3. 3<sup>rd</sup> argument is callback function that will execute after file is renamed.



# Example of how to rename file



how to rename file

```
var fs = require('fs');
fs.rename('banana.txt', 'pinaapple.txt', function (err) {
  if (err)
    console.log('File cound not be renamed!');
  else
    console.log('File Renamed sucessfully');
});
```