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Chapter 6
Global Objects

Node.js global objects are global in nature and available in all modules. You don't need to include these objects in your application; rather they can be used directly. These objects are modules, functions, strings and object etc. Some of these objects aren't actually in the global scope but in the module scope.

A list of Node.js global objects are given below:

__dirname

__filename

Console

Process

Buffer

setImmediate(callback[, arg][, ...])

setInterval(callback, delay[, arg][, ...])

setTimeout(callback, delay[, arg][, ...])

clearImmediate(immediateObject)

clearInterval(intervalObject)

clearTimeout(timeoutObject)

//...

Node.js __dirname

It is a string. It specifies the name of the directory that currently contains the code.
console.log(__dirname);

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Open Node.js command prompt and run the following code:

node global-example1.js

//..

Node.js __filename

It specifies the filename of the code being executed. This is the resolved absolute path of this code file. The value inside a module is the path to that module file.

console.log(__filename);

Open Node.js command prompt and run the following code:
node global-example2.js