**Node Js**

* Open Source
* Javascript Runtime Environment
* Event Driven
* Blocking and non-blocking (Behavior)I/O model
* Blocking (restriction) and nonblocking
* Javascript % C/C++(wrap up )
* Input Output(File System,Network)

**UseCase**

* Real Time Applications
* Single page application (SPA)
* IOT apps
* Data Steaming App