Run time to run js outside the browser

Es6 🡪 callbacks, promises, aync-await

Global in node :   
 \_\_dirname 🡪 path to current directory

\_\_filename 🡪 file name

module 🡪 info about current module

require 🡪 function to use modules

process 🡪 info about env where program being executed

Build in modules:

os

fs

path

http

fs : readFileSync, writeFileSync, readFile, writeFile

Asynchronous is task will start simultaneously

Alternatives for above methods are promises ,async and await

http:

to create server and do server operations.

Npm : (Node Package Manager)

Install : npm install will install node\_modules folder

Installing packages: npm install nodemon or npm I nodemon

Installing globally : npm install -g nodemon

Event Loop : The event loop is what allows Node.js to perform non-blocking I/O operations — despite the fact that JavaScript is single-threaded — by offloading operations to the system kernel whenever possible.

Asynchronous methods :

setTimeOut():

setTimeout(() =>{

    console.log("second (3) one");

},0)

setInterval()

Async patterns :

Gatsby

Package-lock.json --🡪 requirement?

Great community

Package.json will have dependencies details

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