

*the*

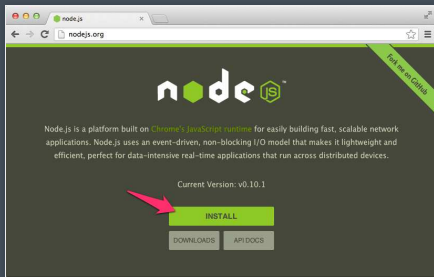
**NODE FIRM**

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# FIRST STEPS

## DOWNLOAD AND INSTALL

Install Node.js by going to <http://nodejs.org> and clicking on the "Install" button:



## SANITY CHECK

The `node` command should be available (`cmd.exe/xterm/terminal`):

```
$ node -v  
v0.10.26
```

## NODE REPL

One way of running Node.js is using a REPL (Read-Eval-Print Loop):

```
$ node  
>
```

Here you can type and run JavaScript:

```
> console.log('Hey!');  
Hey!  
undefined
```

- `console.log()` prints to standard output
- the result (`undefined`) is also printed

On each expression, the REPL prints out a representation of the evaluated value:

```
> 3
3
> true
true
> 'Hey'
'Hey'
```

## STORING JAVASCRIPT IN FILES

01\_hello\_world.js:

```
console.log('hello world!');
```

run it on the command line (cmd.exe/xterm/terminal)

```
$ node 01_hello_world.js  
hello world!  
$
```



# HELLO HTTP WORLD

Our first http server

02\_hello\_world\_server.js:

```
var http = require('http');

var server = http.createServer();

function handleRequest(req, res) {
  res.writeHead(200, {'content-type': 'text/plain'});
  res.write('Hello ');
  res.write('World!');
  res.end();
}

server.on('request', handleRequest);

server.listen(8080);
```

Shortened version of the previous example:

### 03\_hello\_world\_server.js:

```
require('http').createServer(function(req, res) {  
  res.writeHead(200, {'content-type': 'text/plain'});  
  res.end('Hello World!');  
}).listen(8080);
```

- avoids creating single use temporary variables (http, server)
- uses the http.createServer request handler
- responds in one call (res.end(...))

## REFERENCES

### API DOCS

<http://nodejs.org/api>

## MAILING LIST

<http://groups.google.com/group/nodejs>

## CODE REPOSITORY

<http://github.com/joyent/node>

## IRC CHANNEL

Hostname: irc.freenode.net

Channel: #node.js