

CMSC 388B

Introduction to Node

Agenda

- Node
- Modules
- Basic Node Interactions

Node Basics

Let's create our first javascript/node application

Node Basics

- Just an environment
- Allows us access for different, powerful modules
- These modules allow us to communicate with servers
- Is Asynchronous, similar to React
- Window and Document Object don't exist!

If no Window or Document then what?

We have a couple of local elements to use:

- Our Operating System
- Our File System
- Event Queue
- http

Node Global Objects

Very strict amount of global objects:

<https://nodejs.org/api/globals.html>

Creating a variable “globally” will not add it to the global object

Node Program Design

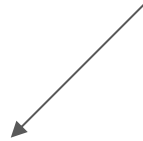
Rely on the modularity of Node:

- Individual parts should be separated out.
- Variables created globally are very similar to private instance variables in Java.
- Only things explicitly exported will be visible outside the module

How do I pass information between modules?

```
module.exports.howYouWantToReferToThis = item;
```

In Current Directory, could be “../” or “./folder/”



```
const varName = require('./nameOfFile');
```


Built In Modules we will be using:

- OS
- Path
- File
- Event
- HTTP

Where are we going?

We are going to couple Node with Express-- a framework that makes creating websites easier.

Express is built overtop and extending the HTTP module that is part of the node standard library

WTWAW (What To Walk Away With)

1. Create and run a Node application
2. Export and import modules