NODE. JS: Practical Guide for Beginners (Programming is Easy Book 12)

By Matthew Gimson

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NODE.JS.

PRACTICAL GUIDE FOR BEGINNERS

This book is an exploration of the Node.js platform. It begins by explaining what Node.js is, where it is used, and how it used. The next part of this book is an exploration of how to set up the environment for using Node.js.

The prerequisites for you to use this platform are discussed and how to prepare them on various operating systems.

Global objects, which are a common feature in Node.js, are discussed in detail; thus, you will learn how to use them.

Utility modules are also explored. The web module in Node.js is explored in detail; thus, you will learn how to create a server and a client through use of this module.

You will also learn how to send requests to a server and have a response relayed to the client. The REPL (Read-Eval-Print Loop) terminal is discussed in detail. You will learn how to perform mathematical expressions and declaration of variables on the terminal. The execution of multiline expressions on the REPL terminal is explored. You might need to scale your Node.js application. This book will guide you through doing this.

Streams, the RESTful API, and events in Node.js are discussed. Sometimes, the files for your Node.js project might be located separately in a particular directory. This book will guide you on how to package these files together.

Here is a preview of what you'll learn:

- Setting Up the Environment
- Global Objects in Node.js
- Utility Modules in Node.js
- The Web Module in Node.js
- The Web Module in Node.js
- The REPL Terminal
- Scaling an Application in Node.js
- Streams in Node.js
- The RESTful API in Node.js
- Events in Node.js
- Node.js Packaging

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