

LU10.S01 - Hello World

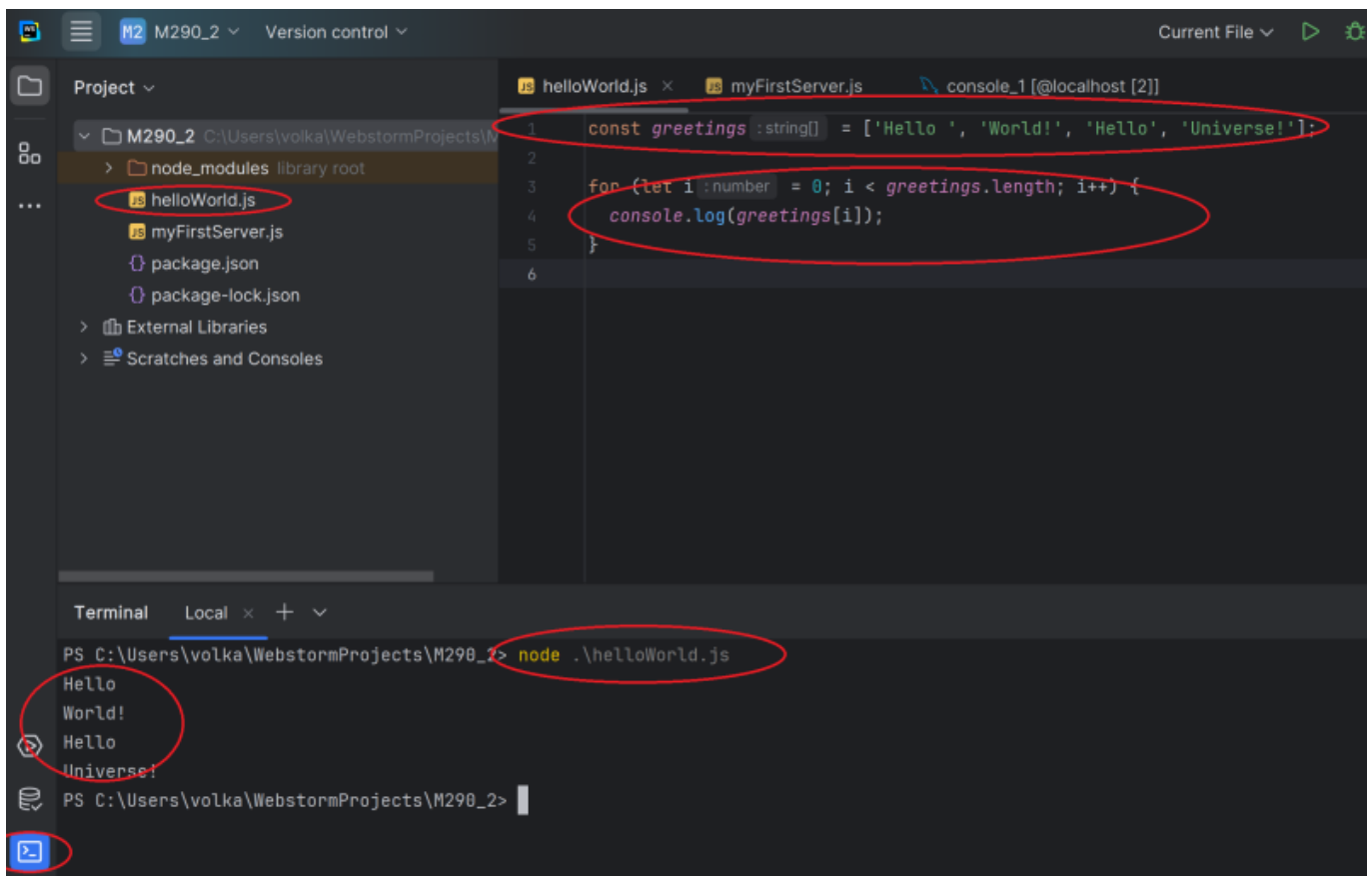
Code solution

HelloWorld.js as ZIP

Assignments

As always, our first program on the server is a small script designed to greet the world with the infamous “Hello World”.

1. Open your Webstorm editor and establish a JavaScriptfile. Name ist *helloWorld.js*. The file extension is assigned automatically.
2. Write in this script your helloWorld statement, using the JS command *console.log()*. Save your file.
3. Generate more terminal outputs by using arrays, for iterations and *console.log()* function. e.g. `['Hello ', 'World!', 'Hello', 'Universe!'];`
4. Open a terminal window by clicking the terminal-icon at the left lower rim of Webstorm.
5. Install all missing JS packages, that Webstorm requires from you.
6. Start your server by using the node command, e.g. *node myServer.js*
7. If everything is correct, you will see the helloWorld statement as a output from your server in the bottom terminal window of Webstorm.



The screenshot shows the WebStorm IDE interface. On the left, the Project view shows a folder named 'M290_2' containing files 'helloWorld.js' and 'myFirstServer.js'. The main editor displays the code for 'helloWorld.js':

```
1 const greetings :string[] = ['Hello ', 'World!', 'Hello', 'Universe!'];  
2  
3 for (let i :number = 0; i < greetings.length; i++) {  
4   console.log(greetings[i]);  
5 }  
6
```

Below the editor, the Terminal window shows the command `node .\helloWorld.js` being executed, resulting in the output:

```
PS C:\Users\volka\WebstormProjects\M290_2> node .\helloWorld.js  
Hello  
World!  
Hello  
Universe!  
PS C:\Users\volka\WebstormProjects\M290_2>
```

Vocabulary

English	German
preparatory work	Vorarbeit
infamous	berühmt-berüchtigt



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