

LU10b - Server-Programming with JavaScript

Learning Objectives

1. Programming our first Node Server application „hello world“
2. Know how to start the server application
3. Generate a terminal message

HelloWorld.js

At the beginning of each programmer's career there is always our notorious „Hello World“. Why changing good habits? Let us also greet the world with a first server script.

1. For that we need to create in our Webstorm a new JavaScript file with the title „helloWorld“. Please note, that the file ending will be set as „js“, if you choose the right file type.
2. Furthermore we generate a console output with the js command: `console.log`. The entire line looks then like: `console.log('Hello World!');`

In the lower part of Webstorm you can open a terminal window to start the mini-server-application. A node server is always started with the command **node + servername.js**. In our case it is **node helloworld.js**, which generates the console output, just as we intended.

The screenshot shows the WebStorm IDE interface. In the top navigation bar, 'ws' and 'M2 M290_2' are visible, along with a 'Version control' dropdown. The 'Project' tool window on the left shows a folder structure for 'M290_2' containing 'helloWorld.js' (circled in red), 'package.json', 'External Libraries', and 'Scratches and Consoles'. The main editor area displays a single line of code: '1 console.log("hello World")'. A red circle highlights this line. In the bottom terminal window, the command 'node .\helloWorld.js' is run, and the output 'hello World' is shown, also circled in red. The bottom status bar indicates the current file is 'M290_2 > JS helloWorld.js'. On the far left, there is a vertical toolbar with several icons, one of which (a square with a minus sign) is circled in red.

Vocabulary

English	Deutsch
notorious	berüchtigt



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