

# LU10.A01 - Hello World

## Requirements

- Work type: Individual
- Timeframe: 15 Minutes
- Means of aid:
  - Only teaching materials, no websearch, no use of ai.
  - Webstorm Codeeditor
- Expected result:
  - A JavaScript program, that displays a greeting on the terminal of Webstorm.

## 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 helloWorld.js*
7. If everything is correct, you will see the helloWorld statement as an output from your server in the bottom terminal window of Webstorm.

## Solution

[Lösung](#)

## Vocabulary

| English          | German             |
|------------------|--------------------|
| preparatory work | Vorarbeit          |
| infamous         | berühmt-berüchtigt |



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