

# LU10.S01 - Hello World

## 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.

```
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
```

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

## Solution

Lösung

## Vocabulary

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

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Last update: **2024/10/30 14:21**

