

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.

```
Project > M290_2 C:\Users\volka\WebstormProjects\M290_2 > helloWorld.js > console_1 [@localhost [2]]  
1 console.log("Hello World")  
...  
M290_2 C:\Users\volka\WebstormProjects\M290_2 > helloWorld.js  
External Libraries  
Scratches and Consoles  
Terminal Local ×  
PS C:\Users\volka\WebstormProjects\M290_2> node .\helloWorld.js  
Hello World  
PS C:\Users\volka\WebstormProjects\M290_2>
```

Vocabulary

English	Deutsch
notorious	berüchtigt



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