

# LU10b - Server-Programming von JavaScript-Under Construction

## Learning Objectives

1. Programming our first Node Server application „hello world“
2. Know how to start the server application
3. Establish a connection to the database by using express middleware

## 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. On the left, the Project tool window displays a project named 'M290\_2' containing files 'helloWorld.js' and 'package.json'. A red circle highlights 'helloWorld.js'. On the right, the Editor tool window shows the code 'console.log("Hello World")'. Another red circle highlights this line. Below the editor is the Terminal tool window, which shows the command 'node .\helloWorld.js' being run and the output 'Hello World'. A third red circle highlights the terminal window. The bottom status bar indicates the current file is 'helloWorld.js'.

## Vocabulary

English	Deutsch
notorious	berüchtigt



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