

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. The left sidebar displays the project structure for 'M290_2' with files 'node_modules', 'myFirstServer.js', 'package.json', 'package-lock.json', and 'helloworld.js'. The 'helloworld.js' file is selected and shown in the main editor area. The code is:

```

const greetings :string[] = ['Hello ', 'World!', 'Hello', 'Universe!'];

for (let i :number = 0; i < greetings.length; i++) {
    console.log(greetings[i]);
}

```

The terminal at the bottom shows the command being run: `PS C:\Users\volka\WebstormProjects\M290_2> node .\helloworld.js`. The output in the terminal is:

```

Hello
World!
Hello
Universe!

```

Vocabulary

English	Deutsch
notorious	berüchtigt



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