

# 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. 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.

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 contains a variable 'greetings' with four strings and a loop that logs each string to the console using `console.log`. The terminal at the bottom shows the output of running the script with the command `node .\helloworld.js`, which prints 'Hello', 'World!', 'Hello', and 'Universe!' respectively. A red circle highlights the terminal output.

```

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

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

```

```

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

```

## Vocabulary

English	Deutsch
notorious	berüchtigt



Volkan Demir

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