

# LU10b - Server-Programming von JavaScript-Under Construction

## Learning Objectives

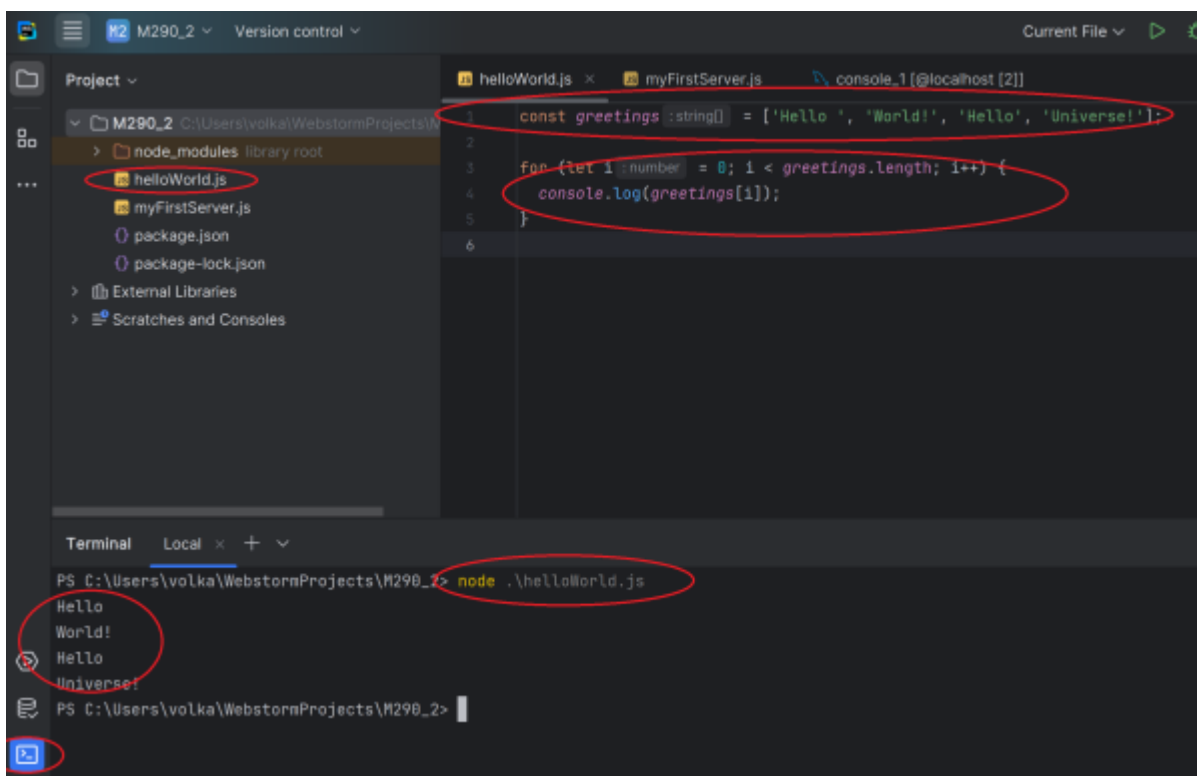
1. Programming our first Node Server application „hello world“
2. Know how to start the server application
3. Generate a terminal message

## 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 commande **node + servername.js**. In our case it is **node helloworld.js**, which generates the console output, just as we intended.



```
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 |



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