

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' located at 'C:\Users\volka\WebstormProjects\M290_2'. The 'helloWorld.js' file is selected and highlighted with a red circle. The code editor shows the following code:

```
JS helloWorld.js
1 console.log("Hello World")
```

The terminal window at the bottom shows the command being run and its output:

```
Terminal Local ×
PS C:\Users\volka\WebstormProjects\M290_2> node .\helloWorld.js
Hello World
PS C:\Users\volka\WebstormProjects\M290_2>
```

Several UI elements are circled in red: the 'helloWorld.js' file in the project tree, the 'helloWorld.js' file in the code editor, the terminal command 'node .\helloWorld.js', and the terminal output 'Hello World'.

Vocabulary

| English | Deutsch |
|-----------|------------|
| notorious | berüchtigt |



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