Node.js JavaScript runtime CLI

CONCEPTS

> node runs a file as a CommonJS script, or as an ES module for .mjs, "type": "module" or --input-type=module.

NODE_OPTIONS environment defaults
↓ then
Node flags node --watch ...
↓ then
Script file.js or -e
↓ gets
Arguments process.argv

> Flags go before the script name; everything after it is passed to the script. Use -- to end node's own options.

RUN CODE

`node <file>`
Run a script

`node`
Start the interactive REPL

`node -e "<code>"`
Evaluate a string of code

`node -p "<expr>"`
Evaluate and print the result

`node <file> <args>`
Pass arguments to the script

`node -v`
Print the Node version

WATCH MODE

`node --watch <file>`
Restart when imported files change

TEST RUNNER

`node --test`
Run all discovered test files

`node --test <file>`
Run specific test files

TEST RUNNER (cont.)

`node --test-name-pattern="<regex>"`
Run tests whose name matches

`node --test --watch`
Re-run tests on change

ENVIRONMENT AND CONFIG

`node --env-file=<file> <script>`
Load variables from a .env file

`NODE_OPTIONS="<flags>" node <script>`
Set default flags via environment

`NODE_ENV=production node <script>`
Set a variable for one run

DEBUGGING

`node --inspect <file>`
Start with the inspector open

`node --inspect-brk <file>`
Break on the first line

`node --trace-warnings <file>`
Show where warnings come from

PERFORMANCE AND MEMORY

`node --max-old-space-size=<MiB> <file>`
Raise the heap limit

REPL

Dot commands

Command	Effect
`.help`	List commands
`.editor`	Multi-line editor, Ctrl+D runs
`.load <file>`	Run a file in the session
`.save <file>`	Save the session to a file
`.break`	Abandon a multi-line input
`.exit`	Leave (or Ctrl+D)

Tab
Complete names and properties