1. List 5 difference between Browser JS(console) v Nodejs
2. watch & summary 5 points -<https://www.youtube.com/watch?v=SmE4OwHztCc&ab_channel=JSConf>
3. To read -<https://stackoverflow.com/questions/5641997/is-it-necessary-to-write-head-body-and-html-tags>
4. Execute the below code and write your description in txt file
   1. typeof(1)
   2. typeof(1.1)
   3. typeof('1.1')
   4. typeof(true)
   5. typeof(null)
   6. typeof(undefined)
   7. typeof([])
   8. typeof({})
   9. typeof(NaN)
5. Read what is prototype

1.List 5 difference between Browser JS(console) v Nodejs

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| BROWSER JS | NODE JS |
| Node doesn't have "document" object also, because it never has to render anything in a page. | "document", which is also another predefined global variable in browsers, has the html which is rendered |
| Node has "global", which is a predefined global object. It contains several functions that are not available in browsers, because they are needed for server side works only. | Browsers may have an object named "global", but it will be the exact one as "window". |
| In Node everything is a module. You must keep your code inside a module. | Moduling is not mandatory in client-side JavaScript, i.e., in browsers. |
| Node is headless. | Browsers are not headless. |
| **location** object is related to a particular url; that means it is for page specific. So, node doesn't require that. | **location** is another predefined object in browsers, that has all the information about the url we have loaded |

2.How does a browser actually render a website: -

* Rendering is classified into following steps -> ParseHTML ~JS~ ParseCSS - Render tress - Layout – paint
* Parsing flow – the browser parses HTML to DOM trees.
* Render Tree – it converts to DOM Nodes to render objects.
* Layout – it defines the places of the node where it should be present on the screen.
* Performance In sights – For a good program, do all our reading and followed by writes.
* Painting – it computes bitmaps and composites to screen.

4. Execute the below code and write your description in txt file

* 1. typeof(1) – number
  2. typeof(1.1) - number
  3. typeof('1.1') - string
  4. typeof(true) - Boolean
  5. typeof(null) - object
  6. typeof(undefined) - undefined
  7. typeof([]) - object
  8. typeof({}) - object
  9. typeof(NaN) - number