| S.No | Javascript | NodeJS |
| --- | --- | --- |
| 1. | Javascript is a programming language that is used for writing scripts on the website. | NodeJS is a Javascript runtime environment. |
| 2. | Javascript can only be run in the browsers. | NodeJS code can be run outside the browser. |
| 3. | It is basically used on the client-side. | It is mostly used on the server-side. |
| 4. | Javascript is capable enough to add HTML and play with the DOM. | Nodejs does not have capability to add HTML tags. |
| 5. | Javascript can run in any browser engine as like JS core in safari and Spidermonkey in Firefox. | Nodejs can only run in V8 engine of google chrome. |

2. How does the browser actually render a website?

When a web page is loaded, the browser first **reads the HTML text and constructs DOM Tree from it**. Then it processes the CSS whether that is inline, embedded, or external CSS and constructs the CSSOM Tree from it. After these trees are constructed, then it constructs the Render-Tree from it.

1. Process HTML markup and build the DOM tree.
2. Process CSS markup and build the CSSOM tree.
3. Combine the DOM and CSSOM into a render tree.
4. Run layout on the render tree to compute geometry of each node.
5. Paint the individual nodes to the screen

3.

* 1. typeof(1): ‘number’;
  2. typeof(1.1): ‘number’;

c. typeof('1.1'): Number tries to parse things into numbers

* 1. typeof(true): boolean
  2. typeof(null):’object’
  3. typeof(undefined):’Undefined’
  4. typeof([]):’object’
  5. typeof({}):’object’

I.typeof(NaN): 'number'; // Despite being "Not-A-Number"