| **Node** | **Browser** |
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| Node doesn't have a predefined "window" object cause it doesn't have a window to draw anything. | "window" is a predefined global object which has functions and attributes, that have to deal with window that has been drawn. |
| "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. |
| Of course Node doesn't have "document" object also, cause it never have 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, cause they are needed for server side works only. | Browsers may have an object named "global", but it will be the exact one as "window". |
| "require" object is predefined in Node which is used to include modules in the app. | Browsers don't have "require" predefined. You may include it in your app for asynchronous file loading. |
| 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. |
| Node processes request object. | Browsers processes response objects. |