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

Node js :

1. Node doesn’t have a predefined “window” object ,it doesn’t have a window to draw.
2. Node doesn’t have “document” object also, cause it never have to render anything in a page.
3. 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.
4. In Node everything is a module. You must keep your code inside a module.

Browser js(Console) :

1. “window” is a predefined global object which has functions and attributes, that have to deal with window that has been drawn.
2. “document”, which is also another predefined global variable in browsers, has the html which is rendered.
3. Browsers may have an object named “global”, but it will be the exact one as “window”.
4. Moduling is not mandatory in client side JavaScript, i.e. in browsers.

**2.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