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

**NODE JS:**

* Node doesn’t have a predefined “window” object cause it doesn’t have a window to draw anything.
* “location” object is related to a particular url; that means it is for page specific. So, node doesn’t require that.
* Ofcourse Node doesn’t have “document” object also, cause it never have to render anything in a page.
* 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.
* “require” object is predefined in Node which is used to include modules in the application.

**Browser js(Console) :**

* “window” is a predefined global object which has functions and attributes, that have to deal with window that has been drawn.
* “location” is another predefined object in browsers, that has all the information about the url we have loaded.
* “document”, which is also another predefined global variable in browsers, has the html which is rendered.
* Browsers may have an object named “global”, but it will be the exact one as “window”.
* Browsers don’t have “require” predefined. You may include it in your app for asynchronous file loading.
  1. Execute the below code and write your description in txt file
  2. typeof(1) :Number
  3. typeof(1.1) :Number
  4. typeof('1.1') :String
  5. typeof(true) :Boolean
  6. typeof(null) :Object
  7. typeof(undefined) :Undefined
  8. typeof([]) :Object
  9. typeof({}) :Object
  10. typeof(NaN) :Number