**DAY-2 TASK**

**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 app.

**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.
* Moduling is not mandatory in client side JavaScript, i.e. in browsers.

**2.Code Descriptions**

typeof(1) 🡪 'number'

typeof(1.1) 🡪 'number'

typeof('1.1') 🡪 'string'

typeof(true) 🡪 'boolean'

typeof(null) 🡪 'object'

typeof(undefined) 🡪 'undefined'

typeof([]) 🡪 'object'

typeof({}) 🡪 'object'

typeof(NaN) 🡪 'number'