**Browser vs NodeJS**

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| **Browser** | **NodeJS** |
| DOM | No access to browser API (No DOM, no fetch…) |
| Window | No Window object (no document.querySelector) |
| Interactive Apps | Server Side Apps – only consist of pure logic without the user interface |
| No filesystem | Filesystem access – info about the operating system, respond to network request, etc. |
| Fragmentation – if we build a browser app, and our browser doesn’t support a specific feature, it is our responsibility to fix it | Based on nodeJS version it was built – unlike browser |
| ES6 Modules are optional | CommonJS – Access to modules by default |

**Global variables**

* You always shave access to global variables, no matter how complex the program is.
* **\_\_dirname** – path to current directory
* **\_\_filename** – file name
* **Require** – function to use modules (CommonJS)
* **Module** – info about current module (file)
* **Process** – info about enc where the program is being executed

**Modules**

You will be able to split your code in different files using modules