1.Difference between Javascript and Nodejs:

* Javascript is a client side coding but Nodejs enables server side coding written in Javascript.
* Js is a language but nodejs is not a language but it has v8 engine it runs javascript on the server side.
* Javascript runs inside the browser and node js runs outside the browser(i.e. server).
* Js provides the behaviour to your pages (HTML,CSS) and nodejs is a server that can perform server functions like reading files, database objects,etc.
* Nodejs has (NPM)node package manager used for sharing and reusing the code.

**2. HOW THE WEPPAGE WORKS AT ITS BACK:**

* The process is simple ,the flow is first the html ans css will be parsed. Parsing is combining all the html, css, javascript.
* Then after parsing it gets formed into a rendering tree. Rendering tree is actually DOM tree (giving links, navigation).
* Then Layout is separating or creating pages based on resolutions of user console.
* After layout, painting is processed to give colours to the page for user attraction.

**PARSING:**

* Parser is the process that adds html, css and making them valid.
* For this script tag is used to link the script file in the html.
* Then link tag and style tag is used to get query from us, link tag is used to link pages, style tag is used for adding style to the pages.

**RENDER TREE:**

* Render tree is used to collect the visual information.
* It has ,

1. Render obj=>it has objects, DOM node, style
2. Render style=>style applied(border size, box size)
3. Render layer=>positions/order of layers
4. Line boxes=>text boxes

**LAYOUT:**

* It is a recursive process.
* It checks/traverse the visual info from render tree.
* Then gives position to the elements.
* It has two types =>immediate type and batch type.

**PAINTING:**

* It paints the output from render tree.
* This processes the layered render tree and paints them.

**4.Execute the below code and write your description in txt file**

* 1. typeof(1)
  2. typeof(1.1)
  3. typeof('1.1')
  4. typeof(true)
  5. typeof(null)
  6. typeof(undefined)
  7. typeof([])
  8. typeof({})
  9. typeof(NaN)

solution=>

* console.log(typeof(1));
* console.log(typeof(1.1));
* console.log(typeof('1.1'));
* console.log(typeof(true));
* console.log(typeof(null));
* console.log(typeof(undefined));
* console.log(typeof([]));
* console.log(typeof({}));
* console.log(typeof(NaN));

**output:**

number

number

string

boolean

object

undefined

object

object

number