**JavaScript**

1. JavaScript is a programming language that is used for writing scripts on the website.
2. JavaScript can only be run in the browsers.
3. It is basically used on the client-side.

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1. JavaScript is capable enough to add HTML and play with the DOM
2. JavaScript can run in any browser engine as like JS core in safari and Spider monkey in Firefox.

**NodeJS**

1. NodeJs is a Javascript runtime environment.
2. We can run Javascript outside the browser with the help of NodeJS.
3. We can run Javascript outside the browser with the help of NodeJS.
4. Nodejs does not have capability to add HTML tags.
5. V8 is the Javascript engine inside of node.js that parses and runs Javascript.

**4.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) - undefinded
7. typeof([]) - object
8. typeof({}) - object
9. typeof(NaN) – number

**5). What is Prototype?**

Prototypes are the mechanism by which JavaScript objects inherit features from one another.

JavaScript is often described as a **prototype-based language** — to provide inheritance, objects can have a **prototype object**, which acts as a template object that it inherits methods and properties from.

An object's prototype object may also have a prototype object, which it inherits methods and properties from, and so on. This is often referred to as a **prototype chain**, and explains why different objects have properties and methods defined on other objects available to them.

In JavaScript, a link is made between the object instance and its prototype (its \_\_proto\_\_ property, which is derived from the prototype property on the constructor), and the properties and methods are found by walking up the chain of prototypes