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| Node JS | Browser JS Console. |
| Node doesn’t have a predefined “window” object because it doesn’t have a window to draw anything. | “window” is a predefined global object which has functions and attributes, that have to deal with window that has been drawn. |
| “location” object is related to a particular url; that means it is for page specific. So, node doesn’t require that. | “location” is another predefined object in browsers, that has all the information about the url we have loaded. |
| Node doesn’t have “document” object also, because it never have to render anything in a page. | “document”, which is also another predefined global variable in browsers, has the html which is rendered. |
| 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. | Browsers may have an object named “global”, but it will be the exact one as “window”. |
| “require” object is predefined in Node which is used to include modules in the app. | Browsers don’t have “require” predefined. You may include it in your app for asynchronous file loading. |

2) watch & summary 5 points -<https://www.youtube.com/watch?v=SmE4OwHztCc&ab_channel=JSConf>

* Parsing the HTML and CSS that create a DOM tree.
* The DOM tree converted into the render tree so that HTML and CSS can be combined.
* It has four trees they are layers, the line boxes, the render objects and render styles.
* Layout is a process where it compute the elements will appear on the page based on its relationship to other elements taking into account all the CSS.
* Painting will actually produce image of the layer give you the visual output you are expect on the page.

3)

1. 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)

Typeof – it return the type of data type.

console.log(typeof(1));

OUTPUT: number

The type of data is number.

console.log(typeof(1.1));

OUTPUT: number

The type of data is number.

console.log(typeof('1.1'));

OUTPUT: string

The type of data is string.

console.log(typeof(true));

OUTPUT: Boolean

The type of data is boolean.

console.log(typeof(null));

OUTPUT: object

The data type of null is object.

console.log(typeof(undefined))

OUTPUT: undefined

The data type of an undefined variable is undefined.

console.log(typeof([]));

OUTPUT: object

The data type of an array is object.

console.log(typeof({}));

OUTPUT: object

The data type of an object is object.

console.log(typeof(NaN));

OUTPUT: number

The data type of NaN is number.