

→ V8 is a JS engine i.e. it parses & executes JS code.

* Node Module System:

* Global Objects:

`console.log()`; // global

(We can access it anywhere in any file.)

`setTimeout()` (Used this to call a fn. after a delay like one sec. / whatever.)
`clearTimeout()`;

fn. obj. {
~~`setInterval()`~~
`setInterval()` (Used repeatedly to call a function after a given delay).
`clearInterval()` (To stop that fn. from being called repeatedly.)

These are global objects in JS (we can use this on client, inside of a browser / inside a node).

Window (A window obj. browser has that represents our global scope so all the variables & fn. that are defined globally we can access them via this window object)

e.g. `window.console.log` / `console.log`.

↓
(The JS engine will prefix this statement with `window` that `console.log` because that's where the object is defined.)

~~Also~~ we can also use them as

e.g. `window.setTimeout`

etc.

declaring a variable with the same token.

```
var message = "";
```

This variable is also available via the window object.

i.e. `window.message`

In node we don't have window objects, instead we have another object called global.

So, all fns & obj. we mentioned in last pages, we can access them via the global object.

e.g.

```
global.setTimeout  
global.console.log
```

The variable we define here they are not added to the global obj.

e.g.

```
var message = '1';  
console.log(global.message);
```

O/P: undefined

The var & fn defined here they are not added to the global object.

They are only scoped to this file/app.js, so they