List 5 difference between Browser JS (console) v Nodejs

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.

4. JavaScript is capable enough to add HTML and play with the DOM.

5. JavaScript can run in any browser engine as like JS core in safari and Spidermonkey in Firefox.

6. JavaScript is used in frontend development.

7. Some of the JavaScript frameworks are RamdaJS, TypedJS, etc.

8. It is the upgraded version of ECMA script that uses Chrome’s V8 engine written in C++. 

NodeJS:

1. NodeJS is a JavaScript runtime environment.

2. We can run JavaScript outside the browser with the help of NodeJS.

3. It is mostly used on the server-side.

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.

6. NodeJS is used in server-side development.

7. Some of the NodeJS modules are Lodash, express etc. These modules are to be imported from npm.

*8.* NodeJS is written in C, C++ and JavaScript.

How the browser actually render a website:

1.The browser probably one of the most complex applications that we use, I use it for 90% of my interaction with the computer, like I’ve had my text editor or browser open and I use all my applications thorough the browser, so it’s a pretty prevalent application.

2. Components of browserstuff, the binding, a lot of operating system stuff, so when it talks to the network, it will use certain APIs depending on the operating system, Mac or Windows, then the rendering the html browser.

3. The parsing HTML is fordiving by nature. Is not straight forward and can be halted. It will do speculative parsing. The parser as a script can alter the document to network latency, link & style could halt Js execution

4. DOM and CSSOM combines the two object models, style resolution .this is the actual representation of what will show on screen. Not a 1to 1 mapping of your HTML.

5. Rendering is calculating visual properties combine all styles, defaults, external, style elements and inline complexity around matching rules for each element and style computation.

Execute the below code and write your description in txt file

let val=1;

console.log(typeof(1));//output: number

console.log(typeof(1.1));//output: number

console.log(typeof('1.1')); //output: string

console.log(typeof(true)); //output: boolean

console.log(typeof(null)); //output: object

console.log(typeof(undefined)); //output: undefined

console.log(typeof([]));//output: object

console.log(typeof({}));//output: object

console.log(typeof(NaN)); //output: number

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