1. I have selected the buffer method in Turf.JS to compare against the buffer tool in ArcMap 10.8.1.

2. There are several major differences. Unlike the buffer tool in ArcMap, the buffer method is intended primarily to produce a temporary file for this visualization only, rather than a new file entirely. It also offers a much reduced set of options – in Arcmap, one is offered the option to have a buffer only on one side of a line if they want, or only outside of a polygon, one with round ends or flat ends, one which is geodesic versus one which is planar, and whether one wishes for the buffers of two features in the same feature class to dissolve together, along with the unit the buffer’s size should be defined in and the actual size. The buffer method seems to be tailored to buffering a single point, line, or polygon, and offers only two options – a choice of what unit to use, and a choice of how far the edge of the buffer should be from the feature in question.