1. List 5 difference between Browser JS(console) v Nodejs?

Node Js:

* Node doesn’t have a predefined “window” object because it doesn’t have a window to draw anything.
* “location” object is related to a particular URL; that means it is for page specific. So, node doesn’t require that.
* Of course, Node doesn’t have “document” object also, because it never has to render anything in a page.
* Node has “global”, which is a predefined global object. It contains several functions that are not available in browsers, because they are needed for server side works only.
* “require” object is predefined in Node which is used to include modules in the app.

**Browser js(Console) :**

* “window” is a predefined global object which has functions and attributes, that have to deal with window that has been drawn.
* “location” is another predefined object in browsers, that has all the information about the url we have loaded.
* “document”, which is also another predefined global variable in browsers, has the html which is rendered.
* Browsers may have an object named “global”, but it will be the exact one as “window”.
* Browsers don’t have “require” predefined. You may include it in your app for asynchronous file loading.
* Moduling is not mandatory in client-side JavaScript, i.e., in browsers.

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)-undefined
7. typeof([])-object
8. typeof({})-object
9. typeof(NaN)-number

What is Prototype?

The mechanism by which JavaScript objects inherit features from one another.