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| **Node JS** | **Browser JS** |
| * Executes JavaScript in Server Side | * Execute JavaScript in Client |
| * 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 has 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, because they are needed for server side works only. | * Browsers may have an object named “global”, but it will be the exact one as “window”. |

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

2. watch & summary 5 points

* Parsing of HTML and CSS creates a DOM tree to interact with JS.
* Parsing gets halted if there is any <script>, <link>, & <style> tags.
* So put the </script> tags at the bottom which will make parsing uninterrupted and increase the speed of rendering.
* DOM tree gets converted to Render tree where the CSS and HTML is combined
* A layout computes where the elements will appear on the page.

4. Execute the below code and write your description in txt file

1. typeof(1) – Type of any integer is a Number
2. typeof(1.1) - Type of any integer is a Number
3. typeof('1.1') – Since the value is given within quotes it is String
4. typeof(true) - Boolean
5. typeof(null) – Type of null is an Object
6. typeof(undefined) - Undefined
7. typeof([]) - Object
8. typeof({}) - Object
9. typeof(NaN) – Number