**VIDEO SUMMARIZATION**

* Slight insights of High-level view, In-depth view and performance insights
* The bindings, rendering, platforms and Javascript Vm of browsers.
* The browser parses HTML into a DOM tree. HTML parsing involves tokenization and tree construction
* The DOM tree converts into Render tree. And the types are Render objects, Render styles , Render layers and Line boxes.
* Different layouts like will batch layouts, immediate layouts
* Layout computes where anode will be on the screen
* Painting computes bitmaps and composites to screen
* In real world situations we need FastDOM and to prevent layout thrashing