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

* Building apps that run in the browser is a completely different thing than building a Node.js application.
* Despite the fact that it's always JavaScript, there are some key differences that make the experience radically different.
* In the browser, most of the time what you are doing is interacting with the DOM, or other Web Platform APIs like Cookies. Those do not exist in Node.js, of course. You don't have the document, window and all the other objects that are provided by the browser.
* And in the browser, we don't have all the nice APIs that Node.js provides through its modules, like the filesystem access functionality.
* Another big difference is that in Node.js you control the environment. Unless you are building an open source application that anyone can deploy anywhere, you know which version of Node.js you will run the application on. Compared to the browser environment, where you don't get the luxury to choose what browser your visitors will use, this is very convenient.

1. watch & summary 5 points -<https://www.youtube.com/watch?v=SmE4OwHztCc&ab_channel=JSConf>
   * 1. Rendering : Parsing, Layout, Painting etc.
     2. DOM + CSSOM : This is the actual representation of what will show on screen.
     3. DOM NODE TO RENDER OBJECT: Visual output, Geometric info, can layout and paint , holds styles & computed metrics.
     4. VISUAL PROPERTIES: Combines all styles, style computation, defaults, externals, style elements & inline.
     5. RECURSIVE PROCESS: Traverse render, Nodes position and size, layout its children.
2. Execute the below code and write your description in txt file
   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