1. **Write a blog on the difference between document and window object**

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| **Aspect** | **document Object** | **window Object** |
| **1. Purpose** | Represents the HTML document (web page). | Represents the browser window or viewport. |
| **2. Scope** | Limited to the current HTML document. | Represents the entire browser environment. |
| **3. Access** | Accessed via document in JavaScript. | Accessed as a window or directly in JS. |
| **4. Parent Object** | None (top-level object in the document). | A global object containing all JS variables. |
| **5. DOM Manipulation** | Used for manipulating document content. | Used for controlling browser behavior |
| **6. Document Structure** | Provides access to HTML elements and content. | Doesn't directly access HTML elements. |
| **7. DOM Events** | Can listen for and handle document events. | Manages global events across the page. |
| **8. HTML Element Selection** | Allows selecting and querying HTML elements. | Doesn't directly select HTML elements. |
| **9. Style Manipulation** | Can change CSS styles of HTML elements. | Can modify global CSS properties (e.g., scroll). |
| **10. Location** | object does not directly provide information about the current URL | Provides information about the current URL. |
| **11. Navigation Control** | No direct control over navigation | Controls browser navigation (e.g., window. open) |
| **12. Timers and Intervals** | No timer-related functions | Manages timeouts and intervals |
| **13. Global Variables** | Doesn't hold global variables, only methods. | Contains global variables like local Storage. |
| **14. Parent Frame** | No Points to the parent frame | Points to the parent frame |
| **15. Compatibility** | Always available in a browser environment. | Available in a browser context but not in some other JS environments (e.g., Node.js). |