**Day 2 Task**

**Differences Between Document and Window Objects**

Document Object

It represent complete the structure, layout and content of the HTML document. It is one of the object’s in Window object. Developers can utilize the Document object to access, modify, or create HTML elements dynamically.

Document object deals with the content and structure of the HTML document

Key Characteristics of the Document Object:

1. **DOM Representation:**
   * The Document object encapsulates the entire structure of the HTML document. It includes elements such as head, body, divs, paragraphs, and more.
2. **Methods for Element Manipulation:**
   * Developers use the Document object to access and manipulate HTML elements through methods like **getElementById**, **getElementsByClassName**, and **querySelector**.
3. **Content Modification:**
   * It allows for dynamic modification of the document's content, such as changing text, attributes, or even adding and removing elements.
4. **Events Handling:**
   * The Document object facilitates the handling of events like clicks, keypresses, and form submissions through event listeners.

Window Object

The Window object, on the other hand, represents the browser window or tab in which the web page is loaded. It serves as the global object in a browser environment, providing methods and properties that allow developers to interact with the browser itself.

Window object focuses on the browser environment and its interaction with the user

Key Characteristics of the Window Object:

1. **Global Scope:**
   * The Window object is global, meaning its properties and methods are accessible throughout the entire JavaScript environment within the browser.
2. **Navigation and Location:**
   * It includes properties like **window.location** that provide information about the URL and enable navigation to different web pages.
3. **Window Size and Position:**
   * Developers can manipulate the size and position of the browser window using properties like **window.innerWidth**, **window.innerHeight**, **window.moveTo**, and **window.resizeTo**.
4. **Timers and Intervals:**
   * The Window object allows the use of timers and intervals for delayed execution of code, with functions such as **setTimeout** and **setInterval**.