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| Browser js console | Node js |
| "window" is a predefined global object which has functions and attributes, that have to deal with window that has been drawn. | Node doesn't have a predefined "window" object because it doesn't have a window to draw anything. |
| |  |  | | --- | --- | |  |  |   Browsers may have an object named "global", but it will be the exact one as "window". | 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 processes response objects. | Node processes request object. |
| "require" object is predefined in Node which is used to include modules in the app. | Browsers don't have "require" predefined. You may include it in your app for asynchronous file loading |
| "document", which is also another predefined global variable in browsers, has the html which is rendered. | Node doesn't have "document" object also, cause it never have to render anything in a page. |