### DIFFERENCE BETWEEN WINDOW, SCREEN AND DOCUMENT IN JS:

### **WINDOWS:**

- 1. The global object of javascript in the browser is the window object. It means that all variables and functions declared globally with the var keyword become the properties and methods of the window object.
- 2. Since the counter variable and the showcounter() function are declared globally with the var keyword, they are automatically added to the window object. If you don't want to pollute the window object, you can use the let keyword to declare variables and functions.
- 3. The window object is supported by all browsers. It represents the browser's window.
- 4. All global javascript objects, functions, and variables automatically become members of the window object.
- 5. Global variables are properties of the window object.
- 6. Global functions are methods of the window object.
- 7. Even the document object (of the HTML DOM) is a property of the window object.

## **SCREEN:**

- 1. The JavaScript screen object holds information of browser screen. It can be used to display screen width, height, colorDepth, pixelDepth etc.
- 2. The navigator object is the window property, so it can be accessed by [windows.screen (or) screen].

#### **DAY 3 STUDY ASSIGNMENT**

### **DOCUMENT:**

- 1. A Document object represents the HTML document that is displayed in that window. The Document object has various properties that refer to other objects which allow access to and modification of document content.
- 2. The document object stores the elements of an HTML document, such as HTML, HEAD, BODY, and other HTML tags as objects.
- 3. A document object is a child object of the Window object, which refers to the browser.
- 4. You can access a document object either using window.document property or using object directly.
- 5. The Document Object provides different collection elements, such as anchor and Links which helps you to count the number of specific elements on a form.

# [objectName.propertyName]

6. where **objectName** is the name of the object and **propertyName** is the name of its property.