⑧ Read the different window , screen and document ?

1. **window :-**

- The **window** object is the global object in a web browser's JavaScript environment. It represents the browser window or tab that contains the web page.

- It provides access to various properties and methods related to the browser window itself, such as the dimensions and location of the window, as well as methods to open new windows, set timeouts, and perform other window-related tasks.

- You can also use the **window** object to store global variables or functions, which can be accessed from anywhere within your JavaScript code.

2. **screen :-**

- The screen object represents the user's screen or monitor and provides information about its properties, such as screen dimensions and color depth.

- It allows you to determine the available screen width, height, pixel depth, and other properties, which can be useful when designing web pages for different screen sizes and resolutions.

3. **document:-**

- The document object represents the web page itself and provides access to the DOM (Document Object Model), which is a structured representation of the web page's elements and their properties.

- It allows you to manipulate and interact with the content of the web page, such as selecting and modifying HTML elements, handling events, and updating the page's structure and content.

- The document object is a critical part of client-side web development, as it enables you to create dynamic and interactive web pages.