1. List 5 difference between Browser JS(console) v Nodejs

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| NODE JS | Browser JS Console |
| Node doesn’t have a predefined “window” object cause it doesn’t have a window to draw anything. | “window” is a predefined global object which has functions and attributes, that have to deal with window that has been drawn. |
| “location” object is related to a particular url; that means it is for page specific. So, node doesn’t require that | location” is another predefined object in browsers, that has all the information about the url we have loaded. |
| Ofcourse Node doesn’t have “document” object also, cause it never have to render anything in a page. | “document”, which is also another predefined global variable in browsers, has the html which is rendered. |
| Node has “global”, which is a predefined global object. It contains several functions that are not available in browsers, cause they are needed for server side works only. | Browsers may have an object named “global”, but it will be the exact one as “window”. |
| “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. |

1. watch & summary 5 points -<https://www.youtube.com/watch?v=SmE4OwHztCc&ab_channel=JSConf>
2. binding includes rendering, parsing, layout, painting etc
3. parsing HTML & parsing CSS will be flown to Rendering Tree and then to Layout and finally gets painted on screen.
4. Tokenization determines where the <start tag> and </end tag> of the code
5. Dom Tree consists of HTML Head, HTML element, HTML body, HTML paragraph, HTML Text, etc
6. Layout defines positioning of node on screen
7. To read -<https://stackoverflow.com/questions/5641997/is-it-necessary-to-write-head-body-and-html-tags>

Completed

1. Execute the below code and write your description in txt file
   1. typeof(1)
   2. typeof(1.1)
   3. typeof('1.1')
   4. typeof(true)
   5. typeof(null)
   6. typeof(undefined)
   7. typeof([])
   8. typeof({})
   9. typeof(NaN)

//typeof(1)

console.log(typeof(1)); //number

//typeof(1.1)

console.log(typeof(1.1)); //number

//typeof('1.1')

console.log(typeof('1.1')); //string

//typeof(true)

console.log(typeof(true)); //boolen

typeof(null)

console.log(typeof(null)); //object

typeof(undefined)

console.log(typeof(undefined)); //undefined

typeof([])

console.log(typeof([])); //object

typeof

console.log(typeof({})); //object

typeof(NaN)

console.log(typeof(NaN)); //number

1. Read what is prototype

Completed