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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  \* location” is another predefined object in browsers, that has all the information about the url we have loaded.  \*“document”, which is also another predefined global variable in browsers, has the html which is rendered.  \* Browsers may have an object named “global”, but it will be the exact one as “window”.  \* Browsers don’t have “require” predefined. You may include it in your app for asynchronous file loading. | \* Node doesn’t have a predefined “window” object cause it doesn’t have a window to draw anything.  \* “location” object is related to a particular url; that means it is for page specific. So, node doesn’t require that.  \* Ofcourse Node doesn’t have “document” object also, cause it never have to render anything in a page.  \*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.  \*“require” object is predefined in Node which is used to include modules in the app. |

2. Watch & summary 5 points

\* Parse HTML => Render tree => Layout => Paint

Parse CSS => Render tree => Layout => Paint

\* platform => Stuff that development on windows or operating system (osx)

\* Parse Tree

Html

|\_\_head

`\_\_body

|\_\_p Wat

| `\_\_#text

|\_\_Div

`\_\_Span

`\_\_#text

\* <script/> at the bottom

\* Valid Html

<body>

<P class=wat> my first web site

<div> <span> visitor count :0

4. Execute the below code and write your description in txt file

A. Type of(1) => Number

B. Type of(1.1) => number

c. Type of(“1.1”)=> “string”

d. Type of(true)=> “boolean”

e. Type of(null)=> “object”

f. Type of(undefined)=> “undefined”

g. Type of([])=> “object”

h. Type of({})=> “object”

i. Type of(NAN)=> “number”

5.Read what is prototype

A prototype is an early sample, model or release of a product created to test a concept or process

Typically, a prototype is used to evaluate a new design to improve the accuracy of analysts and system users