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

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|  | Javascript is a programming language that is used for writing scripts on the website. | NodeJS is a Javascript runtime environment. |
|  | Javascript can only be run in the browsers. | We can run Javascript outside the browser with the help of NodeJS. |
|  | It is basically used on the client-side. | It is mostly used on the server-side. |
|  | Javascript can run in any browser engine as like JS core in safari and Spidermonkey in Firefox. | V8 is the Javascript engine inside of node.js that parses and runs Javascript. |
|  | Javascript is used in frontend development. | Nodejs is used in server-side development. |
|  | Some of the javascript frameworks are RamdaJS, TypedJS, etc. | Some of the Nodejs modules are Lodash, express etc. These modules are to be imported from npm. |
|  | It is the upgraded version of ECMA script that uses Chrome’s V8 engine written in C++. | Nodejs is written in C, C++ and Javascript. |

2. watch & summary 5 points -<https://www.youtube.com/watch?v=SmE4OwHztCc&ab_channel=JSConf>

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

1. console.log(typeof(1)); --> number
2. console.log(typeof(1.1));  --> number
3. console.log(typeof('1.1'));  --> string
4. console.log(typeof(true)); --> boolean
5. console.log(typeof(null));  --> object
6. console.log(typeof(undefined));  --> undefined
7. console.log(typeof([]));    --> object
8. console.log(typeof({}));    --> object
9. console.log(typeof(NaN));   --> number

5. Read what is prototype

* + All JavaScript objects inherit properties and methods from a prototype.
  + The Object.prototype is on the top of the prototype inheritance chain.
  + Sometimes you want to add new properties (or methods) to all existing objects of a given type.
  + Sometimes you want to add new properties (or methods) to an object constructor.
  + The JavaScript prototype property allows you to add new properties to object constructors.
  + The JavaScript prototype property also allows you to add new methods to objects constructors.