**WINDOW OBJECT :-** The window is at a root/top level at the JavaScript object hierarchy. It is a global/root object in JavaScript and it is the root object of the **Document object model (DOM)**. It represents a browser window or frame that displays the contents of the webpage. Whenever a window appears on the screen to display the contents of the document, the window object is created.

The first thing that gets loaded into the browser is the window and the properties related to that window are stored in the window object. Properties related to window objects are length, innerWidth, innerHeight, caches, etc.

**SYNTAX:**  window.method\_name

**DOCUMENT OBJECT :-** The document object represents a web page that is loaded in the browser. By accessing the document object, we can access the element in the HTML page. With the help of document objects, we can add dynamic content to our web page. The document object can be accessed with a **window.document**or just**document.**

So after the window gets loaded then there’s a document (HTML, PHP, or another document) loaded inside that window, and the properties related to that document is stored in the document object. Properties related to document objects are title, URL, cookie, etc.

**SYNTAX:**  document.property\_name

**SCREEN :-** Screen is a small information object about physical **screen dimensions** . It can be used to display screen width, height, colorDepth, pixelDepth etc. It is not mandatory to write **window prefix** with screen object. It can be written without window prefix.

**SYNTAX:** screen.property\_name