

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

Node Js	Browser Js
Node doesn't have a predefined “window” object because 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 the window that has been drawn.
“location” object is related to a particular url; that means it is 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.
Of Course Node does not have “document” object also, cause it never has 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, because they are needed for server side work 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.

2.watch & summary 5 points -

Ans:-

- 1.Get to know about Binding
- 2.Get to know about Parsing HTML and CSS
- 3.Get to know about Render Tree,layout and Paint
- 4.Get to know about Tokenizer
- 5.Get to know about Calculating visual properties

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

Ans:-

```
a.typeof(1)      //Returns Number
b.typeof(1.1)    //Returns Number
c.typeof('1.1') //Returns String
d.typeof(true)   //Returns boolean
e.typeof(null)   //Returns object
```

```
f.typeof(undefined) //Returns undefined  
g.typeof([])        //Returns Object  
h.typeof({})        //Returns Object  
i.typeof(NaN)       //Returns Number
```