Browser Object model allows JavaScript running inside the browser to access a lot of browser related features, like the URL bar, reload button, window frame etc.
In this model we have one object called as `window` object which is a global object available across the JS running in the browser. We can access the following using this window object:

- Navigator
- Location
- Screen
- URL Bar
- Reloader.....
  it is like document object model gives you the access to the whole DOM like this window object also gives you the access to the BOM. Both DOM and BOM is not the part of native JavaScript it is provided by the browser.

```
1)window.open("https://www.google.com");
%% it is directly open goggle in new tab%%
            or
 open("https://www.google.com");


2)window.document
etc there are lot of methods that are present in window object
```

Properties and Methods of window object

window.document

Provides you access to the document object of our DOM

window.location

It returns a location object which has lot of properties related to our current URL present in address bar. For example. If we want the complete address written in the address bar we can use `window.location.href` and it will return us the address. If we want to move to a new address then we use some thing like this

```
window.location.href = "https://www.yahoo.com"
```

The above code will refresh your current page and open yahoo.com

window.open

We can pass a URL as an argument to it and this will open that URL page in new tab.

window.close

This will close the current tab opened.

Timers

window object also contains important timer methods like `setTImeout` and `setInterval`.

window.addEventListener

We can add event listerns to window object as well

window.alert

This creates an alert popup on the current tab. This popup has only ok button.

```
window.alert("hey");
```

window.confirm

This also creates a new popup, but this popup has a cancel or ok button,if the user press the ok button then this method returns true else it returns false.

```
window.confirm("hey");
```

Some important usecases

- Let's say we want to access the users coordinates of the current location, we can use the window objects navigator property

```
window.navigator.geolocation.getCurrentPosition((data) =>{
console.log(data); //This will return us the coords
});
```

- Lets say we want to access web cam of the user, we can again use the window object
  -

```
winow.navigator.mediaDevices.enumetateDevices().then((res)=>{
console.log(res);
})
```

And there are more use cases of this window object, like accessing browser storage, to access clipboard, to access GPU etc we can use the window object.