"**window**" is the top-level object representing the browser window, "**screen**" provides information about the user's screen, and "**document**" allows manipulation of the HTML document loaded in the browser.

**window Object**:

1. The “**window**” object represents the global window or the browser window that contains the document.
2. Properties and methods attached to the **window** object are globally accessible.

Example:

console.log(window.innerWidth); // Width of the viewport

console.log(window.location.href); // Current URL

**screen Object:**

1. The **screen** object provides information about the user's screen, such as width, height, color depth, etc.
2. It is part of the **window** object and can be accessed through **window.screen**.

Example:

console.log(screen.width); // Width of the screen

console.log(screen.availHeight); // Available height for the window

**document Object:**

1. The **document** object represents the current HTML document loaded in the browser.
2. It provides methods and properties to interact with the content of the document, such as selecting elements, modifying HTML, and handling events.
3. The **document** object is part of the **window** object, and you can access it using **window.document** or simply **document**.

Example:

var myElement = **document.getElementById**('exampleElement'); // Select an element by ID

myElement.innerHTML = 'New content'; // Modify the content of the element