1. `WINDOW` OBJECT:

- The `window` object is the top-level object in the browser's Document Object Model (DOM). It represents the browser window or tab in which a web page is loaded.
- The `window` object provides a wide range of properties and methods for controlling the browser environment, including opening and closing windows, setting timeouts, and handling events.
- You can also access global variables and functions via the `window` object.
- The `window` object is the global object in client-side JavaScript, and its properties and methods are available globally in your scripts.

Example:
```
window.open("https://www.example.com");
const screenWidth = window.innerWidth;
```

2. `SCREEN` OBJECT:

- The `screen` object provides information about the user's screen or display.
- It contains properties like `width`, `height`, `availWidth`, and `availHeight`, which give details about the screen's dimensions and available workspace.
- The `screen` object is typically used to determine screen size and adjust the layout or behavior of a web page based on the user's display.

Example:
```
const screenWidth = screen.width;
const screenHeight = screen.height;
```

3. `DOCUMENT` OBJECT:

- The `document` object represents the HTML document that is loaded in the browser window. It provides access to the structure and content of the web page.
- You can use the `document` object to interact with and manipulate HTML elements on the page, including accessing elements by their IDs or class names, modifying their content, and attaching event handlers.
- It's the primary means for interacting with and manipulating the web page's content.

Example:
```
const element = document.getElementById("myElement");
element.innerHTML = "New content";
const button = document.getElementById("myButton");
button.addEventListener("click", () => {
  alert("Button clicked!");
});
```