Q1. List 5 difference between Browser JS(console) v Nodejs.

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| Browser JS(console) | NodeJS |
| * “window” is a predefined global object which has functions and attributes, that have to deal with window that has been drawn. * “location” is another predefined object in browsers, that has all the information about the url we have loaded. * “document”, which is also another predefined global variable in browsers, has the html which is rendered. * Browsers may have an object named “global”, but it will be the exact one as “window”. * Browsers don’t have “require” predefined. You may include it in your app for asynchronous file loading. * Moduling is not mandatory in client side JavaScript, i.e. in browsers. | * Node doesn’t have a predefined “window” object cause it doesn’t have a window to draw anything. * “location” object is related to a particular url; that means it is for page specific. So, node doesn’t require that. * Ofcourse Node doesn’t have “document” object also, cause it never have to render anything in a page. * Node has “global”, which is a predefined global object. It contains several functions that are not available in browsers, cause they are needed for server side works only. * “require” object is predefined in Node which is used to include modules in the app. |

2) Watch and summary 5 points.

* Parsing:

They are commonly used in computers when we need to parse computer code into a machine code.

* Tokenizer:

1.Start tag: < - Tag Open

div - Tag name

>- Tag Close

2.End tag: </- Close tag open

div – Tag Name

>- Tag Close

* DOM+CSSOM:

1.Combines two object models

2.This is the actual representation of what we see on the screen.

* Multiple trees:

1.Render Objects

2.Render Styles

3.Render Layers

4.Line Boxes

* Calculating visual properties:

1.Combine all styles.

2.Style Computation

3) Execute the below code and write your description in txt file

a .typeof(1):

The typeof(1) is a number.It returns the output as number.

b.typeof(1.1):

The typeof(1.1) is a number.It returns the output as number.

c.typeof(true):

The typeof(true) is a Boolean.It returns the output as a Boolean.

d.typeof(null):

The typeof(null) is an object.It returns the output as as object.

e.typeof(undefined):

The typeof(undefined) is undefined.It executes the outputs as undefined.

f.typeof([]):

g.typeof([]):

The typeof([]) is an object.It returns the output as an object.

h.typeof({}):

The typeof({}) is also an object.It returns the output as an object.

i.typeof(Nan):

The type of Nan is a number.It displays the output as a number.