Day-2

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

**Node js:**

* Node doesn't have a predefined "window" object because it does not have a window to draw anything.
* "location" object is related to a particular url, that means it is for page specific. So, node does not require that.
* Node does not have "document" object also, because it never has to render anything in a page.
* Node has global which is predefined global object. It contains several functions that are not available in browsers because they are needed for server side works only.
* "require" object is predefined in Node which is used to include modules in the app.

**Browser js(console):**

* "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 do not 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.

As both of them are JavaScript executor, and Node uses the JavaScript engine of a browser (Chrome), so differences are not much there. It is just Node wrapper which has been written on top of JavaScript v8 runtime engine, which is deleting few objects and also including some according to the requirement of Node.

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

typeof(1)

typeof(1.1)

typeof('1.1')

typeof(true)

typeof(null)

typeof(undefined)

typeof([])

typeof({})

typeof(NaN)

ANSWER:

1.typeof(1)=number

The data type of an integer value is number.

2.typeof(1.1)=number

The data type of float numbers are also considered as number.

3.typeof('1.1')=string

The typeof operator will print the "string" as the type of the operand, whether the operand is an empty string, collection of characters, number written in quotes.

4.typeof(true)=boolean

The typeof operator will print the "boolean", as the type of the operand, if the operand is true, or false.

5.typeof(null)=object

The data type of null is object.

The typeof operator returns "object" for objects, arrays, and null.

6.typeof(undefined)=undefined

The data type of an undefined variable is undefined.

The data type of a variable that has not been assigned a value is also undefined.

7.typeof([])=object

The data type of an array is object.

The typeof operator returns "object" for objects, arrays, and null.

8.typeof({})=object

The typeof operator returns "object" for objects, arrays, and null.

9.typeof(NaN)=number

The data type of NaN is number.