# **Difference between Browser JS(console) vs Nodejs**

| **Browser js(Console)** | **Node.JS** |
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| “Window” is a predefined global object which has functions and attributes, that have to deal with window that has been drawn | Node doesn’t have a predefined “window” object cause it doesn’t have a window to draw anything |
| “location” is another predefined object in browsers, that has all the information about the url we have loaded | “location” object is related to a particular url; that means it is page specific. So, node doesn’t require that |
| “Document”, which is also another predefined global variable in browsers, has the html which is rendered | Ofcourse Node doesn’t have “document” object also, cause it never have to render anything in a page |
| Browsers may have an object named “global”, but it will be the exact one as “window” | 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 |
| Browsers don’t have “require” predefined. You may include it in your app for asynchronous file loading | “Require” object is predefined in Node which is used to include modules in the app |