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| S.no | **Browser JS(console)** | **Node JS** |
| 1 | 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 |
| 2 | 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 for page specific. So, node doesn’t require that. |
| 3 | document, which is also another predefined global variable in browsers, has the html which is rendered. | Of course Node doesn’t have document object also, cause it never have to render anything in a page. |
| 4 | 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. |
| 5 | 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.  In Node ever |

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| Definition of Prototype |
| A prototype is an early sample, model, or release of a product built to test a concept or process. A prototype is generally used to evaluate a new design to enhance precision by system analysts and users. Prototyping serves to provide specifications for a real, working system rather than a theoretical . |

**Five difference between Browser JS(console) vs Nodejs**