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

****Node js:****

* 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.

## ****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 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.

**watch & summary 5 points -<https://www.youtube.com/watch?v=SmE4OwHztCc&ab_channel=JSConf>**

1.Tokenizer:

Starting tag <div> , ending tag </div>

1. Will halt the parser as a script can alter the document.
2. <Script/> at the bottom

Parse uninterrupted.

Faster to render.

1. The multiple trees in the flow are:

Render object.

Render Styles.

Render layers.

Line box.

**Execute the below code and write your description in txt file**

typeof(1) - number

typeof(1.1) - number

typeof('1.1') - string

typeof(true) - boolean

typeof(null) - object

typeof(undefined) - undefined

typeof([]) - object

typeof({}) - object

typeof(NaN) - number