**Javascript - Day -2 : Request & Response cycle**

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

**Ans:**

|  |  |
| --- | --- |
| **Javascript** | **NodeJS** |
| * **Javascript is a programming language that is used for writing scripts on the website.** * **Javascript can only be run in the browsers.** * **It is basically used on the client-side.** * **Javascript is capable enough to add HTML and play with the DOM.** * **Javascript can run in any browser engine as like JS core in safari and Spidermonkey in Firefox.** * **Javascript is used in frontend development.** * **Some of the javascript frameworks are RamdaJS, TypedJS, etc.** * **It is the upgraded version of ECMA script that uses Chrome’s V8 engine written in C++.** | * **NodeJS is a Javascript runtime environment.** * **We can run Javascript outside the browser with the help of NodeJS.** * **It is mostly used on the server-side.** * **Nodejs does not have capability to add HTML tags.** * **V8 is the Javascript engine inside of node.js that parses and runs Javascript.** * **Nodejs is used in server-side development.** * **Some of the Nodejs modules are Lodash, express etc.** * **These modules are to be imported from npm.** * **Nodejs is written in C, C++ and Javascript.** |

**3.To read:**

**Is it necessary to write HEAD, BODY and HTML tags?**

**Ans:** Omitting the html, head, and body tags is certainly allowed by the HTML specifications. The underlying reason is that browsers have always sought to be consistent with existing web pages, and the very early versions of HTML didn't define those elements. When HTML first did, it was done in a way that the tags would be inferred when missing.

**4.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**

**5.Read what is prototype?**

* + - **A prototype is an early sample, model or release of a product created to test a concept or process.**
    - **Typically, a prototype is used to evaluate a new design to improve the accuracy of analysts and system users.**
    - **It is the step between the formalization and the evaluation of an idea.**