DAY 2 :

**Difference between Browser JS(console) vs 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.

In Node everything is a module. You must keep your code inside a module.

**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.

2) watch & summary 5 points -:

In this Video summaries how to load web browser .

Browser contain a Binding Method:

* Parsing
* Layout
* Painting

**Parsing:**

Parsing Contain a HTML,JS,CSS.sss

Here have some structure on it.

**Parsing have flow:**

* **Tokenisr<div></div> Start and End.**
* **Tree**
* **DOM Tree**
* **Script Excution**

**Layout:**

Layout consider how to load and execution, Validation on Screening.

**Painting:**

Paint Working on bitmap of Screening.

4)

**typeof(1):**

**It’s Consider typeof value is Number.**

**EX: console.log(typeof “1”)**

**Output: "number"**

**typeof(1.1)**

**It’s Consider typeof value is decimal.**

**typeof('1.1')**

**It’s Consider typeof value is string.**

**typeof(true)**

**It’s Consider typeof value is Bollean.**

**typeof(null)**

**It’s Consider typeof value is Undefined.**

**typeof(undefined)**

**It’s Consider typeof value do not assign value called as undefined.**

typeof([])

**It’s Consider typeof value is Array.**

typeof({})

**It’s Consider typeof value is Function.**

**typeof(NaN)**

NaN**is a property of the global object. In other words, it is a variable in global scope**

**5)Read what is prototype**

Prototyping is an experimental process where design teams implement ideas into tangible forms from paper to digital. Teams build prototypes of varying degrees of fidelity to capture design concepts and test on users.