***DAY 02***

| ***S.No*** | ***Javascript*** | ***NodeJS*** |
| --- | --- | --- |
| ***1.*** | ***Javascript is a programming language that is used for writing scripts on the website.*** | ***NodeJS is a Javascript runtime environment.*** |
| ***2.*** | ***Javascript can only be run in the browsers.*** | ***NodeJS code can be run outside the browser.*** |
| ***3.*** | ***It is basically used on the client-side.*** | ***It is mostly used on the server-side.*** |
| ***4.*** | ***Javascript is capable enough to add HTML and play with the DOM.*** | ***Nodejs does not have capability to add HTML tags.*** |
| ***5.*** | ***Javascript can run in any browser engine as like JS core in safari and Spidermonkey in Firefox.*** | ***Nodejs can only run in V8 engine of google chrome.*** |
| ***6.*** | ***Javascript is used in frontend development.*** | ***Nodejs is used in server-side development.*** |
| ***7.*** | ***Some of the javascript frameworks are RamdaJS, TypedJS, etc.*** | ***Some of the Nodejs modules are Lodash, express etc. These modules are to be imported from npm.*** |
| ***8.*** | ***It is the upgraded version of ECMA script that uses Chrome’s V8 engine written in C++.*** | ***Nodejs is written in C, C++ and Javascript.*** |

***Question no 4***

***Typeof()>>***

***HTML CODE:***

<! DOCTYPE>

<html lang ='en'>

<head>

   <meta charset= "UTF-8">

   <meta http-equiv="X-UA-Compatible" content="IE=edge">

   <title>Document</title>

</head>

<body>

    <script src="day 02.js"></script>

</body>

</html>

JS CODE>>

console.log(typeof(1));

console.log(typeof(1.1));

console.log(typeof('1.1'));

console.log(typeof(true));

console.log(typeof(null));

console.log(typeof(undefined));

console.log(typeof([]));

console.log(typeof({}));

console.log(typeof(NaN));

OUTPUT>>

***day 02.js:1 number***

***day 02.js:2 number***

***day 02.js:3 string***

***day 02.js:4 boolean***

***day 02.js:5 object***

***day 02.js:6 undefined***

***day 02.js:7 object***

***day 02.js:8 object***

***day 02.js:9 number***

***QUESTION 5>>***

PTOTOTYPE>>  
 The prototype is an object that is associated with every functions and objects by default in JavaScript, where function's prototype property is accessible and modifiable and object's prototype property (aka attribute) is not visible.

Every function includes prototype object by default.

Function---🡪prototype