1. List 5 difference between Browser JS(console) vs Nodejs:

* Node doesn’t have a predefined window object cause it doesn’t have a window to draw anything in that.
* “location” object is related to a particular url that means it is for page specific so node doesn’t require that in Nodejs.
* “window” is another predefined global object which has function and attributes that have to deal with window that has been drawn in JS.
* “location” is another predefined object in browser that has all the information about the url we have loaded in JS.
* As both of them are JavaScript executor and node use the JavaScript engine of a browser(chrome), so the difference is not much there.

1. Execute the below code and write your description in txt file:

* console.log(typeof(1))

Output=Number

* console.log(typeof(1.1))

Output=Number

* console.log(typeof(‘1.1’))

Output=String

* console.log(typeof(true))

Output=Boolean

* console.log(typeof(null))

Output=object

* console.log(typeof(undefined))

Output=undefined

* console.log(typeof([]))

Output=object

* console.log(typeof({}))

Output=object

* console.log(typeof(NaN))

Output=Number

3 .Read what is prototype:

* Prototype is a mechanism by which JavaScript objects inherit features from one another.
* Where functions prototype property is accessible and modifiable and object prototype property is not visible