**1] BROWSER JS(CONSOLE)**

* It is a popular programming language and it runs in any web browser with a good web browser.
* JavaScript also helps to use [Ajax](https://www.educba.com/ajax-interview-questions/) at any time, which helps us call any server-side script for given dynamic data based on the requirement.
* Spider monkey (Firefox), JavaScript Core (Safari), V8 (Google Chrome) are some popular JavaScript engine using various browsers.
* Mainly using for any client-side activity for a web application, like possible attribute validation.

**NODE JS**

* Node. js is an interpreter and environment for the JavaScript with some specific useful libraries which JS programming can be used separately.
* Node doesn’t have a predefined “window” object because it doesn’t have a window to draw anything
* Node js is using the V8 engine directly, with some libraries to do some I/O or networking operations. It actually helps us use JavaScript from outside of the browser, like creating, writing or executing one shell script, some back-end services, or running on hardware.
* It mainly used for accessing or performing any non-blocking operation of any operating system.

# 2] HOW DOES THE BROWSER ACTUALLY RENDER A WEBSITE

Parsing => DOM tree

DOM tree => Render tree

Layout compute node will be on screen

Painting compute bitmaps & compute to screen

* Parsing means analysing and converting a program into an internal format that a runtime environment can actually run, for example the JavaScript engine inside browsers.
* The browser parses HTML into a DOM tree.
* HTML parsing involves tokenization and tree construction.

**3]PROTOTYPE**

The prototype property allows to add properties and methods to any object (Number, Boolean, String and Date, etc.)

4] Execute the below code and write your description in txt file

type of (1);

// Number

Type of (1.1);

// Number

Type of (‘1.1’);

//string

Type of (true);

// Boolean

Type of (null);

// object

Type of(undefined);

// undefined

Type of ([]);

//object

Type of ({});

//object

Type of (nan);

//number