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

As both of them are javascript executor , and node uses the javascript engine of a browser (chrome) ,so difference are not much there.

The main difference between browser js and node js is

**BROWSER JS(CONSOLE)**

* Window is predefined global object which has function and attribute, that have to deal with window that has been drawn.
* Location is another predefined object in browser, that has all the information about URL we have loaded .
* Document , which is also another predefined global variable in browser, has the HTML which is rendered.
* Browser may have an object named global, but it will be the exact one as window.
* Moduling is not mandatory in client side javascript i.e in browser.

NODE JS

* Node doesn’t have a predefined window object cause it doesn’t have a window to draw anything
* Location URL; that means it is for page specific. So, node doesnt require that.
* Ofcourse node doesn’t have document object also, cause it never have to render anything in a page.
* Node js has global ,which is a predefined global object.it contains several function that are not available in browser ,because they are needed for server side works only.
* Require object is predefined in node which is used to include module

2. watch & summary 5 points –

actually the topic is based on how the browser actually renders a website.

* PARSING HTML

.html is for giving by nature.

.parsing isn’t straight forward.

* VALID HTML5

<HTML>

<HEAD>

<TITLE>My first HTML document</TITLE>

</HEAD>

<BODY>

<P>Hello world!

</BODY>

</HTML>.

* Tokenizer

Strat tag(<div>)

Endingtag(</div>)

* SPECULATION PARSING

It is a external images,scripts.css

Example:

<script src=’script.js’>

// some codes…………………………

<img src=’cat .gif/>

<link href=’styles.css/>

* MULTIPLE TREE

Render objects.

Render styles.

Render layers.

Line boxes.

* + - * DOM NODE TO RENDER OBJECT

Visual output

Geometric info

Can layout and paint

Holds style and computed metrics

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

typeof(1)

console.log(typeof(1))

output: NUMBER

the output is NUMBER , since the 1 reprents data type of numer

typeof(1.1)

console.log(typeof(1.1))

output: NUMBER

the output is a NUMBER, the reason is even the float value is considered as a number data type in javascript.

typeof('1.1')

console.log(typeof('1.1'))

output: STRING

the output is STRING ,since when ever the value is being written in single or double inverted comas than the data type is written as STRING.

typeof(true)

console.log(typeof(true))

output: BOOLEAN

the out put is BOOLEAN, since the data type of TRUE and FALSE written as BOOLEAN.

typeof(null)

console.log(typeof(null))

output: OBJECT

typeof(undefined)

console.log(typeof(undefined))

output: undefined

The output is UNDIFINED, since when we intitialize a varialble without giving value, in that case we get output as UNFINED.

typeof([])

console.log(typeof([]))

output: OBJECT.

The reason that we object is the data type of an array is object.

typeof({})

console.log(typeof({}))

output: OBJECT.

typeof(NaN)

console.log(typeof(NaN))

output: NUMBER