# 1. 5 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.summarisation:

1. The browser first request the HTML page with a HTTP/HTTPS Request.

2. When the HTML is fetched it is Parsed and fetches the CSS, JS and Image path links then does a Multi Threaded second request and downloads them all.

3.Its cover –High level view,Indepth view,Performance insights.

4. Very informative and very well organised talk.

## 3.Description of codes:

typeof(1) - Number

typeof(1.1) - Number

typeof('1.1') - String

typeof(true) - Boolean

typeof(null) - Object

typeof(undefined) - Undefined

typeof([]) - Object

typeof({}) - Object

typeof(NaN) – Number