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

* Javascript is a programming language that is used for writing scripts on the website.
* NodeJS is a Javascript runtime environment.
* Javascript can only be run in the browsers.
* Js is basically used on the client-side.
* Node is mostly used on the server-side.
* Javascript is capable enough to add HTML and play with the DOM
* Nodejs does not have capability to add HTML tags.
* Javascript is used in frontend development.
* Nodejs is used in server-side development.

1. how does the browser actually render a website:

* When a web page is loaded, the **browser first reads the HTML text and constructs DOM Tree from it**.
* Then it processes the CSS whether that is inline, embedded, or external CSS and constructs the CSSOM Tree from it.
* After these trees are constructed, then it constructs the Render-Tree from it.
* The browser **combines the DOM and CSSOM** into a "render tree," which captures all the visible DOM content on the page and all the CSSOM style information for each node.
* To construct the render tree, the browser roughly does the following: Starting at the root of the DOM tree, traverse each visible node.

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

a) typeof(1)

returns “number”

b)typeof(1.1)

returns “number”

c)typeof(“1.1”)

returns “string”

d)typeof(true)

returns “boolean”

e)typeof(null)

returns “object”

f)typeof(undefined)

returns “undefined”

h)typeof ([ ])

returns “function”

i)typeof ({ })

returns “function”

j)typeof(NaN)

returns “not a number”

1. Read what is prototype :

* Prototypes are **the mechanism by which JavaScript objects inherit features from one another**.
* 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.
* The prototype object is special type of enumerable object to which additional properties can be attached to it which will be shared across all the instances of it's constructor function.
* Every object which is created using literal syntax or constructor syntax with the new keyword, includes \_\_proto\_\_ property that points to prototype object of a function that created this object.
* You can debug and see object's or function's prototype property in chrome or firefox's developer tool.