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

**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.watch & summary 5 points

* Parsing --> DOM Tree
* DOM Tree --> Render Tree
* Is actually 4 trees
* Layout computes where a Node will be on the screen
* Painting computes bitmaps and composites to screen

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

type(1)

// number

type(1.1)

// number

type(‘1.1’)

//string

type(true)

// Boolean

type(null)

// object

type(undefined)

// undefined

type([])

// object

type({})

// object

type(NaN)

// number