**Difference Between Browser JS(Console) VS Nodejs**

1. **Browser JS** 
   * + “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 in browsers.
2. **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.
     + 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.
     + Node everything is a module. You must keep your code inside a module.