1. **Node:**

**Node** is an open-source cross-platform back-end JavaScript run-time environment that runs on top of V8 engine and executes JavaScript code outside browsers.

**Node** is written in both C++ and JavaScript.

**Node** is event-driven, non-blocking and single-threaded, and hence light.

Uses npm to use packages.

1. **Event-Loop in Node:**

It is single threaded common denominator of node which handles the execution of multiple chunks of program over time. It regularly checks whether the JS enjine is busy or idle.

It attaches callback functions to JavaScript Engine to get executed using libuv.

Since event loop is single threaded, it works based on limits and priority queues. It will be bottleneck for other tasks if it encounters blocking operation.

**Event-loop** has the following phases of queues:

**Timers:** for callbacks scheduled by setTimeout and setInterval

**Pending** callbacks: least important call backs.

**Idle**: only used internally by node.

**Poll**: for I/O related like db, files.

**Check**: setImmediate().

**Close** **callbacks**: close events.

1. **AngularJS Angular**

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| **AngularJS** | **Angular** |
| Uses JavaScript | Uses TypeScript |
| Relies on 3rd party tools like IDE | Uses command line interface to reduce time |
| Has MVC architecture | uses components that are directives with templates |
| Uses scope and controller | It uses a hierarchy of componenets |