**Q1. For the given JSON iterate over all for loops (for, for in, for of, forEach)**

**--**  https://github.com/parveen11498/Day1-task/tree/main/Day2%20task/Q1

**Q2. Create your own resume data in JSON format**

**--** https://github.com/parveen11498/Day1-task/tree/main/Q2

**Q3. Read about the difference between window, screen and document in javascript**

**Window**

The JavaScript **window object** sits at the top of the JavaScript Object hierarchy and represents the browser window. All global **JavaScript objects** , functions, and variables automatically become members of the window object. The window is the first thing that gets loaded into the **browser** . This window object has the majority of the properties like length, innerWidth, innerHeight, name, if it has been closed, its parents, and more.

The window object represents the current **browsing context** . It holds things like window.location, window.history, window.screen, window.status, or the **window.document** .

So the following statements all return the same window object:

window.window

window.window.window

window.window.window.window

**Document**

The **Document interface** represents any web page loaded in the browser and serves as an entry point into the web page's content, which is the DOM tree. When an HTML document is loaded into a **web browser** , it becomes a document object. It is the root node of the HTML document. The document actually gets loaded inside the window object and has properties available to it like title, URL, cookie, etc. HTML documents, served with the **“text/html”** content type, also implement the HTMLDocument interface, whereas XML and SVG documents implement the XMLDocument interface.

**Screen**

Screen is a small information object about physical **screen dimensions** . It can be used to display screen width, height, colorDepth, pixelDepth etc. It is not mandatory to write a window **prefix** with a screen object. It can be written without the window prefix.

## **Properties:**

screen.width

screen.height

screen.availWidth

screen.availHeight

screen.colorDepth

screen.pixelDepth