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

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| **Node** | **Browser** |
| 1.Node doesn't have a predefined "window" object cause it doesn't have a window to draw anything. | 1."window" is a predefined global object which has functions and attributes, that have to deal with window that has been drawn. |
| 2. "location" object is related to a particular url; that means it is for page specific. So, node doesn't require that. | 2."location" is another predefined object in browsers, that has all the information about the url we have loaded. |
| 3.Node doesn't have "document" object also, cause it never have to render anything in a page. | 3."document", which is also another predefined global variable in browsers, has the html which is rendered. |
| 4.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. | 4.Browsers may have an object named "global", but it will be the exact one as "window". |
| 5. "require" object is predefined in Node which is used to include modules in the app. | 5.Browsers don't have "require" predefined. You may include it in your app for asynchronous file loading. |

1. Watch & summary 5 points

* Parsing isn’t straight forward, Can be halted and Its reentrant(means parsing can be interrupted)
* </script> at the end can help faster rendering and parsing will be uninterrupted
* Rendering is combination of DOM+CSSOM
* Layout is a recursive process and will operate in batches
* Paint setup will take the layed out render tress and create layers which is an incremental process and builds up over 12 phases

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

a. typeof(1): 'number'

b. typeof(1.1): 'number'

c. typeof('1.1'): 'string'

d. typeof(true): 'boolean'

e. typeof(null): 'object'

f. typeof(undefined): undefined'

g. typeof([]) : 'object'

h. typeof({}) : 'object'

i. typeof(NaN) : 'number'