Day2 - Assignment JS:

Q1. List 5 difference between Browser JS(console) v Nodejs ?

Ans: i) Javascript is sandboxed in Browsers to run the code using different browser engine in different browsers EX: V8 engine in Chrome Browser, Spider Monkey engine in FireFox etc. Whereas NodeJS is stripped from the Browers and Modified some Changes and runs independently without the Browsers.

ii) JS is used on Client side whereas NodeJS used on server side.

iii) Javascript is a programming language that is used for writing scripts on the website. whereas NodeJS is a Javascript runtime environment.

iv) JS uses console Window to check the code or modify the code on the fly whereas Node don't require any browser window it directly runs on it exe window.

v) Javascript is capable enough to add HTML and play with the DOM whereas NodeJS does not have capability to add HTML tags.

Q2. Summary 5 points ?

i) HTML is forgiving by nature , parsing is not straight forward ad can be halted .

ii) <script> will halt the parser as it can alter the document, <link> and <style> could halt the JS execution. <script> should be at the bottom for uninterrupted parsing, faster to render.

iii).Parse our CSS and HTML to create a DOM tree. DOM tree then gets converted into a render tree, it has four trees, the layers, the line boxes, the render objects and the render styles.

iv) layout is a process where it computes the elements appear on the page, based on its relationship with the other elements

v) painting will actually produce an image of that layer give you as the visual output.

Q4. 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'