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

(https://nodejs.dev/learn/differences-between-nodejs-and-the-browser)

* 1. Apps that run in the browser is a completely different thing than building a Node.js application.
  2. In the browser, most of the time what you are doing is interacting with the DOM, or other Web Platform APIs like Cookies. Those do not exist in Node.js, of course. You don't have the document, window and all the other objects that are provided by the browser.
  3. In Node.js you control the environment. Unless you are building an open source application that anyone can deploy anywhere, you know which version of Node.js you will run the application on. Compared to the browser environment, where you don't get the luxury to choose what browser your visitors will use, this is very convenient.
  4. Node.js supports both the CommonJS and ES module systems (since Node.js v12), while in the browser we are starting to see the ES Modules standard being implemented.
  5. We can use both require() and import in Node.js, while you are limited to import in the browser.

1. watch & summary 5 points -<https://www.youtube.com/watch?v=SmE4OwHztCc&ab_channel=JSConf>
2. To read -<https://stackoverflow.com/questions/5641997/is-it-necessary-to-write-head-body-and-html-tags>
3. Execute the below code and write your description in txt file
   1. typeof(1) > number
   2. typeof(1.1) > number
   3. typeof('1.1')> string
   4. typeof(true)> boolean
   5. typeof(null)> object
   6. typeof(undefined)> undefined
   7. typeof([]) > object
   8. typeof({}) > object
   9. typeof(NaN) > number
4. Read what is prototype

The prototype object is special type of enumerable object to which additional properties can be attached to and it which will be shared across all the instances of it's constructor function. (refer to : <https://www.tutorialsteacher.com/javascript/prototype-in-javascript> )