# Day - 2 task

## Question no:1  difference between browser js (console) vs nodejs

| Browser js(console) | Nodejs |
|---|---|
| Browser("window")  has a predefined global object which has a function and attributes. | Nodejs does not have a predefined ("window") object because it doesn't have a window. |
| Location is another predefined object in the browser that has all the information about url. | Nodejs  doesn't  require location. |
| Document, which is  another predefined global variable  in the browser, has the HTML which is rendered. | Nodejs  doesn't have a"document" object because it  never has  to render anything on the page. |
| Browsers don't have "require" predefined | "required " object is predefined in node which is  used to include module |
| Moduling is not mandatory in browsers. | In nodejs everything is a module. |

The **typeof** operator returns a string indicating the type of the unevaluated operand.

## Question no:2  Summary

- The  topic of the video is how  the  browser constructs a webpage and the components that make up a browser.
- The HTML parse and CSS parse creates a DOM Tree.where you can interact with javascript.Speculative parsing  inserts the images.DOM**(Document Object Model)** node allows to render object
- The DOM tree gets converted into a rendering tree.
- The browser comes in to parse all HTML and CSS to get something to be displayed on the screen.
- Followed,by getting through the layouts which separate the elements that are to be displayed in the browser for the user.

## Question no:5  prototype

- **Prototypes** are the mechanism by which JavaScript objects inherit features from one another.
- Prototype allow you to easily define methods to all instances of a particular object.
- Objects in JavaScript have an internal property known as prototype.
- prototype is a property of a Function object.