**Browser js(Console) :**

* “window” is a predefined global object which has functions and attributes.
* “location” is another predefined object in browsers, that has all the information about the url that has been loaded.
* “document”, which is also another predefined global variable in browsers, has the html which is rendered.
* Browsers may have an object named “global”, but it will be the exact one as “window”.
* Browsers don’t have “require” predefined. You may include it in your app for asynchronous file loading.

## ****Node js:****

* Node doesn’t have a predefined “window” object cause it doesn’t have a window to draw anything.
* “location” object is related to a particular url, that means it is for page specific. So, node doesn’t require that.
* Node doesn’t have “document” object also, cause it never have to render anything in a page.
* Node has “global”, which is a predefined global object. It contains several functions that are not available in browsers, because they are needed for server side works only.
* “require” object is predefined in Node which is used to include modules in the app.

Execute the below code and write your description in txt file

typeof(1) - number

typeof(1.1) - number

typeof('1.1') - string

typeof(true) - boolean

typeof(null) - object

typeof(undefined) – undefined

typeof([]) - object

typeof({}) - object

typeof(NaN) - number