## <u>Differences between Document and Window Object</u>

Document	Window
It represents any HTML document or web page that is loaded in the browser.	It represents a browser window or frame that displays the contents of the webpage.
It is loaded inside the window.	It is the very first object that is loaded in the browser.
It is the object of window property.	It is the object of the browser.
All the tags, elements with attributes in HTML are part of the document.	Global objects, functions, and variables of JavaScript are members of the window object.
We can access the document from a window using the window. Document	We can access the window from the window only. i.e. window.window
The document is part of BOM (browser object model) and dom (Document object model)	The window is part of BOM, not DOM.
<ul> <li>Properties of document objects such as title, body, cookies, etc can also be accessed by a window like this window. document.title</li> </ul>	<ul> <li>Properties of the window object cannot be accessed by the document object.</li> </ul>
syntax:	syntax:
document.propertyname;	window.propertyname;
example:	example:
document.title: will return the title of the document	Window.innerHeight: will return the height of the content area of the browser.

## **Properties of Document and Window**

Properties of document	Properties of window
<ul> <li>Active Element: It returns the currently active elements in the document</li> </ul>	Closed: It holds a Boolean value that represents whether the window is closed or not.
Body:It returns the contents of the body element.	console: It returns a reference to the console object which provides access to the browser's debugging console.
Anchors:It returns all <a> elements that have a name attribute</a>	defaultStatus: It is used to define the default message that will be displayed in the status bar when no activity is carried on by the browser.
BaseURI:It returns a string value that represents the base URI of the document.	controllers: It returns the XUL controller objects for the current Chrome window.
Cookie:It returns the cookie of the current document.	DOMPoint: It returns a reference to a DOMPoint object, which represents a 2D or 3D point in a coordinate system.
Charset:It returns a string, representing the document's character encoding.	<ul> <li>fullScreen: This property indicates         whether the window is displayed on full         screen or not.         Screen: It refers to the screen object</li> </ul>
Designmode:It is used to set documents as editable or read-only.	Location: It contains the URL of the current window.
Domain:It returns the domain name of the document server.	devicePixelRatio: It returns the ratio between physical pixels and device- independent pixels in the current display.
Doctype: It returns the document's doctype.	InnerHeight: It is used to get the height of the content area of the browser window.
FullScreenElement: It returns the element that is currently present in full-screen mode.	Navigator: It returns a reference to the navigator object.
Title: It returns the title element of the document.	Toolbar: It will result in the toolbar object, whose visibility can be toggled in the window.
Head: It returns the head element of the document.	Parent: It refers to the frameset in which the current frame is contained.

## **Methods of Document and Window**

Methods of document	Methods of window
addEventListener(): It is used to attach an event handler to the specified element.	alert(): It is used to display an alert box. It displays a specified message along with an OK button and is generally used to make sure that the information comes through the user.
adoptNode(): It is used to adopt a node from another document and it returns a node object, representing the adopted node.	atob(): It is used for decoding a base-64 encoded string. It is used to decode a string of data that has been encoded using the btoa() method.
close(): It is used to close the output stream.	clearInterval(): It clears the interval which has been set by the setInterval() function before that.
createAttribute(): It is used to create an attribute node with the specified name and returns the attribute object.	clearTimeout(): It clears the timeout which has been set by the setTimeout()function before that.
createComment(): It is used to create a comment node with some text.	close(): It is used for closing a certain window or tab of the browser which was previously opened.
createElement(): It is used to create HTML element.	getComputedStyle(): It is used to get all the computed CSS properties and values of the specified element.
createEvent(): It is used to create a new events object.	confirm(): It is used to display a modal dialog with an optional message and two buttons i.e. OK and Cancel. It returns true if the user clicks "OK", and false otherwise.
createTextNode(): It is used to create a textnode.	prompt(): It is used to display a dialog with an optional message prompting the user to input some text
getElementById(): It returns the object of the given ID. If no object with that id exists then it returns null.	<ul> <li>scrollBy(): It is used to scroll the document by the given number of pixels.</li> <li>scrollTo(): It is used to scroll to a particular set of coordinates in the document.</li> </ul>

getElementsByName(): It returns an object containing all the elements with the specified name in the document as objects.	resizeBy(): It is used to resize a window by the specified amount. resizeTo(): It is used to resize a window to the specified width and height.
open(): It is used to open the output stream to collect the output.	<ul> <li>setInterval(): It repeats a given function at every given time interval.</li> <li>setTimeout(): It executes a function, after waiting a specified number of milliseconds.</li> </ul>
querySelector(): It returns the first element that matches a specified CSS selector(s) in the document. querySelector(): It returns the first element that matches a specified CSS selector(s) in the document.	stop(): It is used to stop the window from loading resources in the current browsing context.