1. List 5 difference between Browser JS(console) v Nodejs ?
2. browser js(console):

* “window” is a predefined global object which has functions and attributes, that have to deal with window that has been drawn.
* “location” is another predefined object in browsers, that has all the information about the url we have 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.
* Moduling is not mandatory in client side JavaScript, i.e. in browsers

1. Nodejs:

* 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.
* Ofcourse 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, cause they are needed for server side works only.
* “require” object is predefined in Node which is used to include modules in the app.

1. watch & summary 5 points –

* < div > </ div >

Open tag close tag

* <script> is a used to embed client side script.
* <image> is a used to embed image in html page.
* <link> ex.= <link href = “image.png” > link is used to folder path and link.
* Most modern javascript framework to this internally.

1. Execute the below code and write your description in txt file
2. typeof(1) = number.
3. typeof(1.1)= number.
4. typeof('1.1') = is string.
5. typeof(true) = boolean.
6. typeof(null) = object.
7. typeof(undefined) = undefined
8. typeof([]) = object
9. typeof({}) = object
10. typeof(NaN) = number.