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| Q1 | Difference between BrowserJS and NodeJS |  |
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| **Sno** | **Browser JS** | **Node JS** |
| 1 | Browser JS runs inside the website/webpage | runs in Javascript runtime environment |
| 2 | run only inside browser | run outside browser |
| 3 | it is mainly client side | it is mainly server side |
| 4 | it runs in all browser with help of JS engines like spidermonkey (Firefox),V8(Chrome),Nitro(Safari) | it runs only in v8 engine of google's chrome |
| 5 | eg. TypedJS | Loadsh, express |
| 6 | compatible with HTML tags and play with DOM | not compatibile with HTML tags |
| 7 | it supports document, window and some APIs are not available in BrowserJS | it don’t have document, window but supports with good APIs |
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| Q2 | Difference between Static typed and Dynamic Tyoed | |
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| **Sno** | **Statically Typed** | **Dynamically Typed** |
| 1 | A language whose variable type is known at compile time itself | A language whose variable type is known at run time. |
| 2 | can be called it is as compiled laguage | generally interpreted |
| 3 | type of variable cant be changed at any point of time | type check will happen only at run time when they are used |
| 4 | it will run faster | it will be little slow than statically typed |
| 5 | hard to write code but easy to run | easy to code but sometime hard to solve runtime error |
| 6 | eg. C, C++, Java | eg. Perl, Javascript,PHP, Ruby |
| 7 | it defined on variable name | it works on variable's value |
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| Q3 | Difference between Scripting language and Programming Language | |
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| **Sno** | **Scripting Language** | **Programming Language** |
| 1 | it is programming language that don’t require explicit compilation step | it is programming language that require explicit compilation step |
| 2 | it run on a subset of programming language | it runs on environment |
| 3 | it cant access machine's file system | it access machine's file system |
| 4 | it created as interface for User and Programming language for betterment or improvement | - |
| 5 | it will run slower | it will run faster |
| 6 | eg. Lua, Javascript, VBScript and VBA | eg. C, C++, D, Java, Pascal |
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| Q4 | Difference between Scripting language and Programming Language | |
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| **Sno** | **HTTP/1.1** | **HTTP/2.0** |
| 1 | keeps all requests and reponses in plain text format | uses binary framing layer to encapsulated all messages in binary format and also follow HTTP semantics |
| 2 | No such protocol | SPDY Protocol - to reduce webpage load latency using technique like compression, multiplexing, prioritization; this protocol will be served as temple for HTTP/2.0 |
| 3 | loads resources one by one; if one resource lost, it will block all other resources behind it | uses Single TCP connection to send multiple streams of data at once so that no one resource blocks any other resources |
| 4 | - | concept of server push (server anticipate the resources that will be required by the client and pushes them prior to the client making the request |
| 5 | Single frame | Two frames as Header and Data Frame; Header frame use HPACK header compression algorithm using static huffman encoding |