Day 2

1.List the 5 differences between js (console) and node js

Js:

* It is an open-source, cross-platform, interpreted, lightweight scripting programming language that is used to develop dynamic and web applications
* It is a programming language. It works in any browser that has a proper browser engine.
* It is generally used on the client-side server.
* All the JavaScript is not important to the node community.
* It is designed to build network-centric applications.
* It's a newer version of the ECMA script that runs on Chrome's V8 engine, which is written in C++.

Node js:

* It is a cross-platform, open-source JavaScript runtime environment that allows JavaScript to be run on the server.
* It's a JavaScript interpreter and environment with some valuable libraries that JavaScript programming can use separately.
* It is generally used on the server-side.
* All node projects represent the JavaScript community.
* Node JS is only supported by the V8 engine, which Google Chrome mostly uses. Any JavaScript program written with Node JS will always be run in the V8 engine.
* It's designed for data-intensive real-time applications that run on several platforms.

2.watch & summary 5 points

1.Parsing HTML

HTML is forgiving by nature. Parsing isn’t straight forward Can be halted, will do speculative parsing, its re-entrant.

2.Render/ Frame tree: DOM+ CSSOM

Combine the two object models, style resolution. This is the actual representation of what will show on screen. Not a 1-to-1 mapping of your HTML.

3.Layout

Take note from the browser and batch

Act like the browser and batch your DOM changes, Do all your reads in one pass, followed by writes

4.Paint

Paint setup

Will take the layed out render trees, creates layers, incremental process, builds up over 12 phases

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4.Execute the below code and write your description in txt file.

console.log(typeof(1)); //number

console.log(typeof(1.1)); //number

console.log(typeof('1.1'));//string

console.log(typeof(true));//boolean

console.log(typeof(null)); //object

console.log(typeof(undefined)); //undefined

console.log(typeof([])); //object

console.log(typeof({})); //object

console.log(typeof(NaN)); // number