**TASK DAY 2**

1. List 5 difference between Browser JS(console) v Nodejs

|  |  |
| --- | --- |
| **BROWSER JS** | **NODE JS** |
| * “window” is a predefined global object which has functions and attributes, that have to deal with window that has been drawn. | * Node doesn’t have a predefined “window” object cause it doesn’t have a window to draw anything. |
| * “location” is another predefined object in browsers, that has all the information about the url we have loaded. | * “location” object is related to a particular url; that means it is for page specific. So, node doesn’t require that. |
| * “document”, which is also another predefined global variable in browsers, has the html which is rendered. | * Node doesn’t have “document” object also, cause it never have to render anything in a page. |
| * Browsers may have an object named “global”, but it will be the exact one as “window”. | * 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. |
| * Browsers don’t have “require” predefined. You may include it in your app for asynchronous file loading. | * “require” object is predefined in Node which is used to include modules in the app |

1. **watch & summary 5 points -** [**https://www.youtube.com/watch?v=SmE4OwHztCc&ab\_channel=JSConf**](https://www.youtube.com/watch?v=SmE4OwHztCc&ab_channel=JSConf)

* The video was regarding how the website is being create once the URL is hit.

Prase HTML

Layout

Paint

Render Tree

Parse CSS

* DOM + CSS:

1. Combines the two object model, style resolution.
2. This is the actual representation of what will be shown on the screen
3. NOT a 1 to 1 mapping of your HTML.

* Multiple Tree:

1. Render object
2. Render style
3. Render layers
4. Line boxes

* DOM Node to Render Object:

1. Visual output.
2. Geometric info
3. Can layout and paint
4. Hold style and computed metrices

* Paint:

1. Create layers
2. Incremental process
3. Build over 12 phases
4. Produce a bitmap from each layer.
5. **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 |