**DAY 02 – TASKS:**

1. Difference between Browser JS(console) v Node JS:

Javascript:

* Javascript is a programming language that is used for writing scripts on the website.
* Javascript can only be run in the browsers.
* It is basically used on the client-side.
* It is capable enough to add HTML and play with the DOM.
* Javascript can run in any browser engine as like JS core in safari and Spidermonkey in Firefox.
* It is used in frontend development.
* Some of the Javascript frameworks are RamdaJS, TypedJS, etc.
* It is the upgraded version of ECMA script that uses Chrome’s V8 engine written in C++.

Node JS:

* NodeJS is a Javascript runtime environment.
* We can run Javascript outside the browser with the help pf NodeJS.
* It is mostly used on the server-side.
* NodeJS does not have capability to add HTML tags.
* V8 is the Javascript engine inside of node.js that parses and runs Javascript.
* NodeJS is used in server-side development.
* Some of the NodeJS modules are Lodash, express etc. These modules are to be imported from npm.
* NodeJS is written in C, C++ and Javascript.

1. Watch & Summary 5 points:

* Parsing HTML: HTML is forgiving by nature and parsing is not straight forward. It can be halted. It will do speculative parsing and its reentrant.
* <script>, <link> & <style>: It will halt the parser as a script can alter the document like Network latency and link & style could halt JS execution.
* DOM + CSSOM: Combines the two objects models, style resolution. This is the actual representation of what will show on screen and its not a 1 to 1 mapping of your HTML.
* Calculating visual properties: It combines all styles, defaults, external, style elements & inline. The complexity around matching rules for each element and style computation.
* Painting: It produces a bitmap from each layer. Bitmap is uploaded to the GPU as a texture. Composites the textures into a final image to render to the screen.

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') - string
5. typeof(true) - boolean
6. typeof(null) - object
7. typeof(undefined) - undefined
8. typeof([]) - object
9. typeof({}) - object
10. typeof(NaN) - number