1. To read:
   1. <https://stackoverflow.com/questions/1517582/what-is-the-difference-between-statically-typed-and-dynamically-typed-languages>
   2. <https://stackoverflow.com/questions/17253545/scripting-language-vs-programming-language>
   3. <https://cs.lmu.edu/~ray/notes/paradigms/>
2. Write a blog on Difference between HTTP1.1 vs HTTP2
3. Write a blog about objects and its internal representation in Javascript.
4. codekata practice
5. Write a blog about objects and its internal representation in Javascript
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1)Write a blog on Difference between HTTP1.1 vs HTTP2

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| HTTP 1.1 | HTTP2 |
| It supports connection reuse i.e. for every TCP connection there could be multiple requests and responses,  and pipelining where the client can request several resources from the server at once. | Uses multiplexing, where over a single TCP connection resources to be delivered are interleaved  and arrive at the client almost at the same time |
| However, pipelining was hard to implement due to issues  such as head-of-line blocking and was not a feasible solution. | It also provides a feature called server push that allows the server to send data  that the client will need but has not yet requested. |
| Header compression is not included in HTTP 1.1 which reflects a lot of duplicate data being sent uncompressed across the wire. | Header compression is included by default in HTTP/2 using HPACK |
| It uses digest authentication , NTLM authentication. | it is better equipped to deal with them due to new TLS features  like connection error of type Inadequate\_Security. |

2) Write a blog about objects and its internal representation in Javascript.

Objects.

An object, is a reference data type. objects in JavaScript may be defined as an unordered collection   
of related data, of primitive or reference types, in the form of “key: value” pairs.

Accessing Object Properties: -

It can be done in two ways.

1)by “.” => objectName.propertyName  
2)like array “[]” => objectName[“propertyName”]

Note:  
In case , if the property names are numbers , We must use [] to access the property values.

Creating Objects: -

1)By using string literal: -

Var obj = {  
 member1 = value1  
 member2 = value2,  
};

2)Object Constructor: -  
const obj = new Object();

obj.member1=value1  
obj.member2=value2

3)Constructors: -

Function Vechicle(member1,member2){  
 this.member1 = member1;  
 this.member2 = member2;  
}  
let obj1 = new Vechicle(value1,value2)

4)prototypes: -

let class1 = {  
 member1 = value1  
}

let class2 = Object.create(class1)  
console.log(class2.member1)