1. **Write a blog on Difference between HTTP1.1 vs HTTP2 ?**

Answer:

* From the release of HTTP/1.1 in 1997 until recently, there have been few revisions to the protocol. But in 2015, a reimagined version called HTTP/2 came into use, which offered several methods to decrease latency, especially when dealing with mobile platforms and server-intensive graphics and videos.
* HTTP/2 began as the SPDY protocol, developed primarily at Google with the intention of reducing web page load latency by using techniques such as compression, multiplexing, and prioritization.
* HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it.
* HTTP/2 is able to use a single [TCP](https://www.cloudflare.com/learning/ddos/glossary/tcp-ip/) connection to send multiple streams of data at once so that no one resource blocks any other resource.
* HTTP/1.1 it works on the textual format.
* HTTP/2 it works on the binary protocol.
* HTTP/1.1 it compresses data by itself.
* HTTP/2 it uses HPACK for data compression
* HTTP/2, the binary framing layer encodes requests/responses and cuts them up into smaller packets of information, greatly increasing the flexibility of data transfer.
* HTTP/1.1, which must make use of multiple TCP connections to lessen the effect of HOL blocking, HTTP/2 establishes a single connection object between the two machines. Within this connection there are multiple streams of data. Each stream consists of multiple messages in the familiar request/response format. Finally, each of these messages split into smaller units called frames.

1. **Write a blog about objects and its internal representation in Javascript ?**
2. **Javascript**

Answer:

* Objects are important data types in javascript. Objects are different than primitive datatypes (i.e. number, string, boolean, etc.).
* 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. These keys can be variables or functions and are called properties methods, in the context of an object.
* Primitive data types contain one value but Objects can hold many values in form of Key: value pair.
* These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.
* Unlike Primitive data types which can only contain one value, objects can contain multiple values in the form of key-value pairs.
* Objects are Dynamic: Means we can add and remove properties from an object at any time.
* Objects are Extensible: Means we can create new types of objects by adding new properties and methods to existing objects.
* Objects are first-Class: Means we can pass objects to functions, return objects from functions and assign objects to variables.