(1ans) HTTP/1.1 ;l

Loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it. In contrast.

HTTP/2 :

Able to use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource.

(2ans): Objects in javascript may be defined as an unordered collection of related data of primitive or reference types in the form of “key:value” paris.These keys can be variables or functions and are called properties and methods,respectively in the context of an object